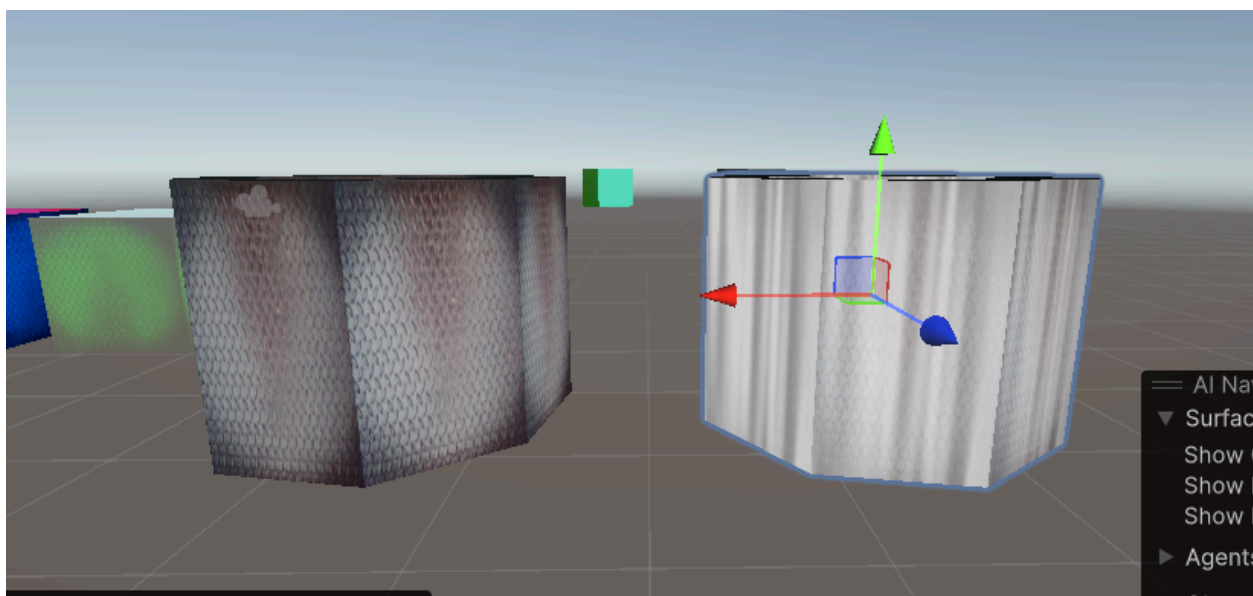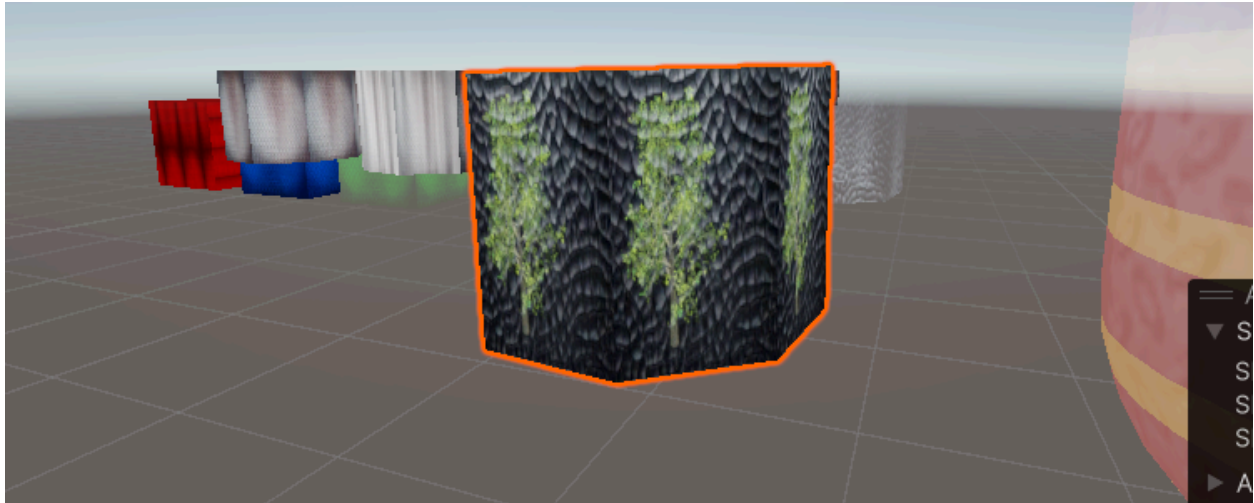Enhanced Hologram:

I used the enhanced hologram shader on my object and edited the transparency along with the rate at which the lines move. The only challenges I had with this shader was understanding how to configure the right settings to make the shader look like a real hologram.
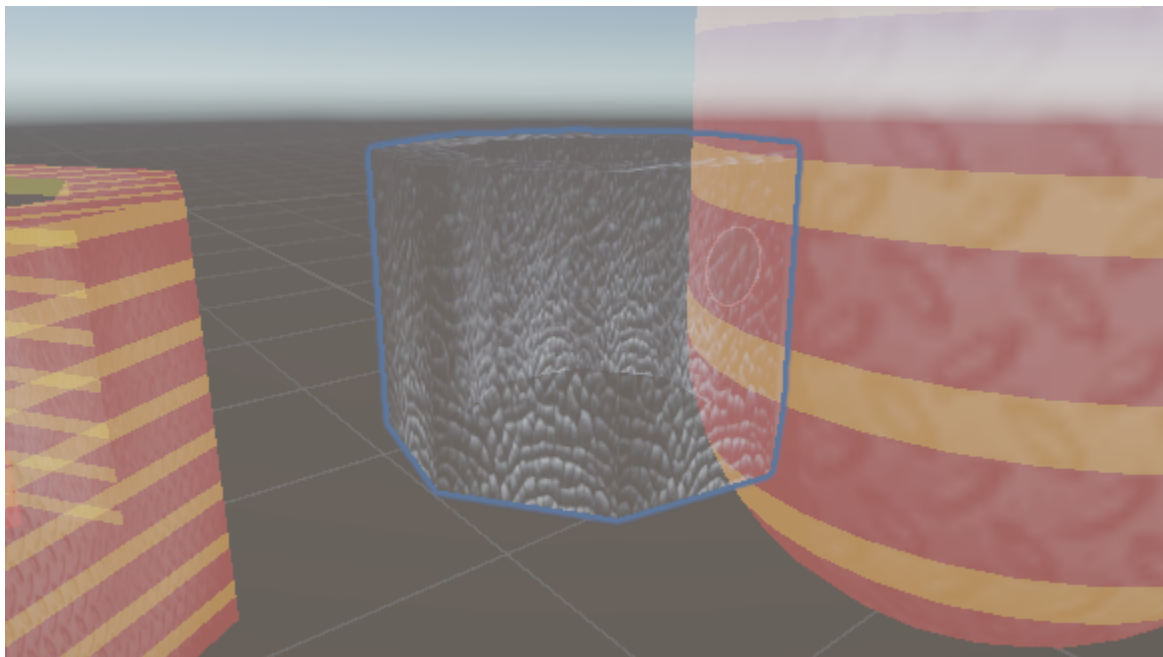

SpecularPBR & SurfacePBR:

For this shader I added a specular PBR shader that mimics a metallic look on the object. One thing I wasn't really able to achieve was a really smooth looking metallic object and I will try to look more into making this in the future.
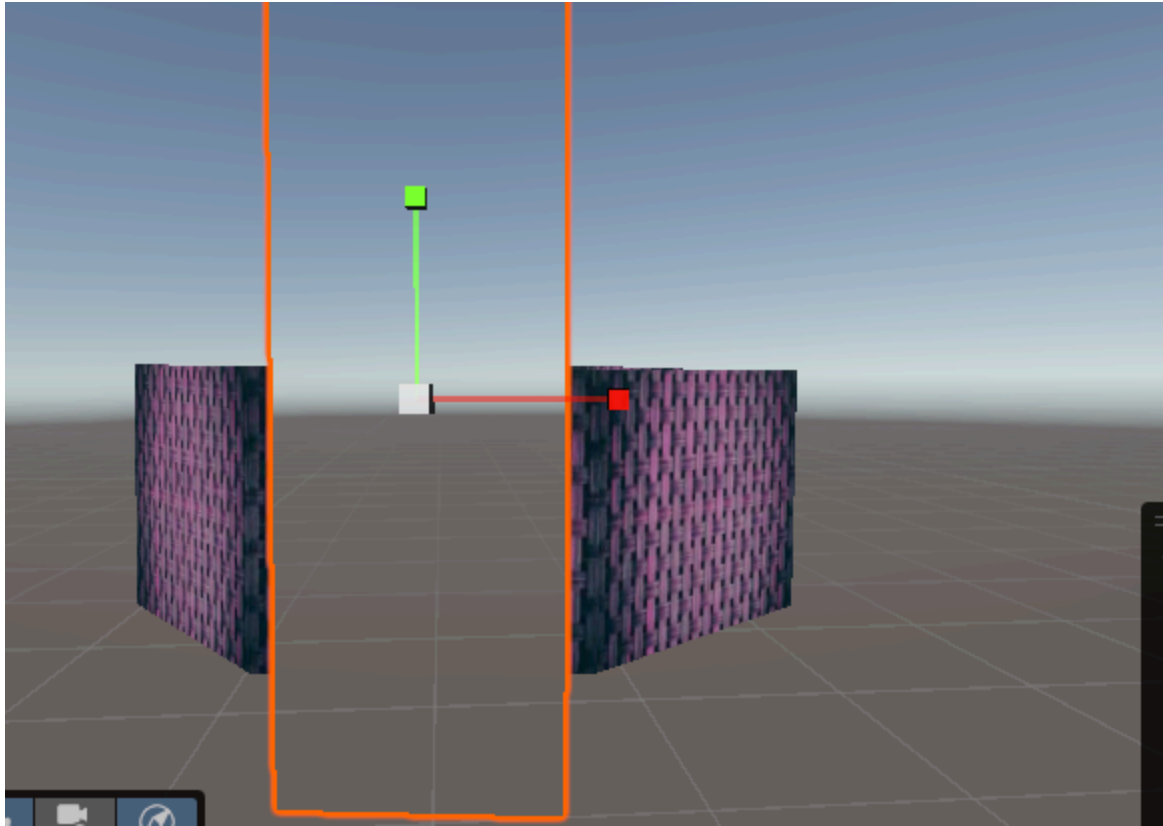
Decal:

        For the decal I used the tree image I downloaded and applied it onto a previous texture I was working on from before. I had a hard time finding the right kind of decal to use so I decided to use a pre-existing texture image that I was using from before.
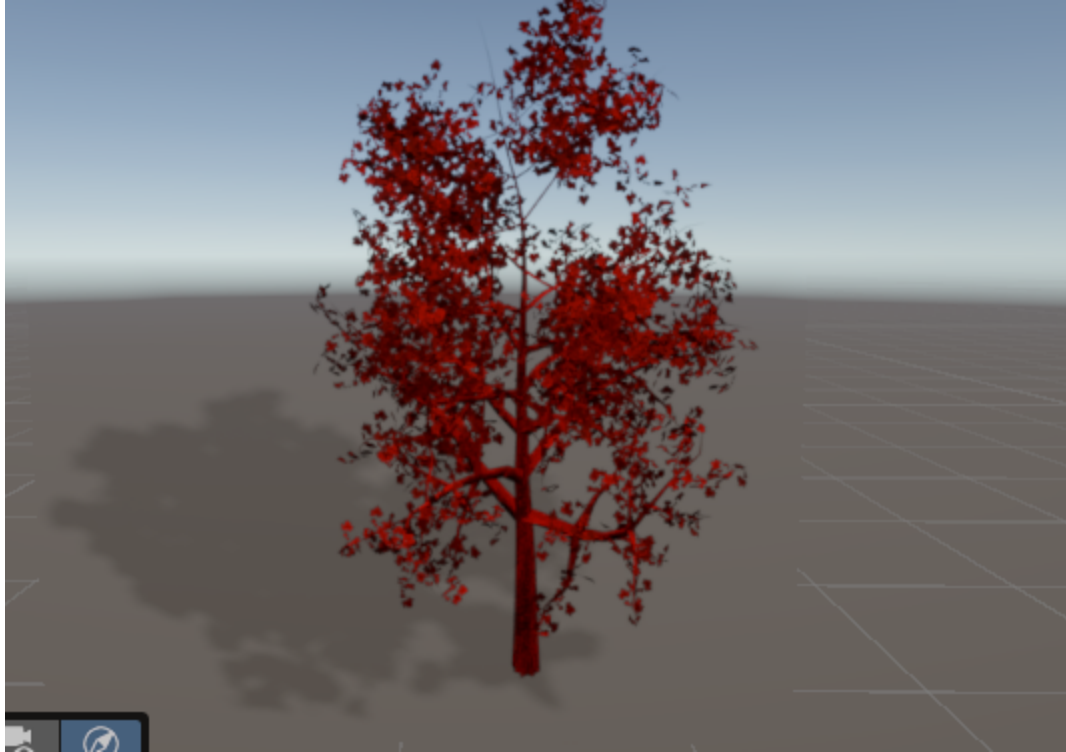

Texture Blending:

        The texture blending I used was the same one I used for my decal but with this shader I was able to achieve a transparent texture look blending with the environment. I'm not too sure how this shader works so I would need to improve my understanding of this in the future.

Stencil Front and Back:

Next the stencil front and back shader achieved a window-like look on my object. In terms of any challenging feature I'd say setting up the stencil shaders took long but once I put it together I was able to understand the idea behind it.

Transparency:

       Lastly, the transparency shader I used on this tree I changed the color to a red look while I was working on the shader. This shader would be very effective in 3d games allowing to make trees without actually putting the full 3d object inside a game. I didn't have many challenges when implementing this I was able to understand it quickly and the idea behind it.