Footsteps Illusion Editor

Introduction

This is a footsteps illusion editor for Unity. See more about the illusion [here](#).

Usage

1. Import the package to your Unity project
2. Replace the material of the your stripe object with "Stripe Material" under the folder "Footsteps Illusion/Materials/"
3. Adjust properties of "Stripe Material" as you wish

Property Name	Type	Desciption
Dark Stripe Color	Color	Set the color of the darker stripes
Light Stripe Color	Color	Set the color of the brighter stripes
Stripe Opacity	Float [0, 1]	Set the opacity of the stripe object
Tiling	Integer [1, 500]	Set the repeat times of the stripes
Direction	Float [0, 1]	Set the orientation of the stripes

> Note: The effect of the illusion gets stronger if the difference of their *relative luminance* Y becomes greater.
>
> $Y = 0.2126R + 0.7152G + 0.0722B$