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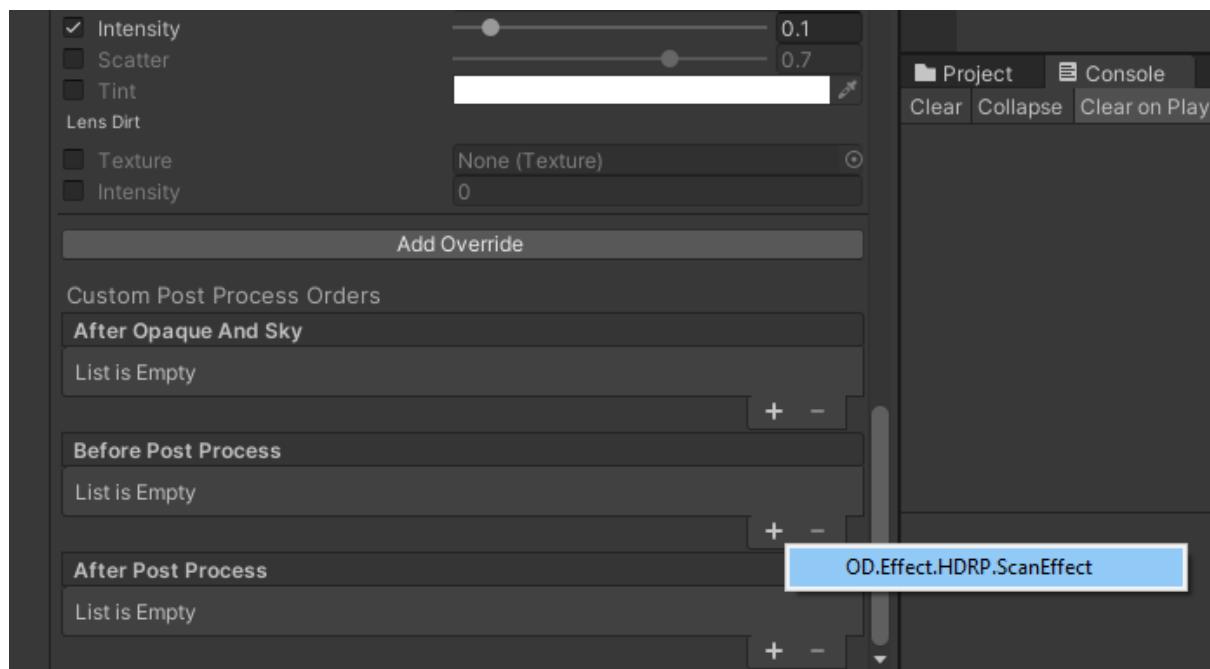
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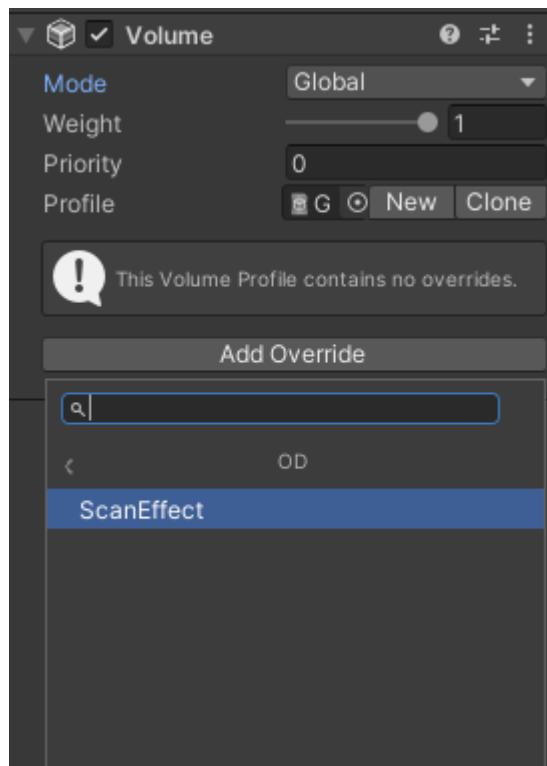
Scan effect Get Started

Setup the effect

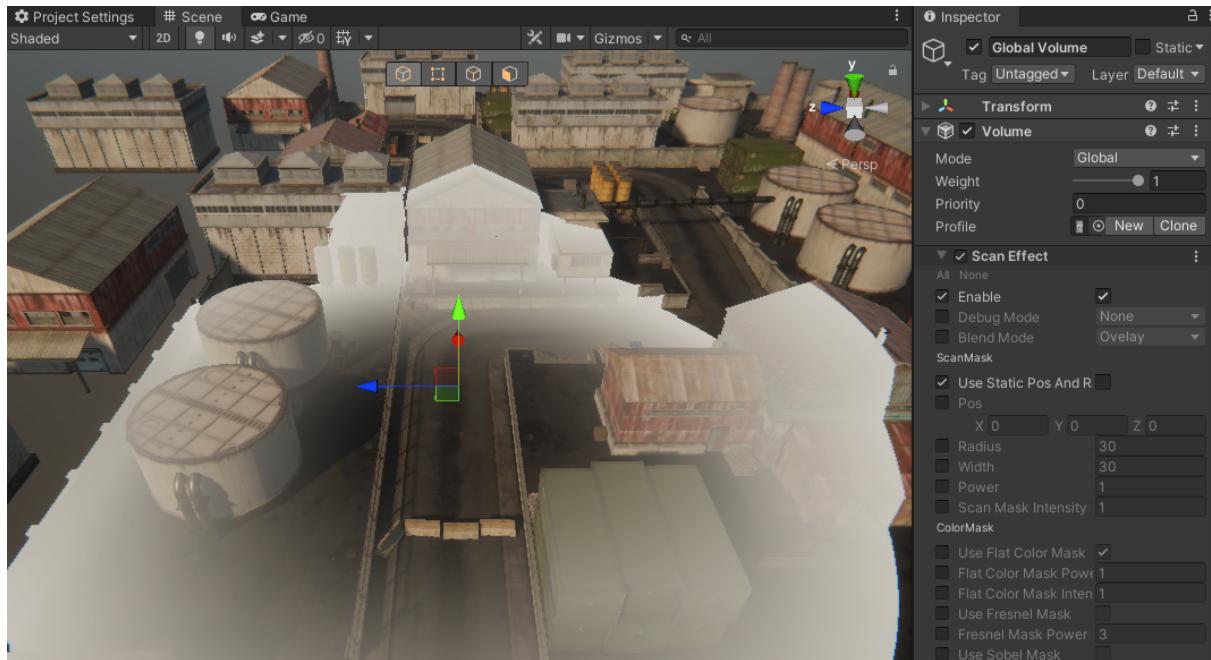
1 - Go to Edit > Project Settings and select the HDPR Default Settings tab and add the ScanEffect in the Before Post Processing field.



2 - Create a new Volume or use an existent Volume, and the ScanEffect in Post-Processing
> OD > Scan Effect



3 - After adding the effect, toggle the enable check box and disable the check box "Use Static Pos And Radius". You will see a white radial scan effect at (0,0,0) position.



Notes

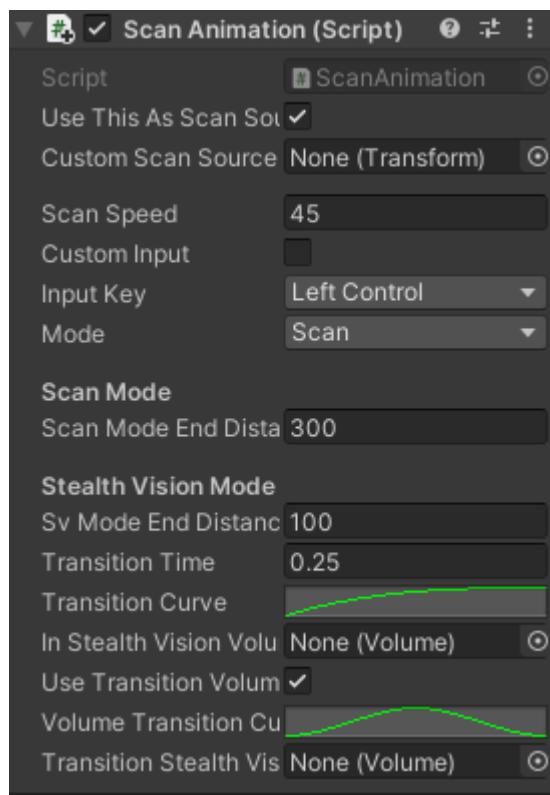
Use Static Pos And Radius option:

Disable this option to customize the effect, this option is used by the script to animate the scan effect.

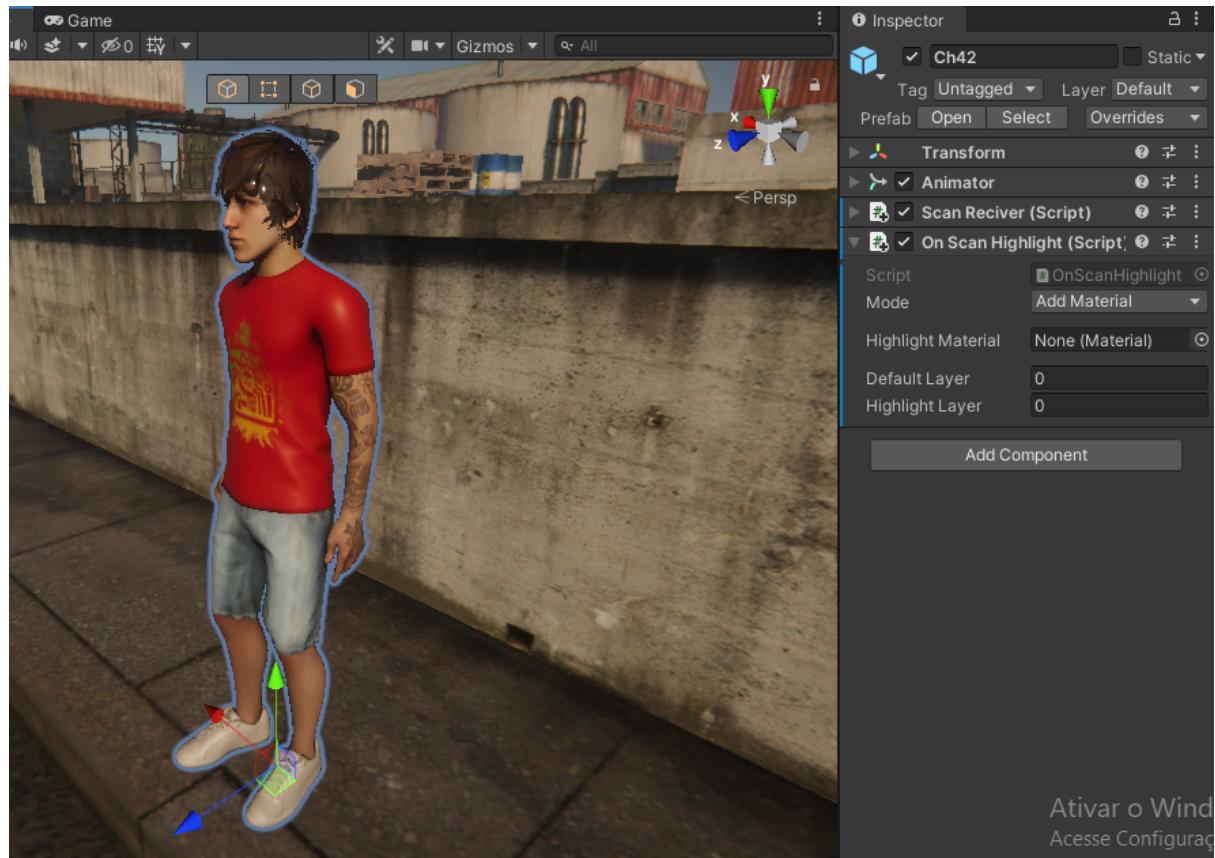
Scan Animation Get Started

1 - After customizing the scan effect, enable the **Use Static Pos And Radius Option**.

2 - Add the Scan Animation Script in your player.



3 - In the object with will be highlighted by the scan add the OnScanHighlight Script.



3 - Create a material with a Highlight shader or use a default material in the folder ScanEffect/Materials and add at Highlight Material field of the script.
This script will add the material in all mesh children of the game object when the game object is inside of the scan radius.

4 - Just click with the ScanAnimation key(default: Left Control) to animate the effect.

Scan Animation Modes

Scan Mode

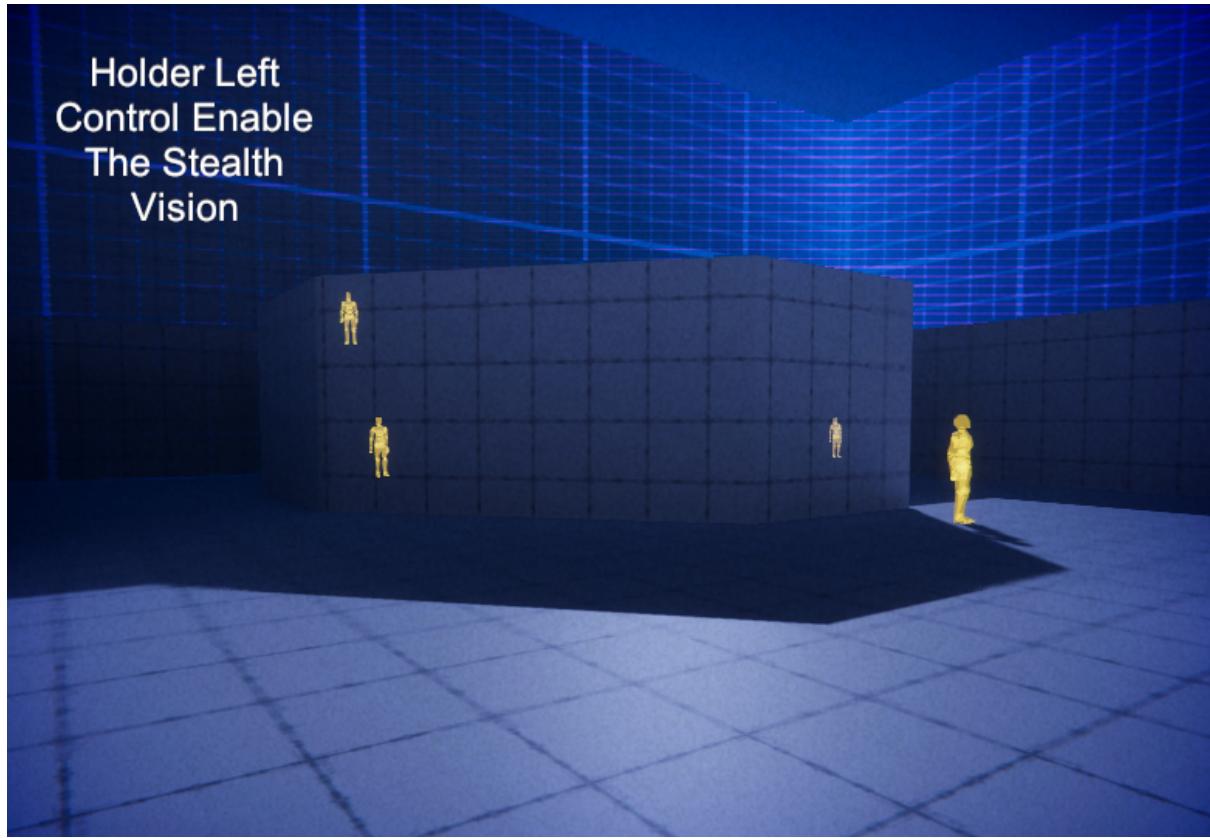
In this mode, just click to start animating the scan effect.

Stealth Vision Mode

In this mode need holder the input active the Stealth Vision.

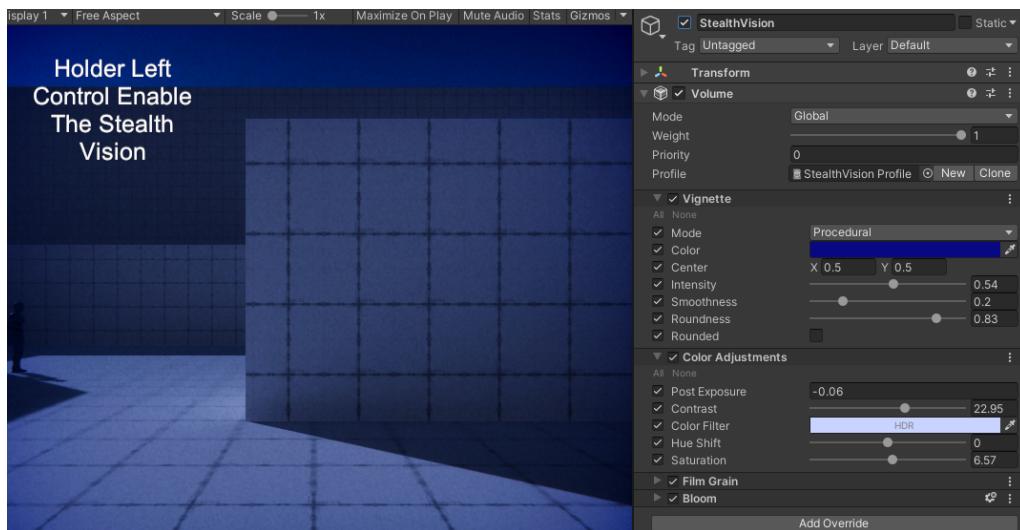
Stealth Vision Mode Volume

In the Stealth Vision mode of Scan Animation, also you can add a Volume with your custom Stealth vision effect.



Setup Stealth Vision Volume

1 - Create a new Volume Global Volume, customize and disable the volume game object and add the volume inStealthVisionVolume field of the ScanAnimation.



Also, it can add a new Volume as stealth vision transitions, see Samples as Examples.

ScanAnimation Notes

This ScanAnimation Script uses the old Input System, so if you have any input errors enable the old Input System or both Inputs System.

Customizing Notes

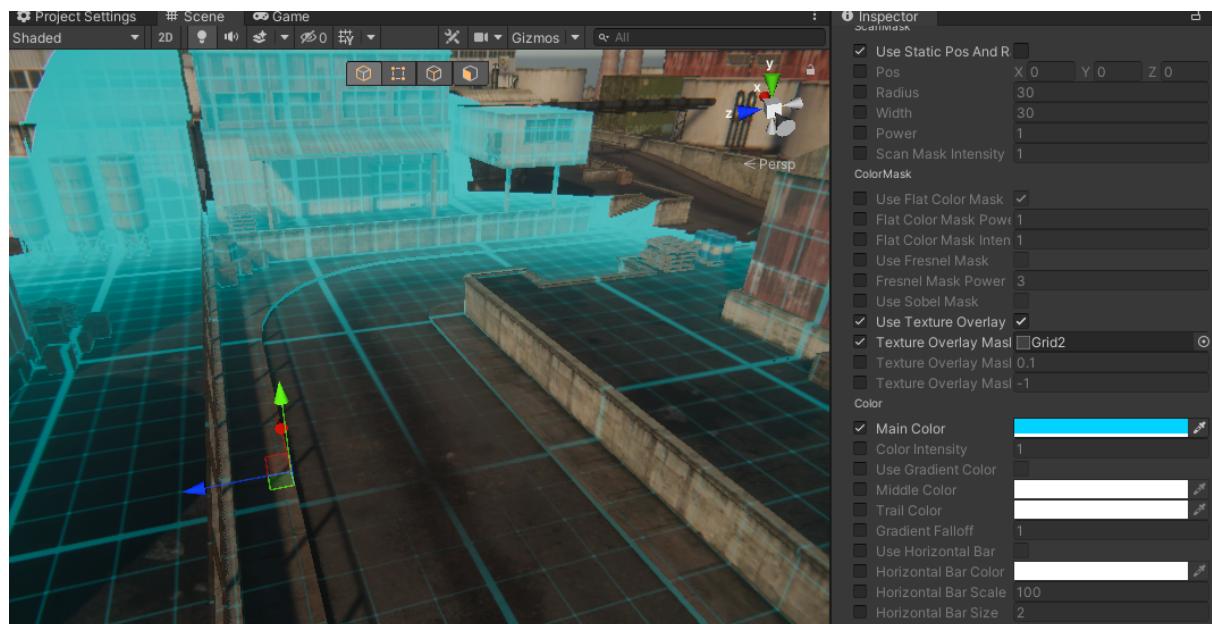
See the Sample to get an example of the effect

Go to ScanEffect/_Samples to see examples of the effect

Tips: Get your cursor in any script option to see additional info

Scan Texture Overlay

You can add Texture overlay in the scan effect, in ScanEffect/Textures folder there are two grid textures for example. To add texture a custom texture this texture needs to be black and white.



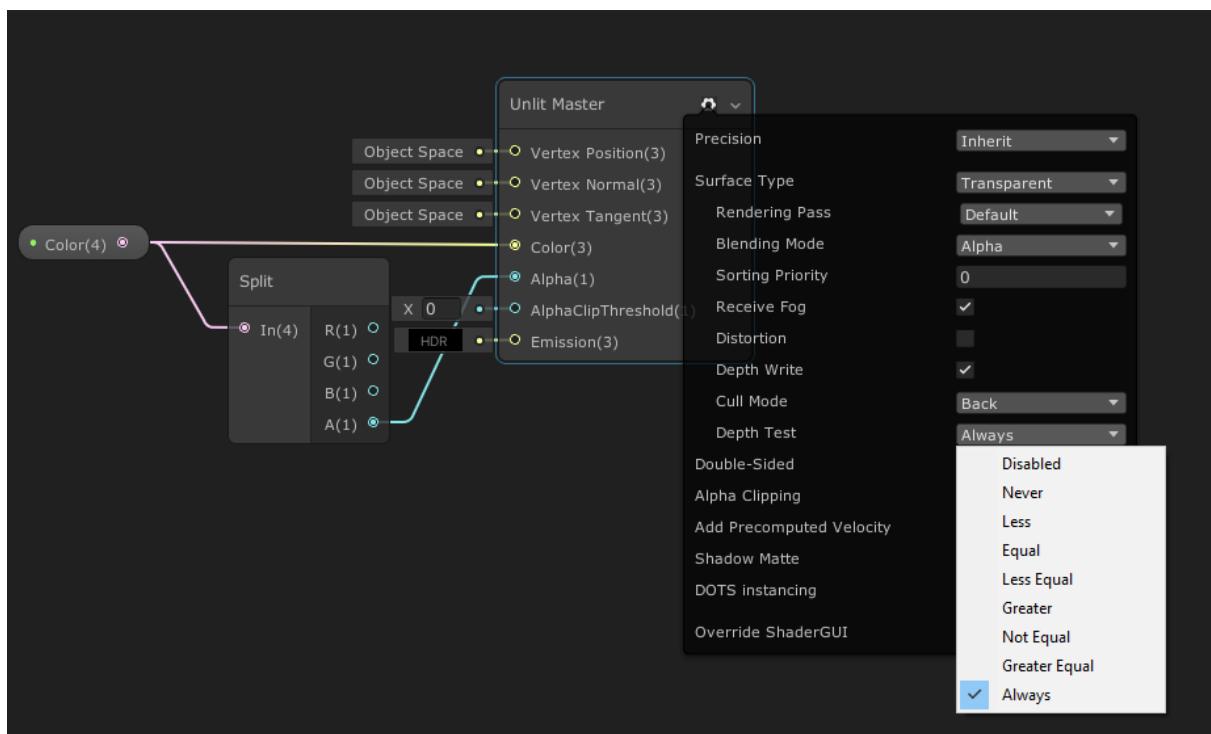
OnScanHighlight Script Change Layer Mode

In this mode, the script will change the layer of all mesh children of the game object when the game object is inside of the scan radius. This might be useful to use with custom pass.

See unity custom pass vide: [Custom Pass Framework in HDRP \(Tutorial\)](#)

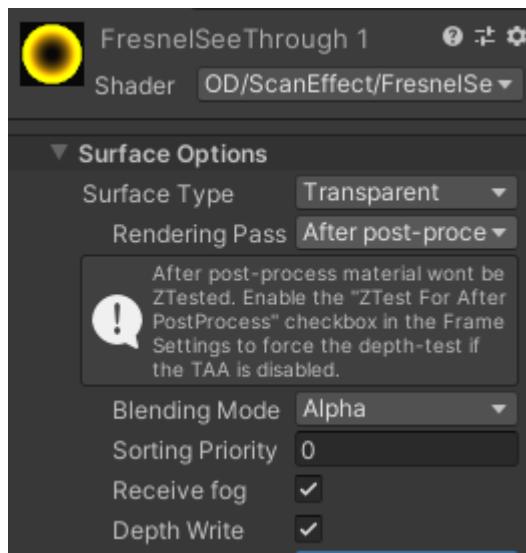
Creating a new Simple Highlight Shader

Create a new Shader Graph HDRP/Unlit Graph. Set the shader as transparent and set the Depth Test to Always.

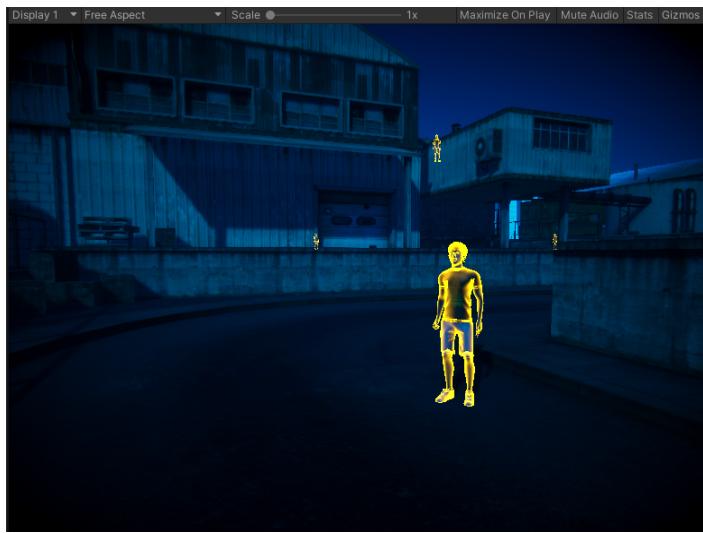


Change the Highlight Material Render Pass

You can change the render pass of the highlighted material to After Post-Processing.



This might be useful with same effect settings.



Changing The ScanEffect Render Order

To Change the Scan effect Render order you need to modify the ScanEffect Script. Edit this to Change the Render Order to **AfterOpaqueAndSky**, **BeforePostProcess** or **AfterPostProcess**.

```
public override CustomPostProcessInjectionPoint injectionPoint =>
    CustomPostProcessInjectionPoint.BeforePostProcess;
```

After the edit, Go to Edit > Project Settings and select the HDPR Default Settings tab and remove the ScanEffect and add it again in the new Custom Post-process Order.

Make transparent materials receiver scan

In your HDRP material enable DepthWrite

