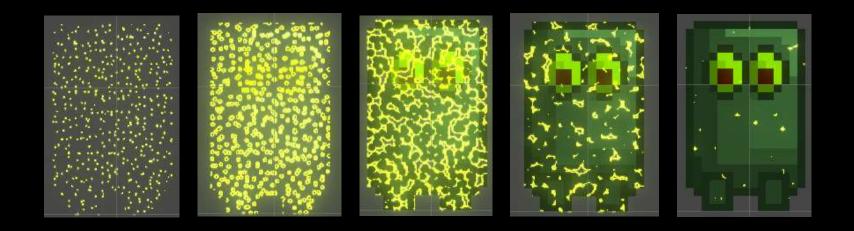
Materializing Enemies

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

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.

Generic Materialize Component

2

The materialize component will contain a coroutine that will accept a number of parameters to materialize the object.

3

The parameters passed in will be the materialize shader to use, the materialize colour, the materialize time, an array of sprite renderers containing the sprites to apply the materialize effect to, and the standard material for the object.

(4)

The materialize component coroutine will then create a materialize material from the passed in shader, set the colour parameter in the material, set the materialize material in all the sprite renderers, and then loop ... gradually increasing the dissolve amount parameter from 0 to 1.

1

We'll create a generic materialize component that we can add to any gameobject.

Materialize Component (5

Once the dissolve amount is 1, and the object is fully materialized, we'll exit the loop and then switch the material in all the passed in sprite renderers from the materialize material to the standard material for the object.