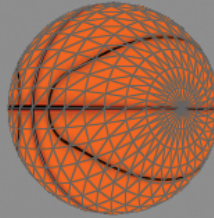
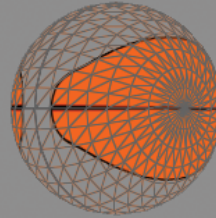


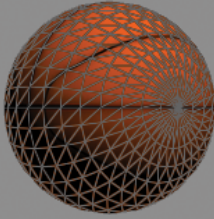
Unlit Color



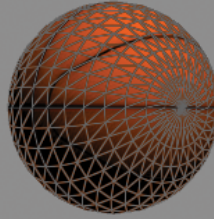
Unlit Texture



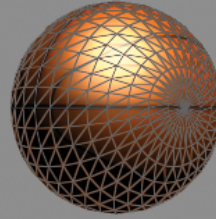
Unlit Alpha



Mobile Diffuse



Mobile Diffuse Bump



Mobile Diffuse Specular

Easy Wireframe **Lite**

EasyWireframe Lite

Essential Wireframe Shader

Document version 1.0

Support email: support@digicrafts.com.hk

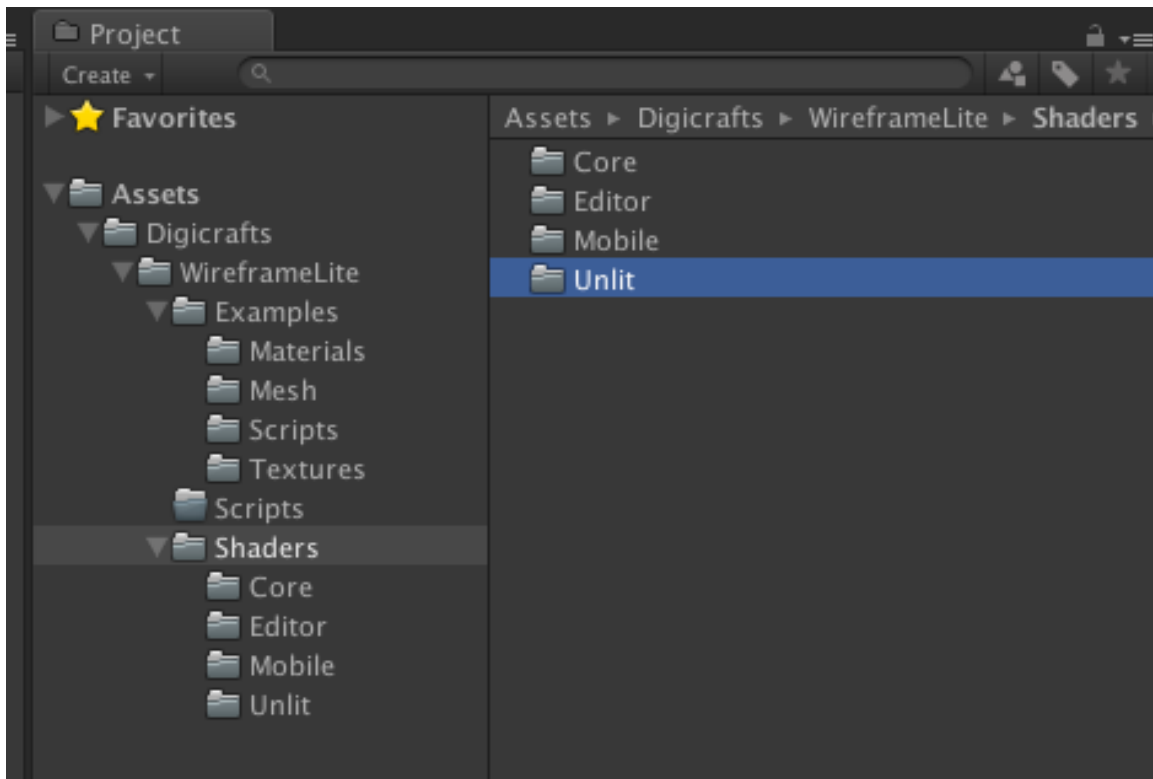
Introduction

Easy Wireframe Lite is a shader package that display mesh wireframe with various effect. Textured wireframe and animated effect make it different from other wireframe shader in the market.

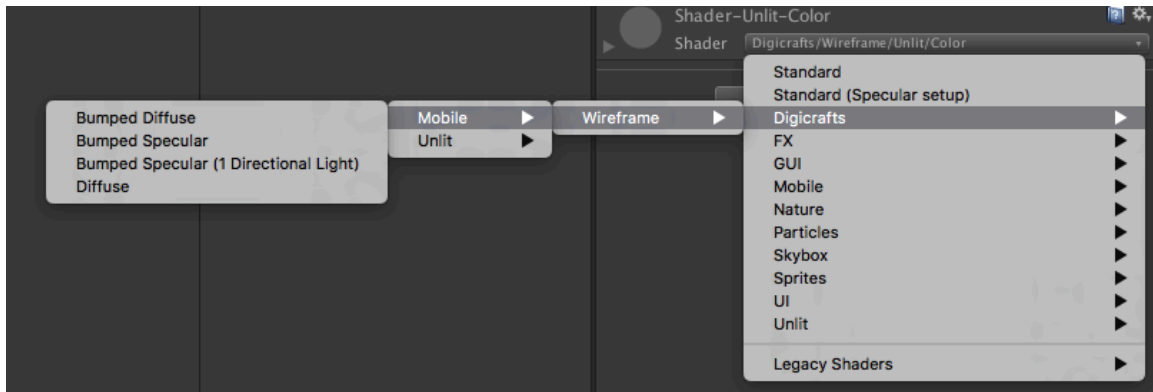
Easy Wireframe Lite depends on a barycentric information store in the mesh. **Easy Wireframe Lite** has a simplified workflow to generate the information. You can add the barycentric information from context menu. No extra mesh generation step is needed.

Install the package

1. Download and import the **Easy Wireframe Lite** Shader package from Asset Store
2. Shaders are located within the folder Digicrafts/WireframeLite/Shaders.



3. Now, you can select wireframe shader from the shader section in your material inspector. The shader is inside “Digicrafts/Wireframe” section.



4. Examples are located in the “Digicrafts/WireframeLite/Examples”. (Note: To make the examples work correctly, you need to call “Update All Wireframe Data” in menu Assets>Update All Wireframe Data.)

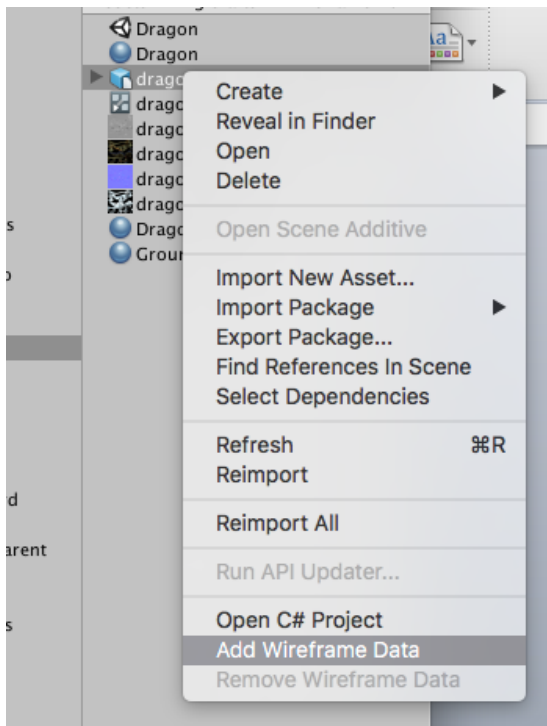
Before using the shader

Easy Wireframe Lite depends on a barycentric information store in the mesh. **Easy Wireframe Lite** has a simplified workflow to generate the information.

For the model that use the wireframe shader. You can right click on the model asset from the project window. Then select “Add wireframe data” in the context menu.

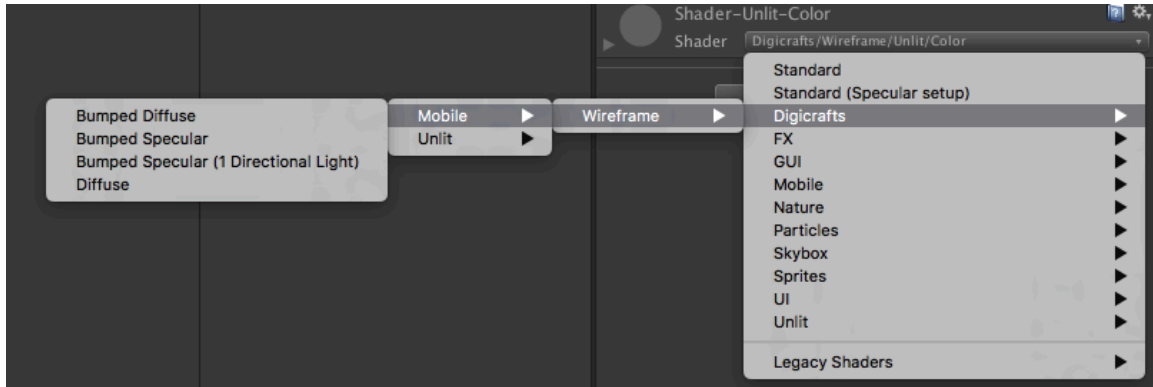
Easy Wireframe Lite will store the barycentric information in uv4 channel.

By the process of generate the barycentric information. The vertex count may increase. Since there is limitation on vertex count (64k) in one mech. I suggest you to avoid using meshes with more than 32768 vertices.



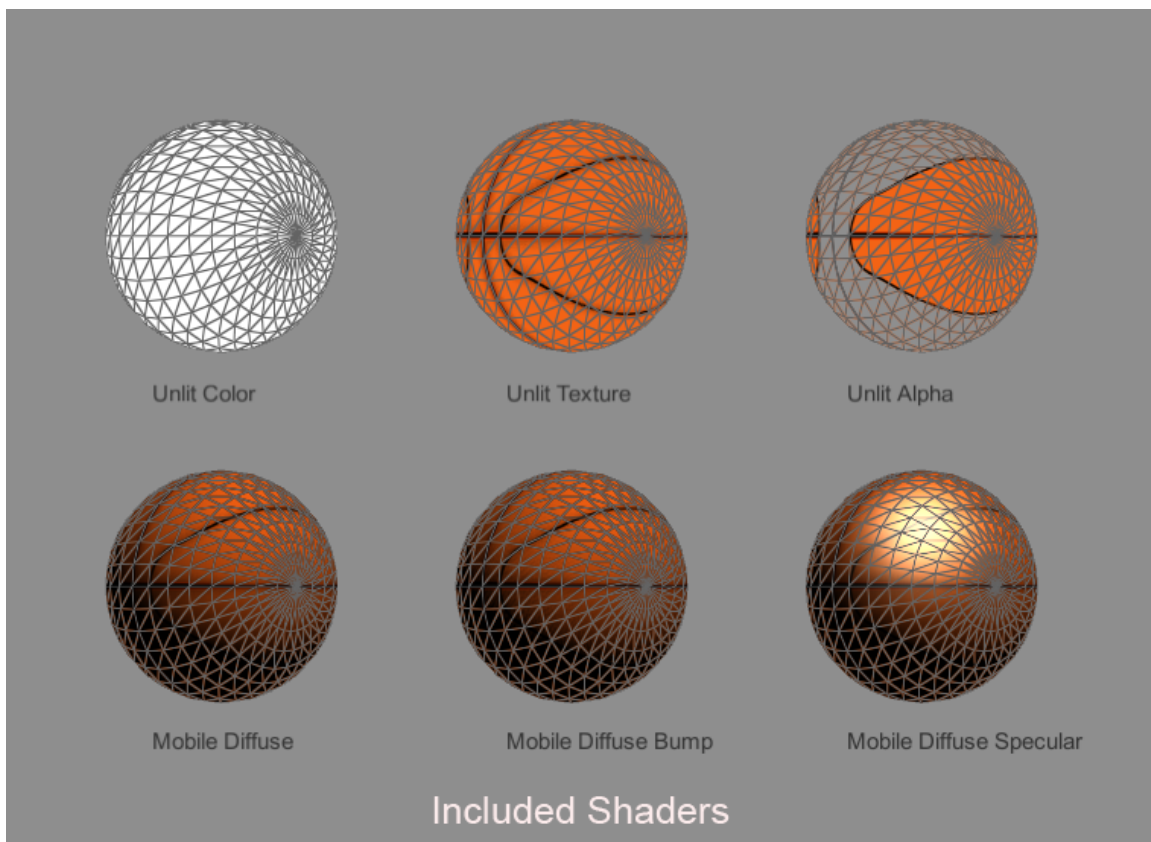
Types of Shader

Easy Wireframe Lite contains five main types of shader. Shaders are organized in categories and under the “Digicrafts/Wireframe” section of the shader selector.



Unlit – wireframe with unlighted color and texture.

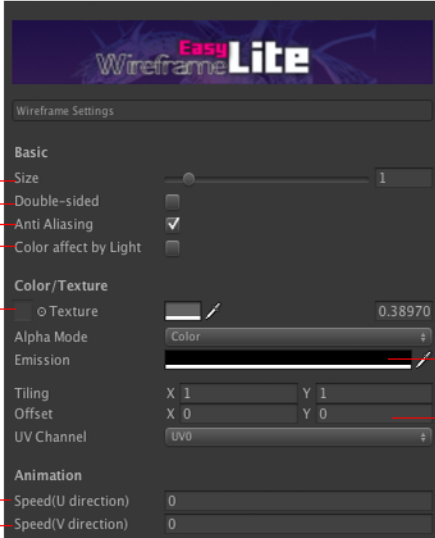
Mobile – wireframe with diffuse and specular color. Best for using in mobile.



Examples of Shader Effect

Inspector

Easy Wireframe Lite comes with a easy to use inspector which allow you to customize the wireframe effect. You can find this inspector in the shader menu of the shaders in **Easy Wireframe Lite package**.



The image shows the 'Easy Wireframe Lite' inspector settings panel. The panel is titled 'Wireframe Settings' and contains several sections: 'Basic', 'Color/Texture', 'Alpha Mode', 'Emission', 'Tiling', 'Offset', 'UV Channel', 'Animation', and 'Speed'. Red lines connect various settings to descriptive text on the left and right sides of the panel.

Size
Thickness of the wireframe

Doubled-sided
Enable/disable double-sided wireframe

Anti Aliasing
Enable/disable anti-aliasing

Color affect by light
Allows wireframe color affect by diffuse/ambient/specular, etc. Depends on shader type

Texture/Color
Set the color and texture of the wireframe

Texture UV Speed
Speed of UV animation (in second)

Alpha Mode
Color
Alpha set by color property

Texture Alpha
Alpha follows main texture alpha inverted

Texture Alpha Invert
Alpha follows main texture inverted alpha

Mask
Alpha defined by mask texture

UV Settings
Set the tiling and offset value of the wireframe texture. Specify the uv channel use for wireframe texture