# Shield shader property

**MainColor :** shield color

**UV1Tex :** each piece of hexagonal texture

**LightStrength :** the brightness of the sheild color

**FresnelPower :** the rim light range

**FrenselScale ：** the rim light brightness

**UV2MoveTex :** this texture alpha channel control the range of scanning light

**MoveHeight :** the height of the canning part

**ScanningOffsetY :** V offset of UV2MoveTex UV

You can use a bloom post process to make it look better;

About Shield Script: Just Control the value of **ScanningOffsetY.**

**Video tutorial：**<https://www.bilibili.com/video/av28959957>

If you have any problem,mail zhangsdqq1234@foxmail.com