# Hologram Shader:

For the capsules within the first room the player spawns in, we decided to use a hologram shader. I created this hologram shader and used a texture I found from an external source. The goal I wanted to achieve was to give it more of a sci-fi look because of the main theme of the game. The hologram shader uses an animated scan line, some rim lighting, and transparency to show a glowing holographic projection effect.
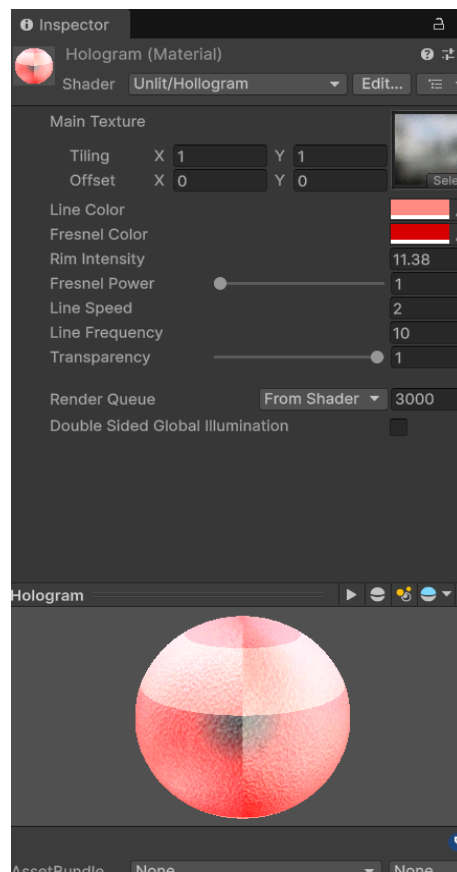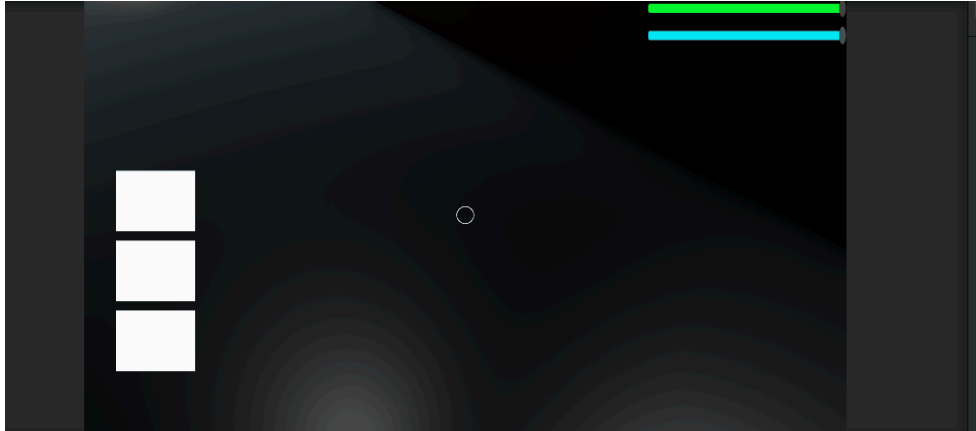

External Texture Used

Flat Shader:
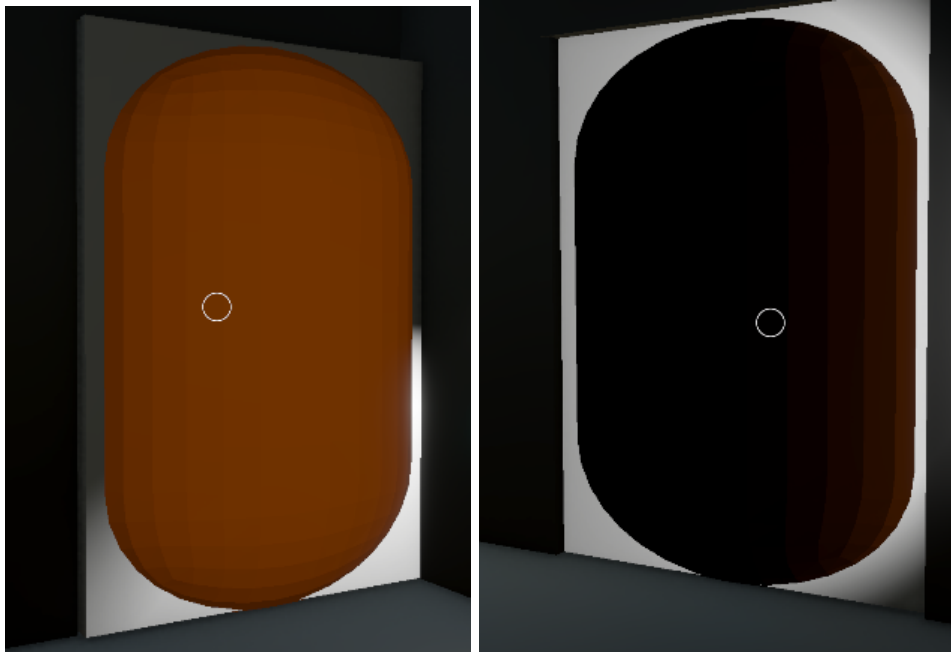
For the doors in the game we decided to use flat shaders to give them a different look. Despite the flat shader giving objects more of a low poly look, I added a strong lighting contrast so that within the darker areas of the map they would be visible. It creates a dark feel while still keeping the edges visible fitting the game's atmosphere. Within this flat shader you can adjust the light intensity, ambient intensity and contrast. The light intensity basically controls how strong light appears on the surface of the object. Meaning the more I increase the value the brighter the light will be applied on the door. Next the ambient intensity controls how much you can see the door within dark areas. I added this because of how dark the map of our game is. Lastly, the contrast adjusts how sharp the lighting looks on the door. The more you adjust this setting to the lower ends the smoother it will look while the higher settings make the edges and shadows pop more on the door.
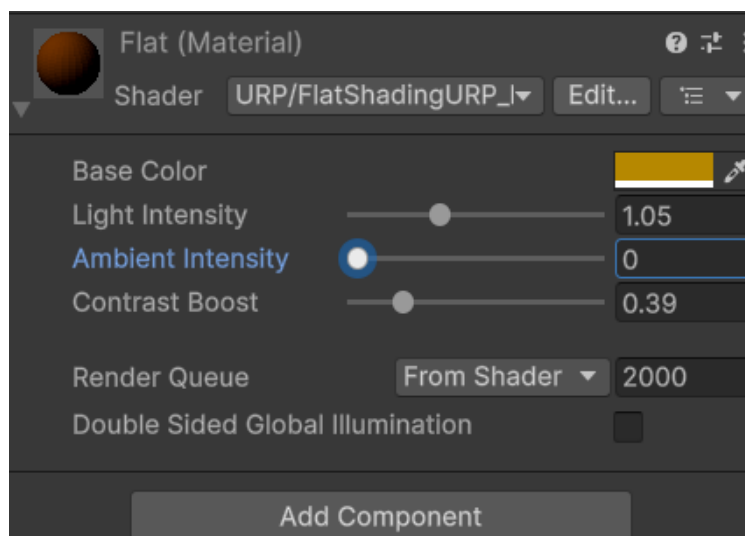
Color Grading:
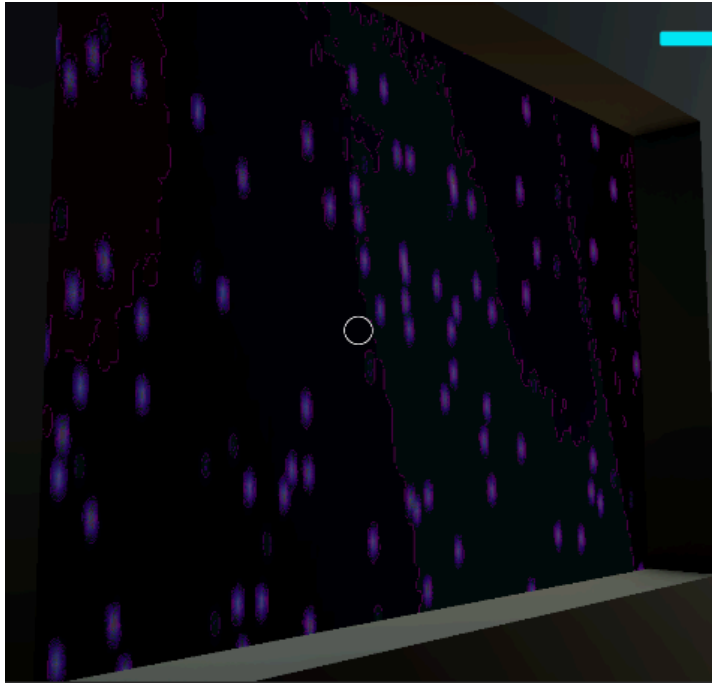
We used the color grading shader on our outside environment which is in space. It gives it a deep space like atmosphere instead of having much light. It adjusts the scene's color to look much darker making the player feel like they are in outer space. Using the LUT in the image below we adjusted the contribution to the max to change the appearance of the environment. Bringing it to a lower setting would reset the texture to the original color. As for how we applied it into the game, we took the color grading shader and applied it to an image set to world space. We then next made a plane and placed the image in front of the plane to project it to the object making it visible.