

AAA – Glass System F.A.Q.

Q: How do I add a filter to the camera?

A: Select a target camera. Then click “Component tab -> Image Effects -> Cutie 3 -> AAA - Glass” on top panel of an editor. Now on your camera was added a new component, “AAA Glass”.

Now you must add to this component target powered by our shader.

For create this material just click RMB on Inspector and then on “Create” tab select “Material”.

Now select on this material shader at path “Cutie3 -> Filters -> AAA – Glass”.

Properties

Glass texture – it is a texture, which will be overlaid on glass surface.

Glass tint – tint of a glass surface.

Transparency – Transparency of glass.

Normal – in this shader, normal map used for refraction of the surrounding space. **Black color** on this map mean that this point without a glass surface.

Zoom – index of zoom.

Cutout – determines the extent of cut-off for normal map.

Smooth – determines the smoothness of the surface.