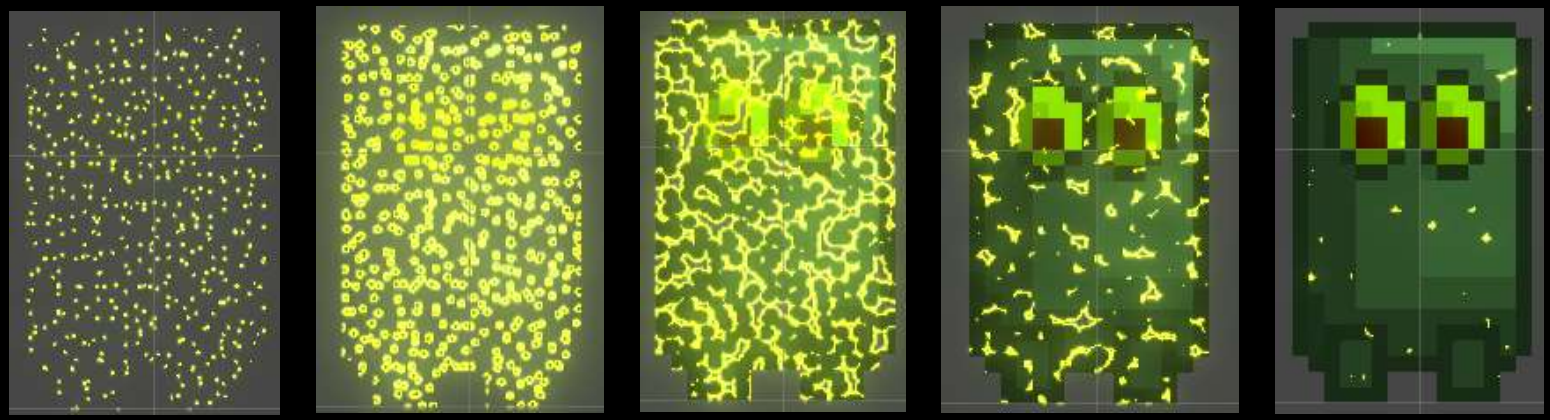
Materialize Enemies Effect

Materialize Enemies Effect

Materializing Enemies

When enemies are spawned in a room, they will be spawned randomly at the previously defined spawn positions in the room spawnPositionsArray.



We'll use a MaterializeShader to create a materialize effect when enemies are spawned

Materialize Enemies Effect

Materializing Objects

In this lecture we are primarily concerned with creating an effect to materialize enemies.

But we'll also need to use a materialize effect for other dungeon objects .....

.. For example, we'll materialize weapons when they are spawned in chests.

So we are going to create a generic materialize component that can be used on any gameobject.

Materialize Enemies Effect

Generic Materialize Component