UChromaKey.

There's 2 core functions in UChromaKey asset:

- Fullscreen ChromaKey image effect
- Ability to apply ChromaKey to materials (ChromaKey shaders and source handling)

If you want to use fullscreen effect or both fullscreen effect and materials, add UChromaKey component (Image effects -> U Chroma Key) to your camera. If you want to use only materials, add same component on empty GameObject.

Source handling:

UChromaKey component handles source for chroma-keyed images for both fullscreen effect and materials.

Chroma key source : what to use as a source of keyed image. Supports textures(including RenderTexture) and camera devices.

Auto-set first available device: if you're deploying on variety of platforms and devices, webcam naming will be different for each device. Use this toggle to tell UChromaKey to simply select first available device at the startup. Otherwise you'll need to handle it manually by setting DeviceName property of component. To get the list of available devices, get static WebCamTexture.devices property.

Although UChromaKey automatically manages web camera, you can access WebCamTexture via "webCamTexture" variable of UChromaKey component.

Flip horizontally and vertically toggles allow you to flip source picture. Some webcams provide inverted source, use this to fix that.

Screen shift and multiplier allow you to move and resize chroma-key source frame on your screen.

Fullscreen image effect.
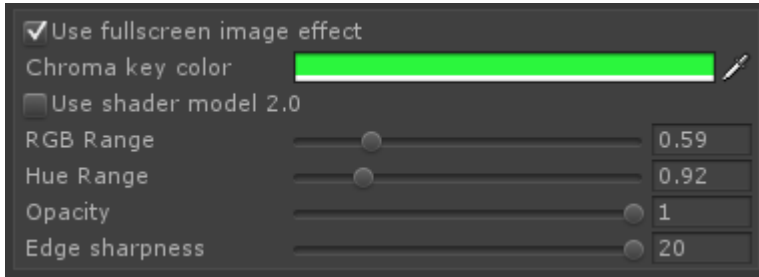
To use fullscreen effect, enable "Use fullscreen image effect" checkbox. Note that UChromaKey component needs to be on GameObject with Camera component for it to work.

Chroma key color : Color that will be transparent on the result.

Use shader model 2.0 : When toggled, UCK will use simplified shaders – use this if you plan deploying on older mobile devices.
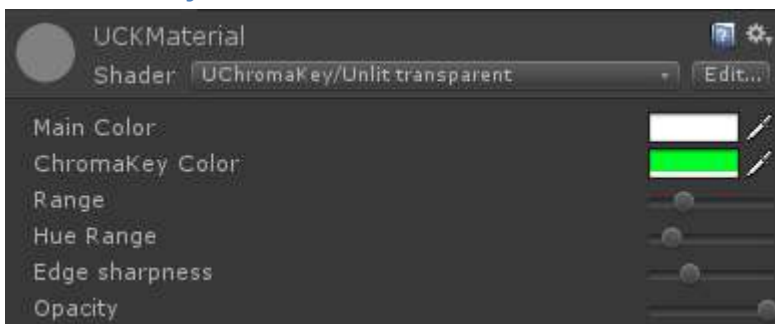
RGB Range : Range in RGB space that defines how big the color interval will be around selected color.

Hue Range : Range in hue that defines how big the color interval will be around selected color. Not available if you're using shader model 2.0.

Opacity: defines opacity of keyed image.

Edge sharpness: How sharp the edges of keyed areas is.

ChromaKey for material.

To use UChromaKey for Unity materials, select shader from "UChromKey" shader branch. Note that there's no slot for main texture – UchromaKey component handles image input. Shader parameters are identical to fullscreen effect parameters.

Note that you can create multiple materials with shared source but different chroma-keying parameters.

Alternatively, you can set your source manually by invoking material.SetTexture (see shader naming convention on next page)

UChromaKey shader parameters

You can change your material parameters during runtime by using **Material.SetFloat**, **Material.SetColor** and **Material.SetTexture.** For more info see Unity Script Reference.

Parameter	Internal name for scripting purposes	Range	Default value
ChromaKey Color	_CKCol	Color	white
Range	_Range	0.0 – 2. 83	0.01
Hue Range	_HueRange	0.0 – 5.0	0.1
Edge sharpness	_EdgeSharp	1.0 – 20.0	20
Opacity	_Opacity	0.0 – 1.0	1
Source texture	_UChromaKeyTex	Texture	-

Support:

Send your questions, suggestions and bug reports to: LeonidMV@gmail.com