



(v1.0)

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This document will walk you through the entire One Click Glass library and how to best take advantage of it.

INTRODUCTION

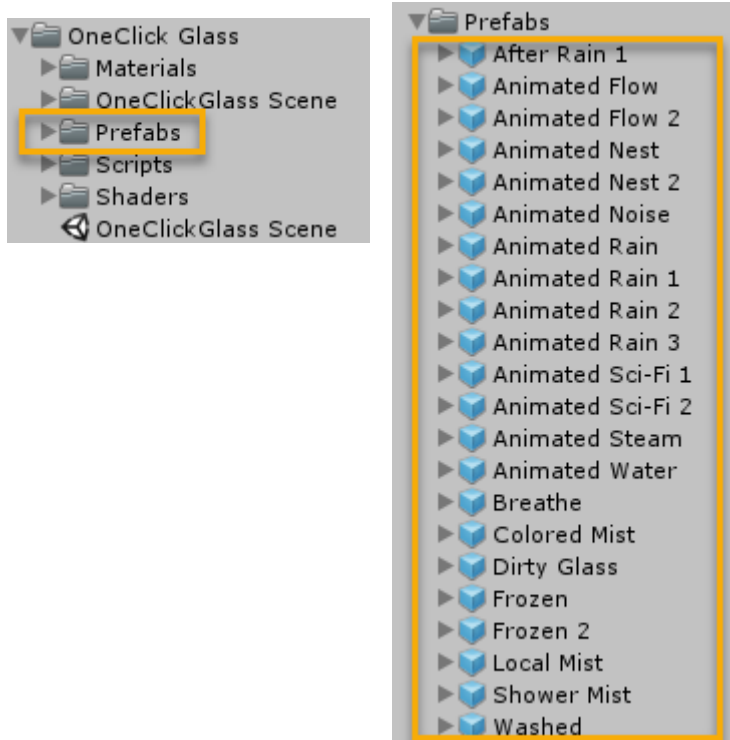
One Click Glass is a package that includes prefabs, materials and their shaders. Users can import example materials to their objects or can create their own materials with shaders and texture options.

One Click Glass is;

- **Easy to use**
- **Truly fast, optimized**
- **VR compatible**
- **WebGL compatible**
- **AAA looking glasses**
- **Animated patterns**
- **Modifiable materials and shaders**

QUICK SETUP

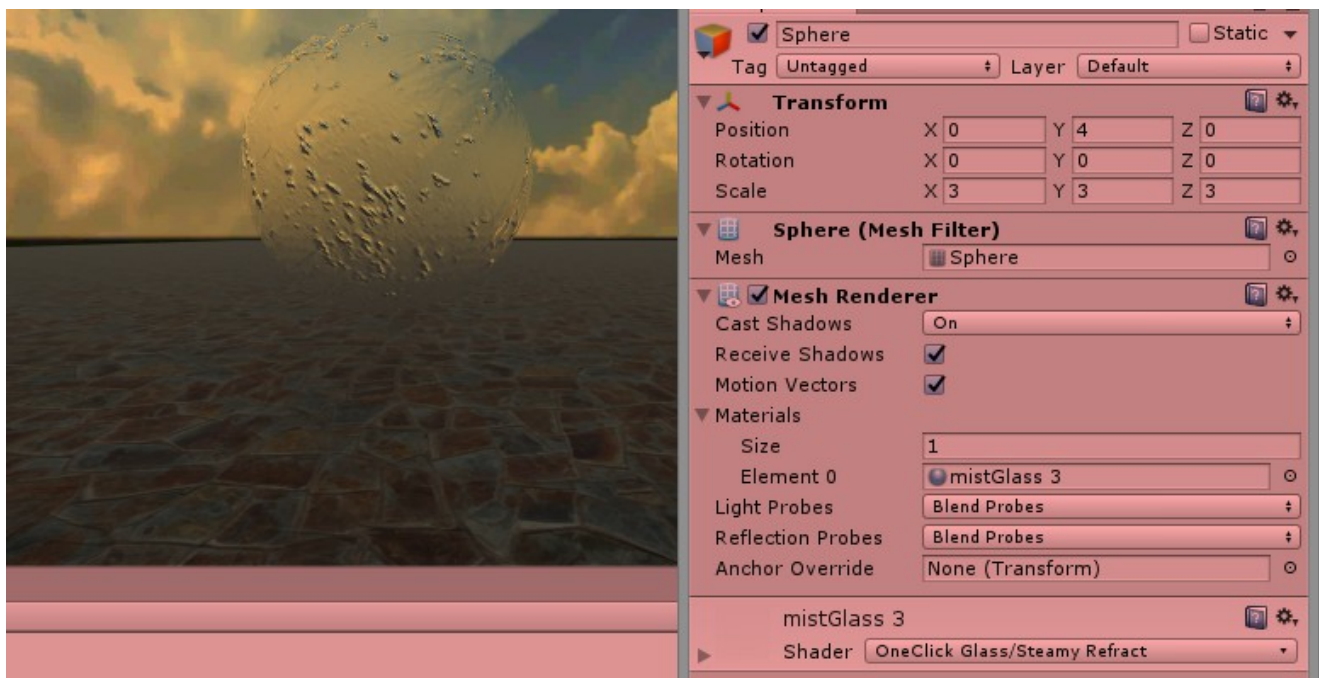
- 1. Drag and drop one of the One Click prefabs from their folder to your scene.**



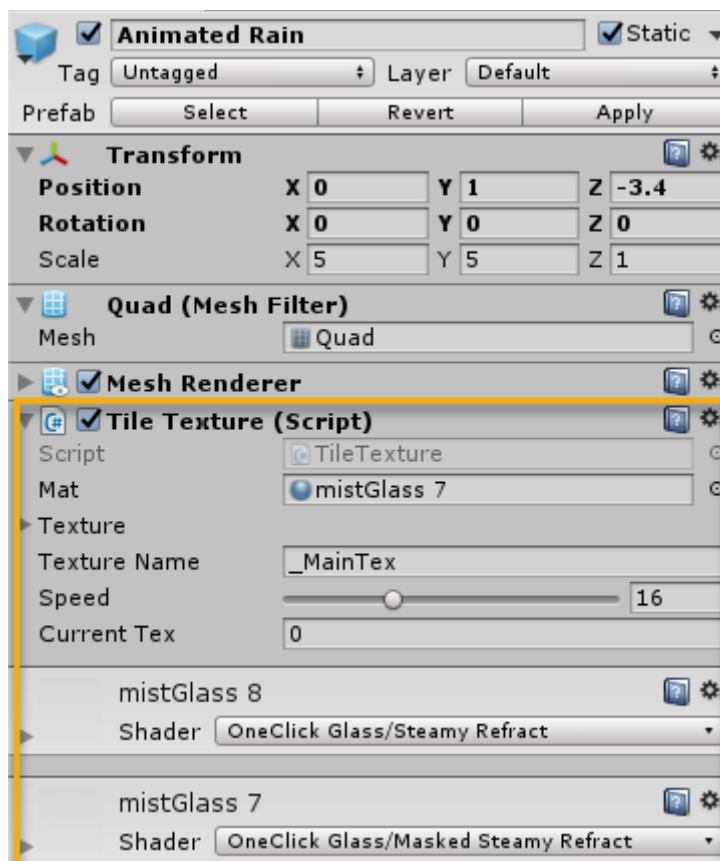
- 2. This is the how it looks on a quad, prefabs include frame, text and glass quad.**



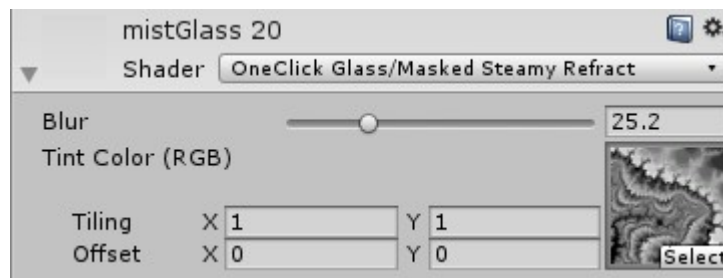
3. If you like the look just add material to your object



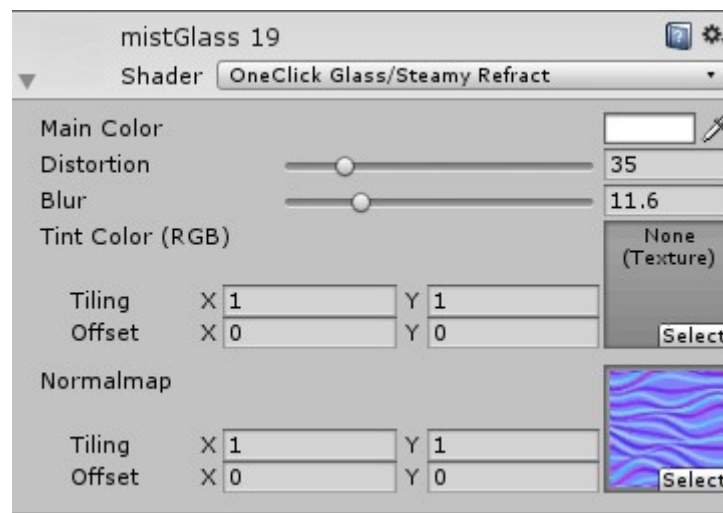
4. If the glass is "Animated" you need to copy the "Tile Texture" component and the materials from the prefab. This makes your glass animated!



5. There 2 different type of shaders in the package. One of them for just mist/blur; "Masked Steamy Refract". You can use with any alpha texture to get the textured blur with it.



6. Other shader for Normal Map + Blur and it's called "Steamy Refract". Its blur is not textured but you can use with normal maps and get astonishing look on your glasses!



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