Depth masking using ZippyLights2D.

Please use the ***ZippyLights2D Demo Scene Depth Example*** to learn how to use depth masking. This is a simple explaination on how to use depth mask shaders and cameras, it might be a bit of trial and error.

Cameras

Depth masking uses 3 cameras, each camera renderes different **layers**.

```
Main Camera 0 (Masked Foreground)
Main Camera -1 (Masked Objects)
Main Camera -2 (Background)
```

Sorting

Camera 0 and -1 are the top cameras, they use **Clear Flags > Depth Only**, so anything not rendered is transparent. Their **Depth** settings are set to 0 and -1, so they are layered on top.

Camera -2 is the bottom camera, it uses **Clear Flags > Skybox**, so that it always has a solid background.

Layers

Camera 0 should render everything exept the masked layer. The light object will mask out anything in these layers if the mesh is overlapping. Keep in mind that the light must use the DepthMask shader.

Camera -1 should render only masked objects, in a seperate layer. These objects only apear if the light mesh is overlapping them, good for hiding enemies.

Camera -2 should only render the background layer . The background objects stays unaffected by the mask.

Z-Positioning

Sprites and meshes in the different layers can not be placed in the same **Position.z**.
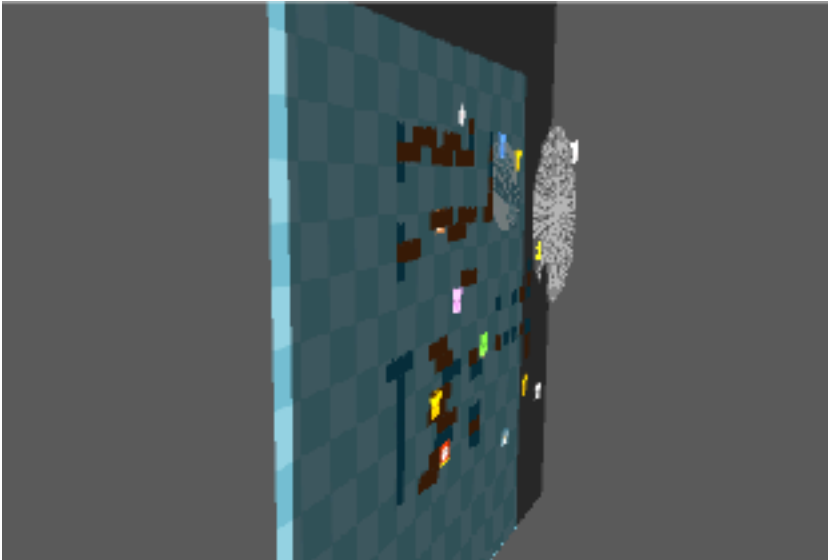
See the demo scene in 3D mode for a more detailed view.

Render Queue

To make the depth mask shader work correctly, the **Render Queue** must be set to a lower value than default. Usually setting it to about 2000 will do the trick, this worked out fine for the demo scene, some trial and error might be needed.

There is a script included for setting this value called **SetRenderQueue**.

Wiki: http://wiki.unity3d.com/index.php?title=DepthMask
For more information, corrections or suggestions please contact **support@chemicalbliss.com**