

Placement Effect

Placement Effect contains various shaders for the Built-In pipeline. You can use those in games or prototypes that include placing objects or buildings. There are three effects in this version, labelled V1, V2, V3.

SETUP:

The only script you absolutely need is the **EnableDepthTexture.cs**. This script needs to go on the GameObject that has your camera. **Some of the shaders use this texture and they will not work properly if that is not the case.**

PARAMETERS:

In Unity you can set material values at runtime inside of scripts. See this website for the various functions <https://docs.unity3d.com/Manual/MaterialsAccessingViaScript.html>

Effect V1

1. **_Color**: Color of the outline and overlay effects
2. **_MainTex**: Texture to be used for the model (the albedo map of the object)
3. **_EmissionStrength**: The emission of the object when it is being placed
4. **_Outline**: Size of the outline of the object. Probably will vary from model to model as one outline size won't look good on everything

Effect V2

1. **_Tex** : Texture you want to be used to create the effect. I provide a vertical grayscale scan lines texture with the pack (made by me, so can be used freely)
2. **_Scale**: Size of the tiling of the Texture.
3. **_Panning Speed**: Controls the panning speed of the texture
4. **_Color**: Color of the effect
5. **_Upper Alpha**: determines the maximum opacity allowed in the effect. The higher it is, the more opaque the item will be allowed to be.
6. **_Lower Alpha**: same as upper but for the lower value
7. **_IntersectionAlpha**: opacity modifier for intersections (could be higher if you want intersections to be more opaque)
8. **_IntersectionPower**: the intensity strength of the intersection effect
9. **_IntersectionSize**: how large should the intersection effect be (if small, only pixels very close to intersections will have intersection effects)

Effect V3

1. **_Tex** : Albedo map of your model.
2. **_Color**: Color of the effect
3. **_Upper Alpha**: determines the maximum opacity allowed in the effect. The higher it is, the more opaque the item will be allowed to be.

4. **_Lower Alpha**: same as upper but for the lower value
5. **_IntersectionAlpha**: opacity modifier for intersections (could be higher if you want intersections to be more opaque)
6. **_IntersectionPower**: the intensity strength of the intersection effect
7. **_IntersectionSize**: how large should the intersection effect be (if small, only pixels very close to intersections will have intersection effects)

See demo scenes for some examples. You can use the provided scripts to have a starting base.