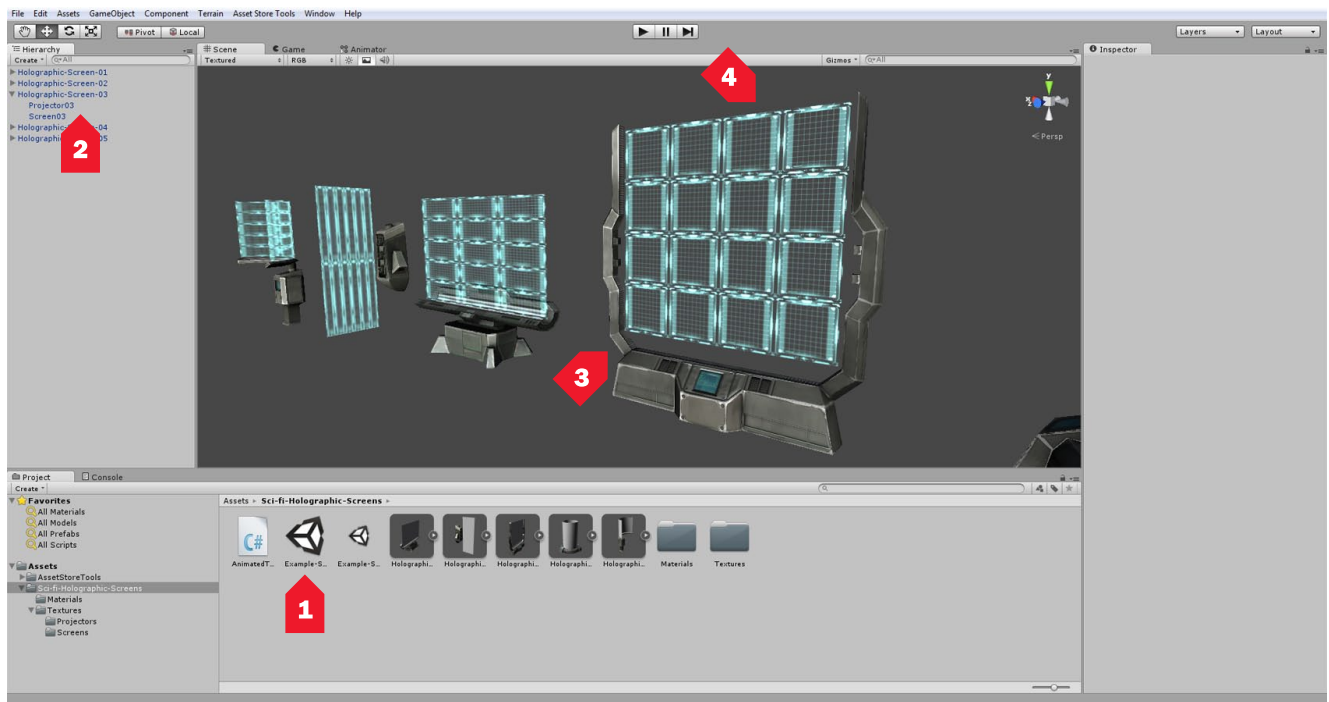




SCI-FI HOLOGRAPHIC SCREENS / LOW POLY

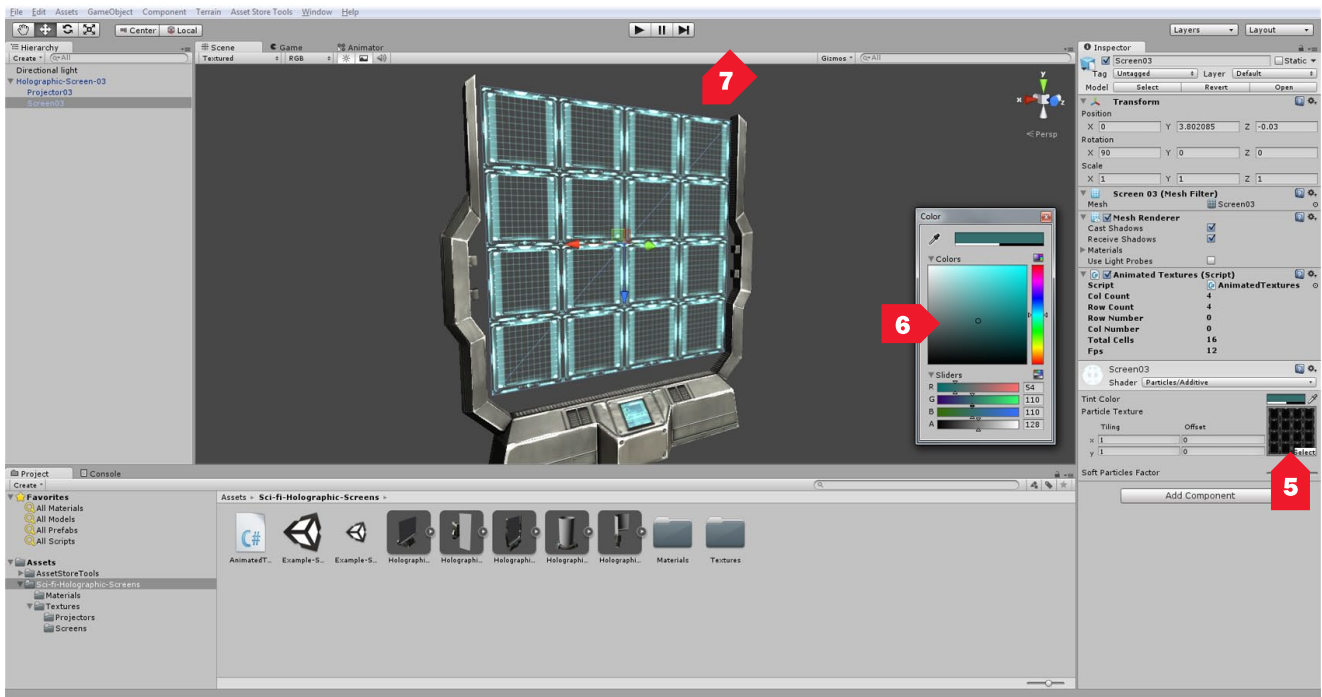
A set of LOW poly Sci-fi Projectors with Holographic Screens. Every Screen has 4 Animated Textures to display that are easily customizable and designed to be tinted with shaders to be any color. An animation script is included.

All assets are ready to use just by dragging them in your scene. However, they can be also customized to your needs. This tutorial will demonstrate how to easily customize materials and scripts, as well as, add your own design.

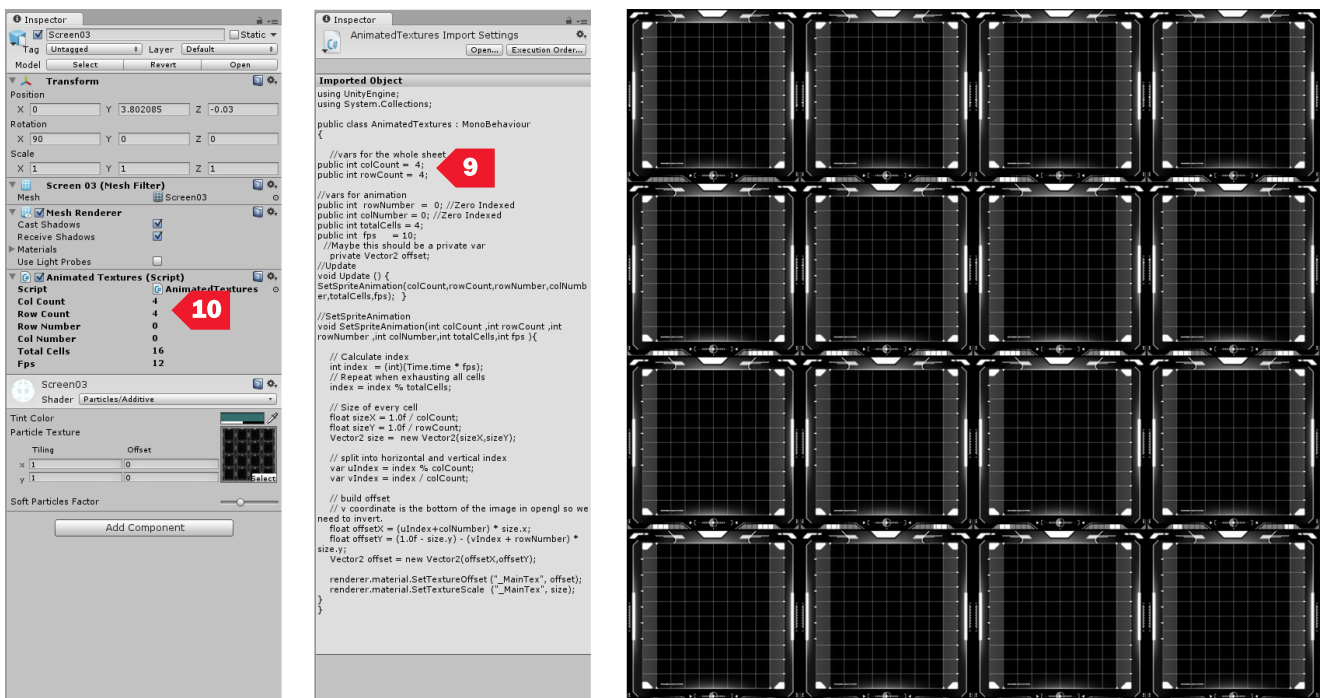


Open the Example scene in the Sci-fi-Holographic-Screens folder **(1)**. It will display 5 projectors in their default state. In the Hierarchy panel on the left side you can see that every object consists of 2 models - Projector and Screen **(2)**. The projector is a simple mesh object with a Mobile Bumped Specular Material, 1024x1024px RGBA TGA Color+Specular map and a Normal map **(3)**. The screen consists of 2 planes with a Particle Additive Material and a 1024x1024px TGA Color texture **(4)**.

Textures are greyscale (5) and designed to be tinted to any color (6). An offsetting script is used to animate the texture. The number of tiles on each texture vary according to the shape of the Screen (7).

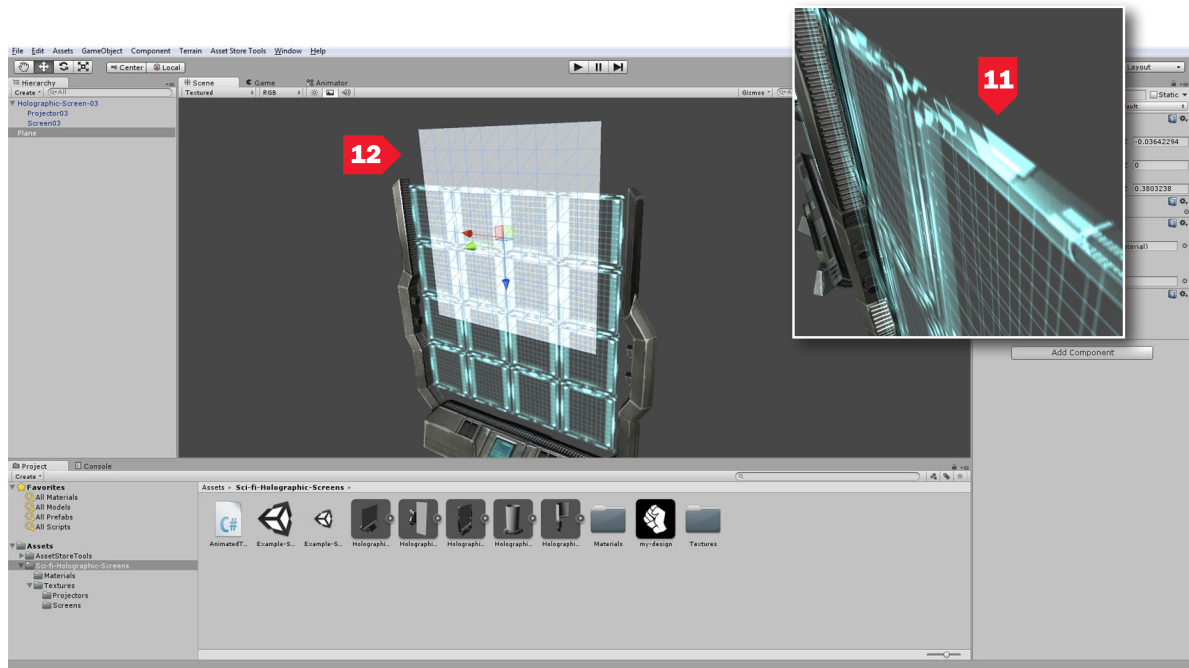


Number of tiles (8) in each row and column are reflected in the script (9) and can be easily edited by rewriting the values in the Inspector panel (10). Same applies to the framerate of the animation. You can easily make your own animated textures if you follow these principles.

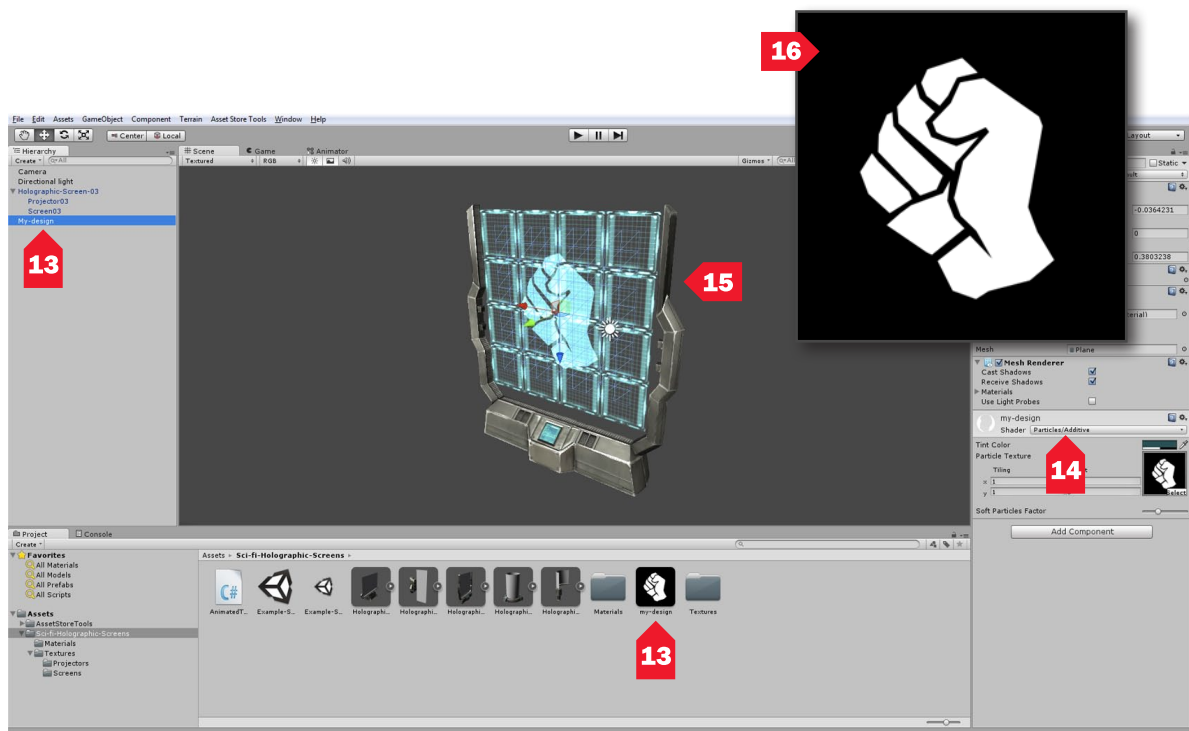


A texture can be changed by simply dragging it from the Textures folder onto the Screen in your scene. 2 of 4 default textures are “blank”. In other words, they are empty flickering interfaces that can have another design added.

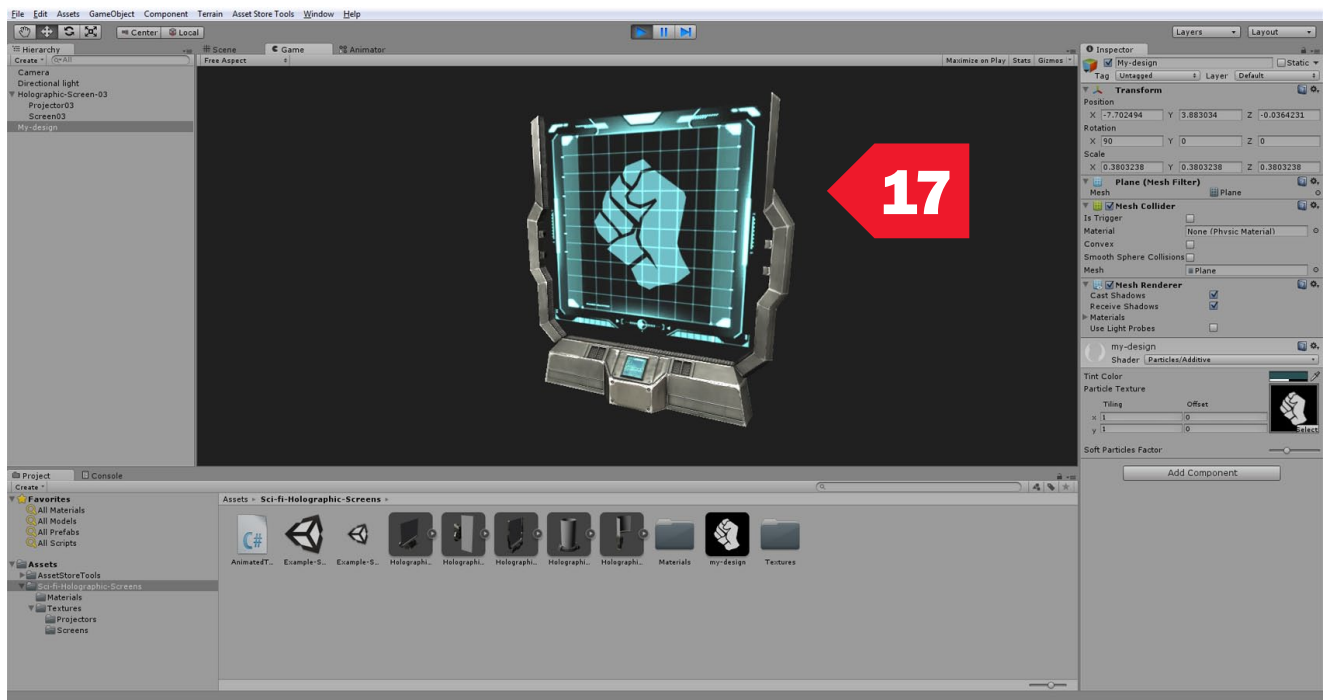
If you take a closer look you can see that there is a gap between the screens **(11)**. To fill the blank interface you need to place a plane with your design in this gap **(12)**.



The Material of your design **(13)** should be set to Particle Additive **(14)**. The additive material makes black parts of your design transparent so you should bare that in mind. Your design does not actually animate **(15)**. It only appears that way because of the animating interface around it and the 2 textures adding its values. This is the design I used for this tutorial **(16)**.



I suggest spending some time experimenting with the colors and opacity. This is what the outcome should look like after hitting the play button **(17)**. An easy way to make your game more lively and vibrant while using relevant images and texts.



Thanks for your attention. :]

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