Make Gameobject Transparent

Introduction

If you need to make your game object semi-transparent or fully transparent, if you want the game object between the camera and the player to be transparent, if you want your game object to fade in and out, then this tool will be very suitable for you. Just drag the code onto the object you want to be transparent, and you can easily control the transparency of the object. This asset also includes a scene to show you, a player walks around in the scene, and then makes the objects between the player and the camera transparent, making it easier for you to make the third-person character move. The above-mentioned functions can be easily solved only by having this tool. This tool is very simple to use, I hope you will like it.

Main features：

1. No need to write shader, easily make game objects transparent
2. In the third-person game, easily make objects between the camera and the player transparent
3. You can make game objects fade in and out
4. Easy to use, easy to integrate into your project
5. Third-person character movement control function
6. The code is highly readable: the code has perfect English comments
7. Complete documentation
8. Cheap
9. Compatible with most platforms: Android , IOS, Windows

Instructions:

### How to make objects transparent (demo1 shows you how to make game objects transparent)

Just drag and drop the code "Transparent_self" onto the corresponding game object. Please be sure to note that the object you need to control transparency must have mesh renderer and material (meaning that it is impossible to control its parent object). Then you can easily adjust whether the game object needs to be transparent or not and how transparent it is through the attributes exposed by the script. Here I added, two functions "fade_in" and "fade_out" can be called directly to make the game object fade in and out.)
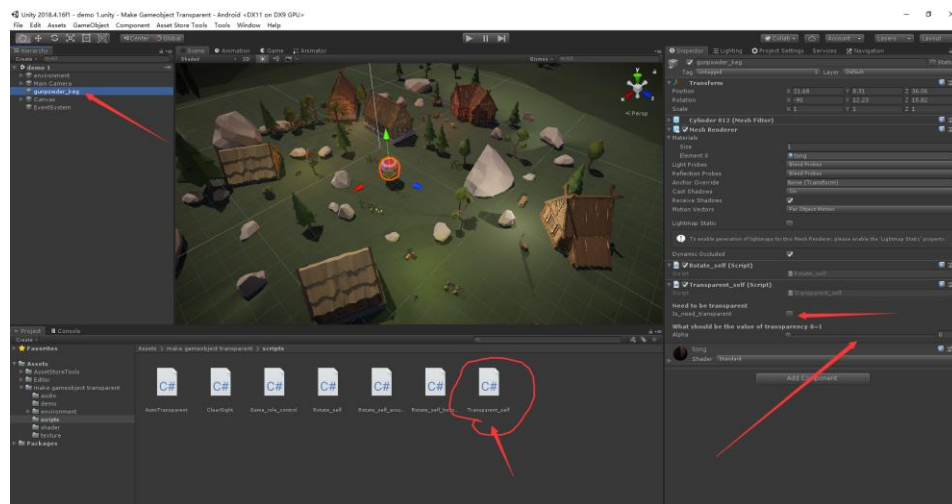
Make the objects between the player and the camera transparent

(the demo shows you how to make the game objects between the player and the camera transparent)
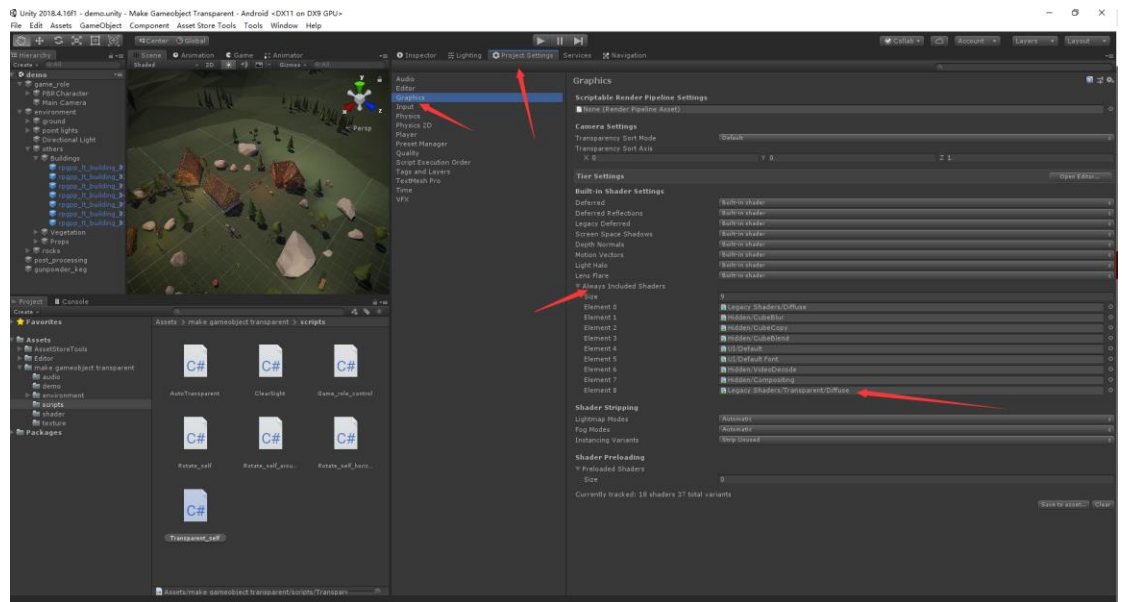
When the player moves in the third person in the game, the camera will emit a certain length of ray toward the player. This length is usually the distance between the player and the camera. When the camera hits an object, add a so Its own transparent script makes it transparent for a period of time. After a period of time, if the object is not between the camera and the player, the game object is restored to its original shape. Therefore, objects that need to be transparent must have colliders, mesh renderers, and materials. As shown below:
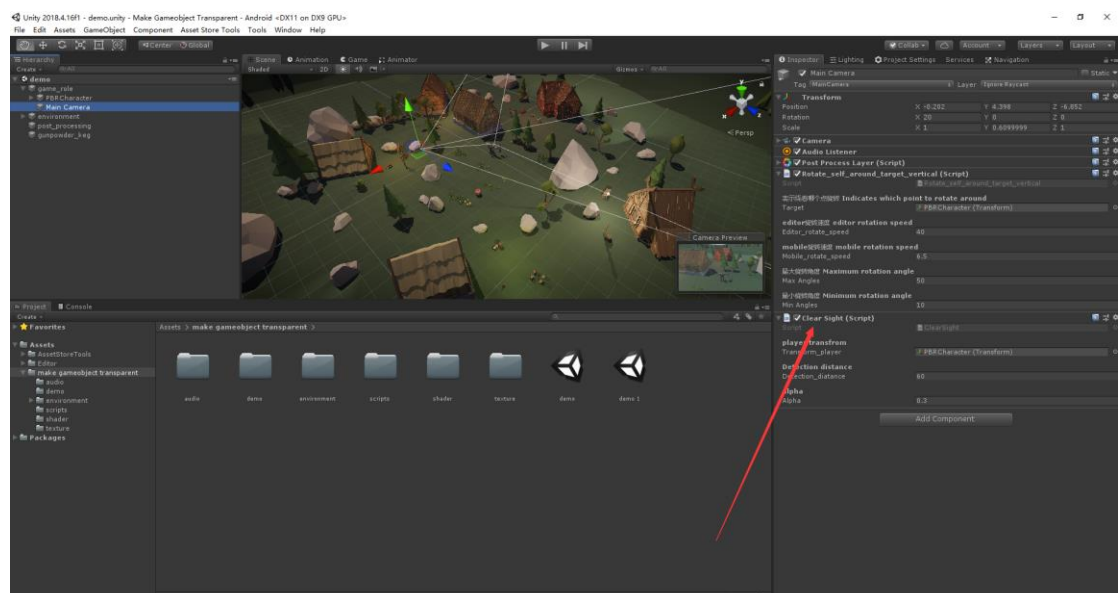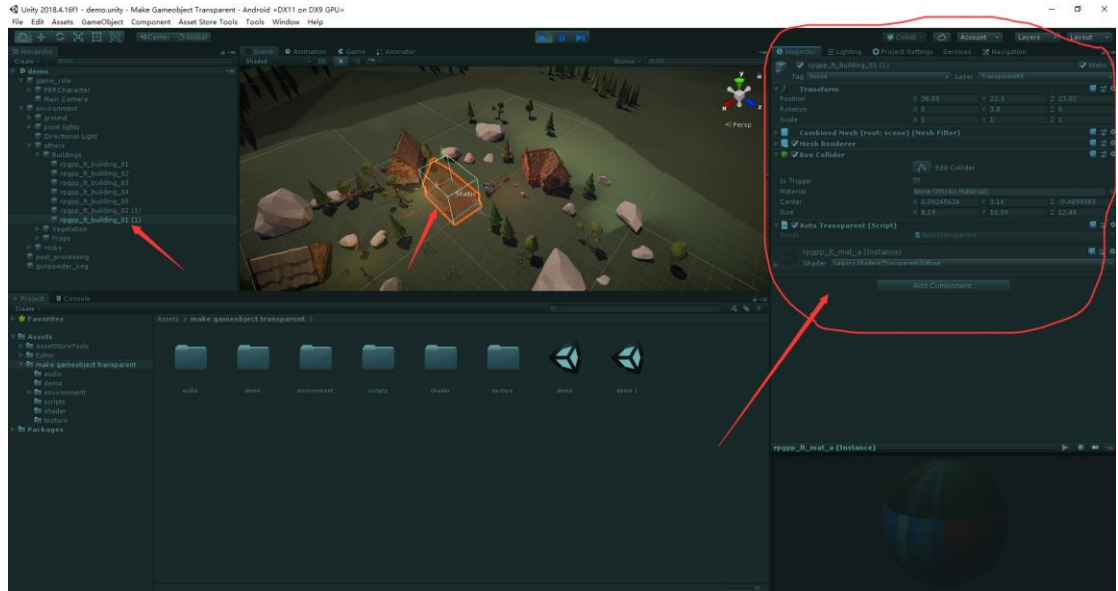
PS:

    All the transparent functions in this tool use the "Transparent/Diffuse" shader, and this shader must be added when publishing and packaging, as shown in the following figure:

You must import the following assets to run normally, the following assets are free

https://assetstore.unity.com/packages/3d/characters/robots/sci-fi-warrior-pbr-hp-polyart-106154

https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410

Contact us:

If you have any questions or suggestions during use, please feel free to contact us

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