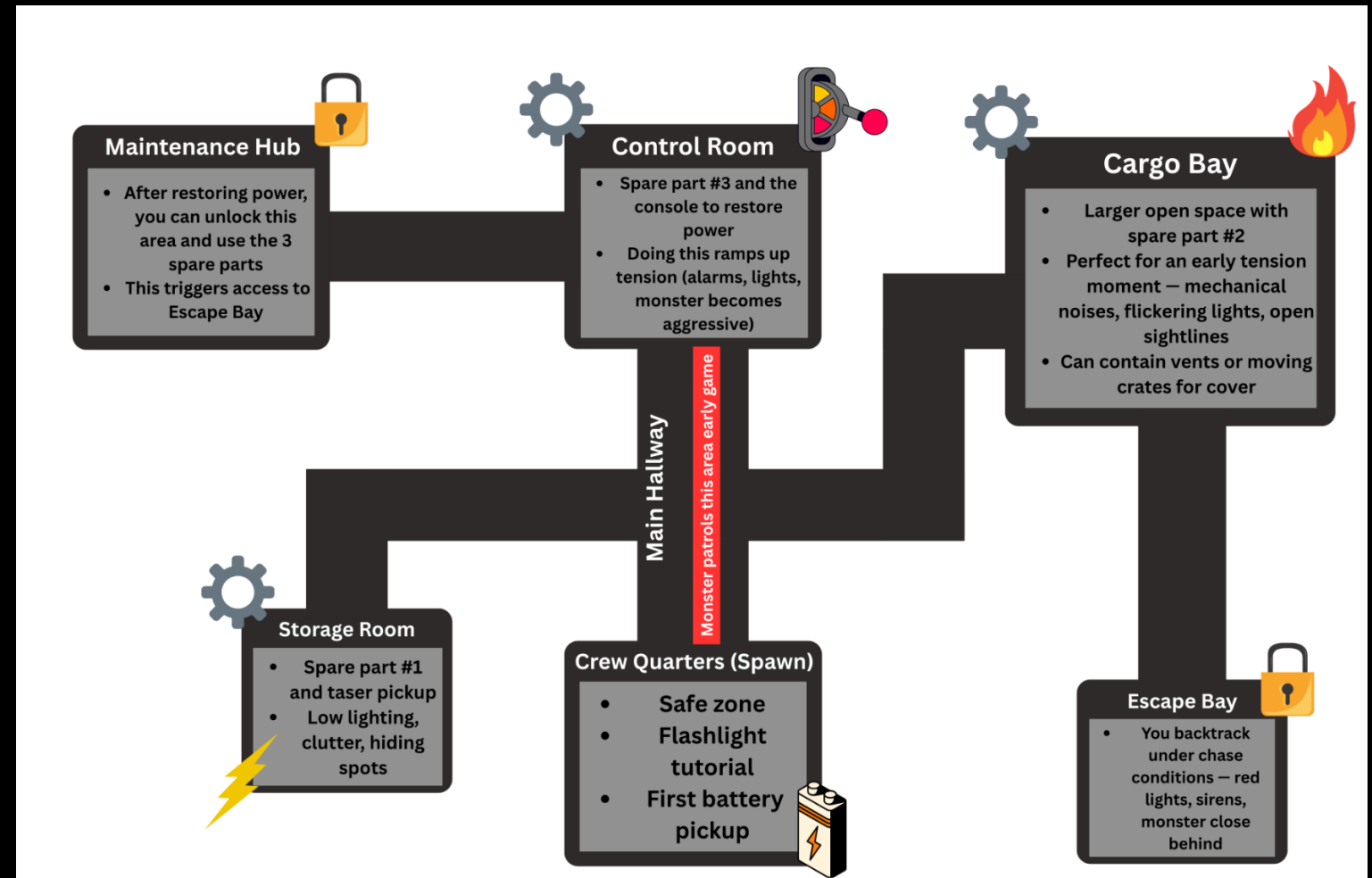


Project Progression

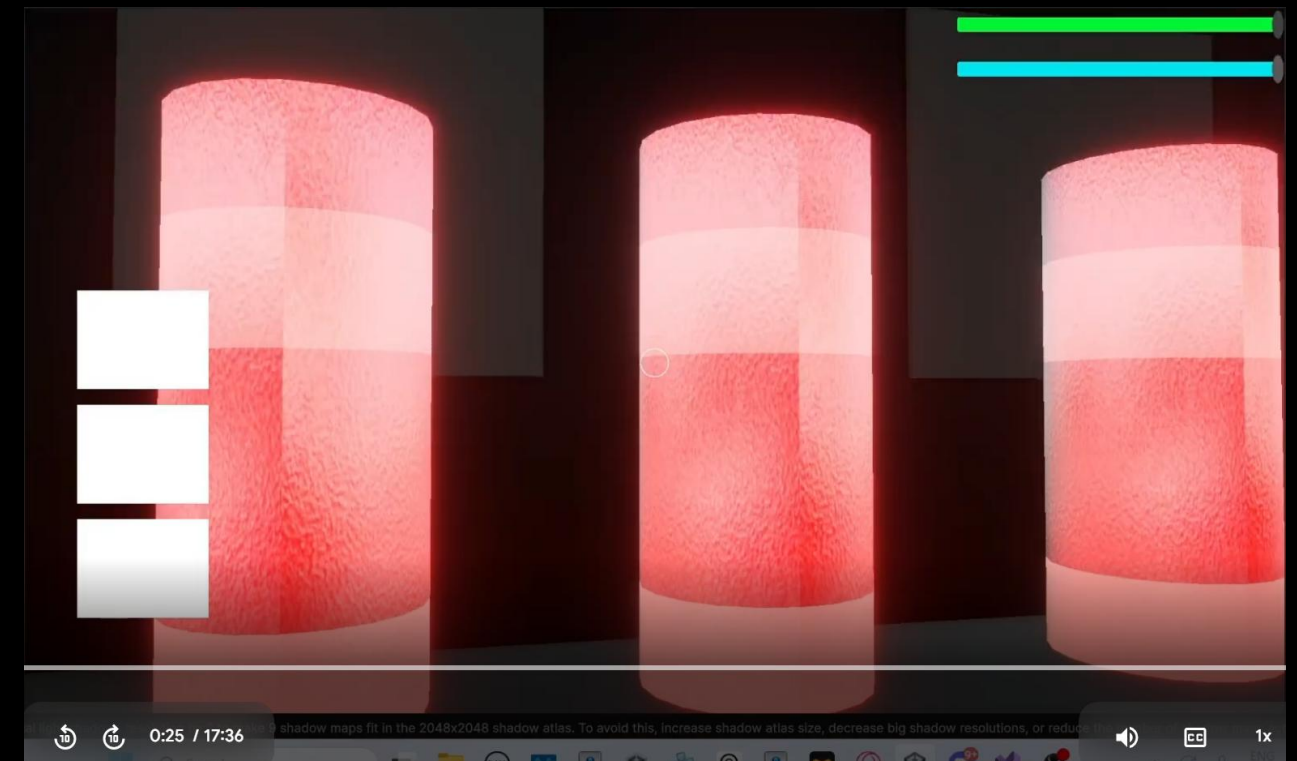
Vector Of Fear – Unity URP



Hologram Shader

The hologram shader on the capsules in the first room creates a convincing sci-fi projection effect. It combines scan lines with optional rim lighting and transparency effects to simulate a hologram.

Using a frosted glass texture, it creates a glowing projection effect. This shader helps us establish the futuristic atmosphere players expect in the spaceship environment.



Flat Shader

Stylized Appearance

Applied on doors for a distinctive low-poly aesthetic with hard edges

Adjustable

Control Light Intensity, Ambient Intensity, and Contrast for precise tuning

Enhanced Visibility

Maintains clarity in dark areas because of the contrast

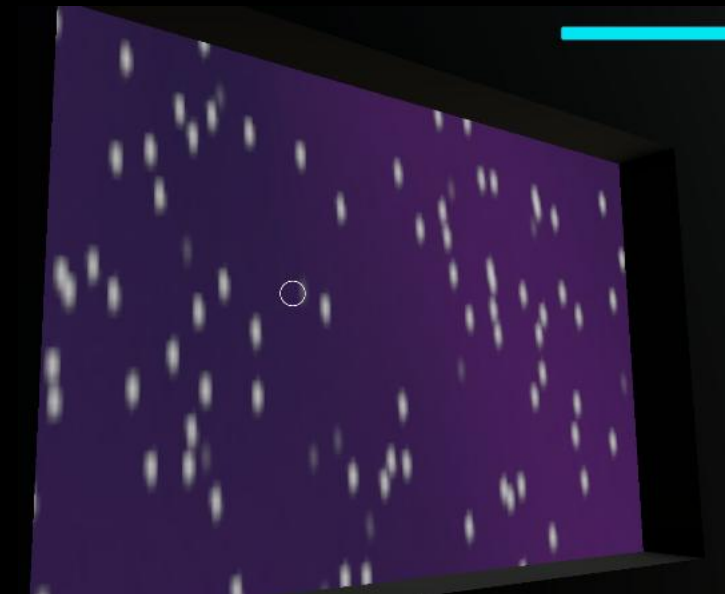
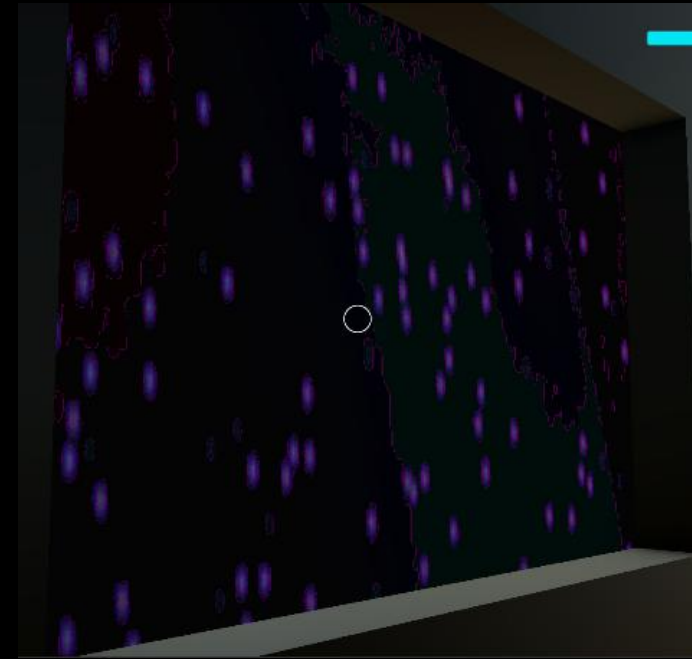


Color Grading Shader

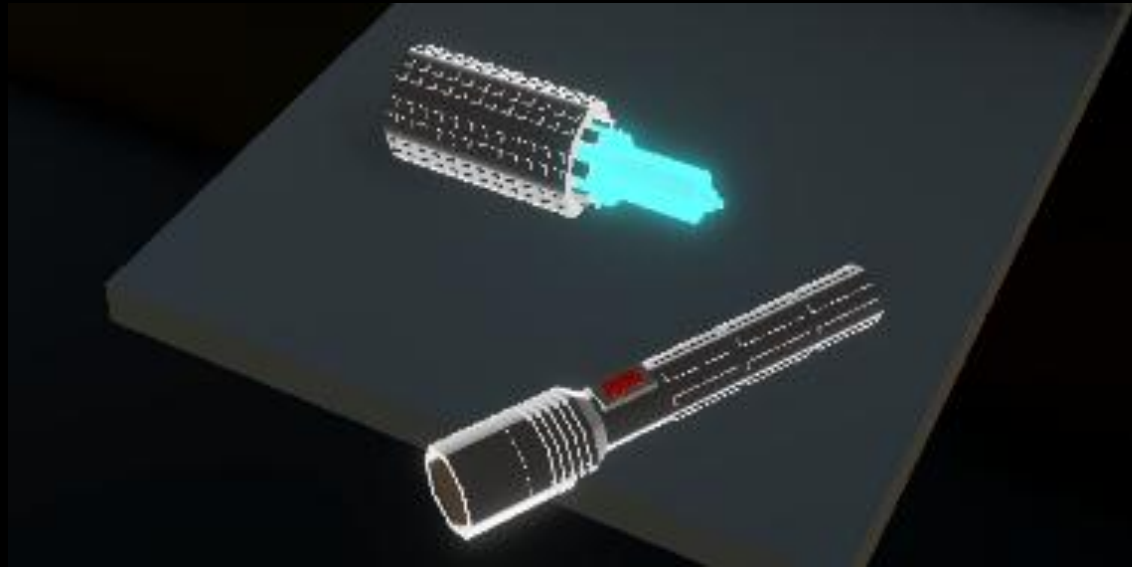
Deep Space Immersion

We applied the color grading shader to the outer space environment, using the LUT-based color adjustment we learned to simulate deep-space lighting.

The darker tone makes the images look deeper by balancing light and shadows. It's added on top of the main visuals to create the strong mood that we're trying to go for.



Rim Lighting Shader



Edge Highlighting for Small Objects

Emphasizes the edges of critical items like taser batteries and flashlight heads using view-dependent glow, significantly improving object visibility in dark environments.

Features a custom Intensity variable that enables dynamic glow changes – perfect for simulating battery drain effects. Lightweight implementation requires no post-processing overhead.



Ambient + Specular + Lambert Shader

Combined Lighting Components

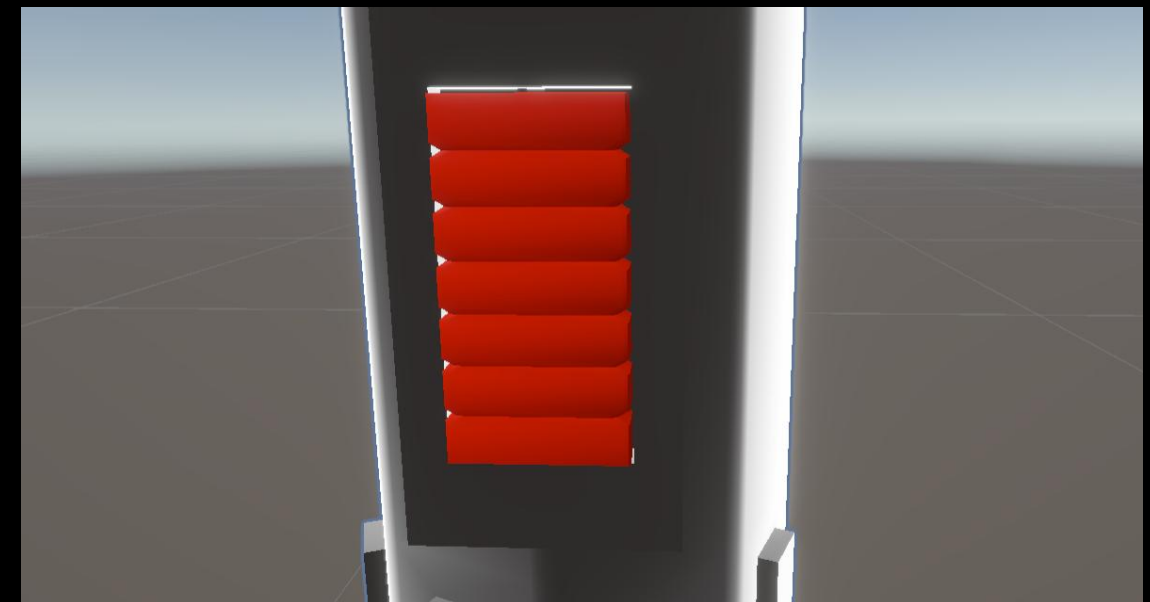
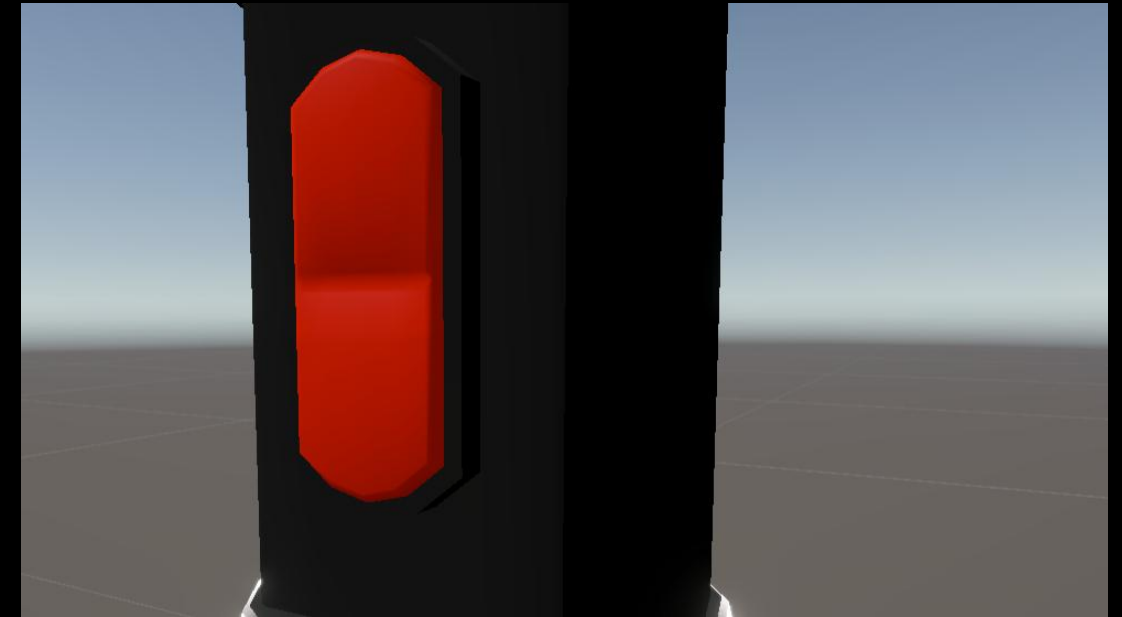
Integrates the three main lighting elements for rendering small, close-up details with precision

Realistic Highlights

Ideal for flashlight and taser buttons – produces authentic specular highlights on curved surfaces

Always-On Consistency

No toggles means consistent, reliable lighting that adds realism to metallic and curved components

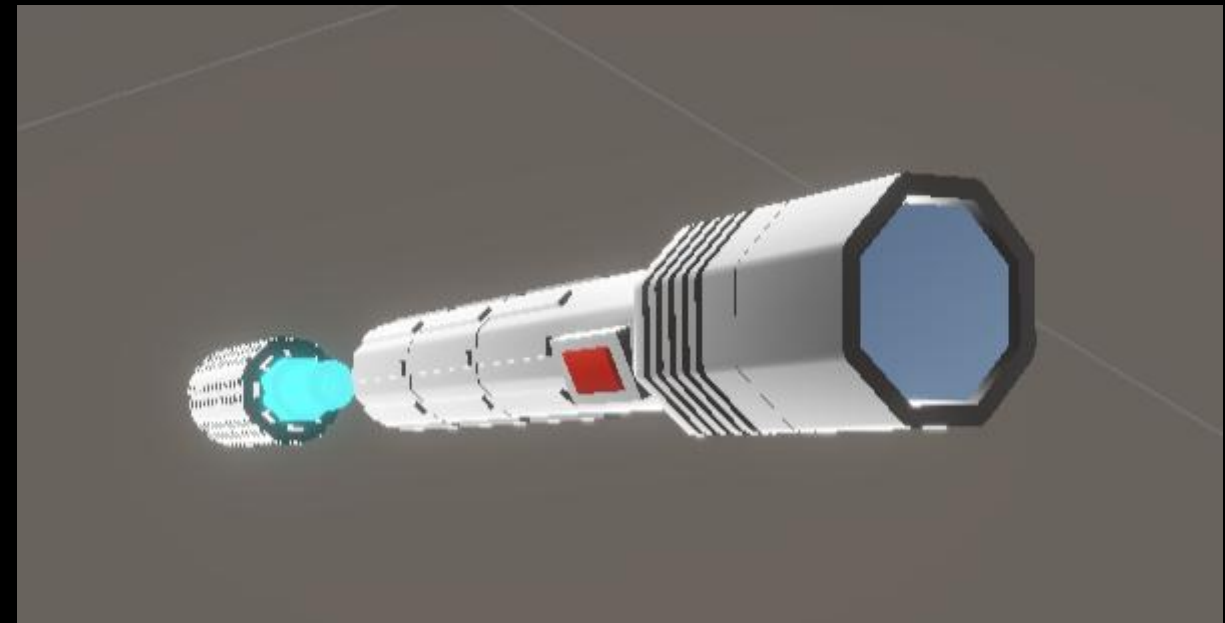


World Reflection Shader

Cubemap-Based Reflections

Simulates realistic reflections using efficient cubemap sampling without the performance cost of ray tracing.

Applied to mirrors and flashlight glass surfaces with adjustable Reflection Strength to control glossiness levels. This shader adds crucial depth perception and material contrast throughout the level.



Implementation Summary

01

Environmental Shaders

Hologram, Flat, and Color Grading
establish the core atmospheric tone

02

Object Realism Shaders

Toggle, Rim, Specular, and Reflection bring
materials and items to life

03

Unified Visual System

Together, they define lighting, depth, and
guide player focus throughout the scene

This shader suite creates a cohesive, immersive spaceship environment that balances technical precision with artistic vision in Unity URP.