

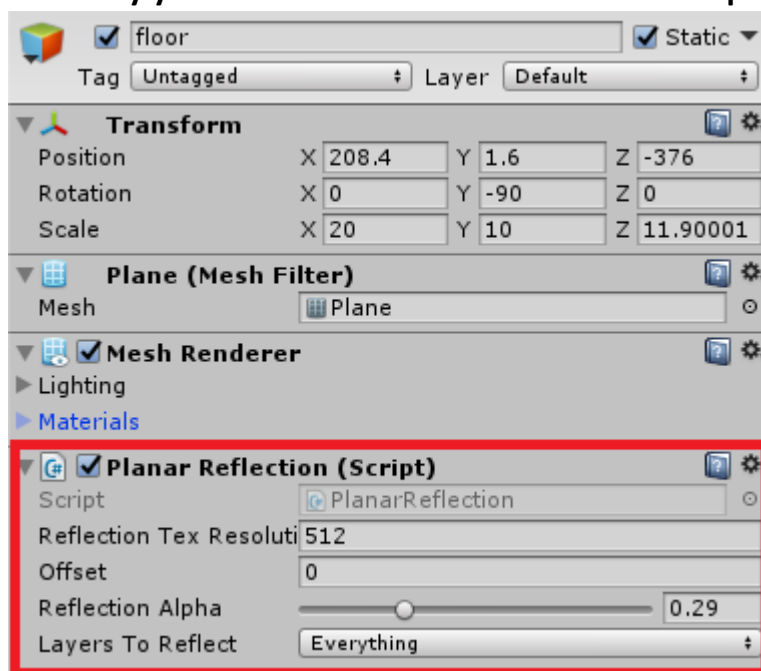
FAST MOBILE PLANAR REFLECTION

The custom shaders in this asset are the prototypes of Built in mobile shader, which were additionally optimized and complemented in order to support planar reflection.

Note that this effect should be applied to plane object, as it follows from the name.

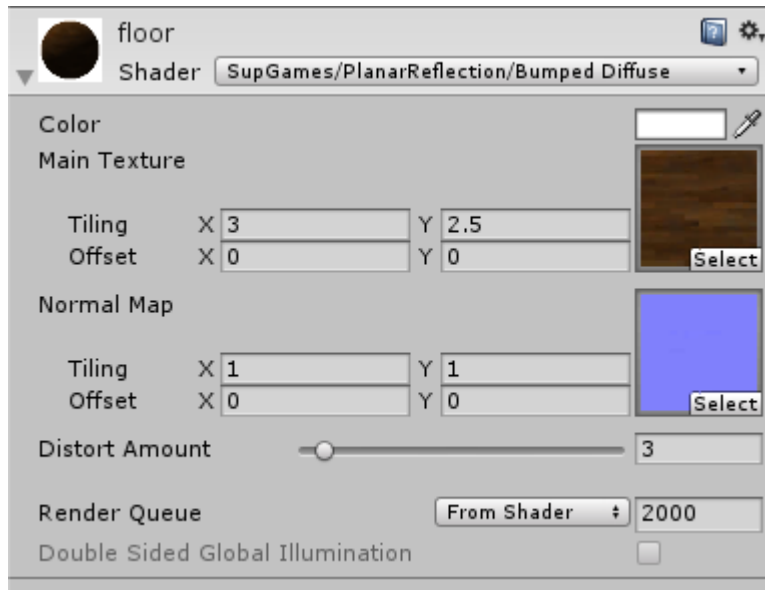
How to apply:

1. Firstly you need to add PlanarReflection.cs script to your plane object



- a. **Reflection Tex Resolution** – the resolution of the reflection texture on the plane. Try to keep this value low and as sqaure of 4(256,512,1024 etc.)
- b. **Offset** – the value of distance between the plane surcafe and the reflected surface
- c. **Reflection Alpha** – the value refers to reflectivity of the object
- d. **Layers to reflect** – as follows from the name, the layers which will be reflected.

2. Apply one of the shaders below in the material of the plane object



- a. **SupGames/PlanarReflection/Unlit**
- b. **SupGames/PlanarReflection/Diffuse**
- c. **SupGames/PlanarReflection/Specular**
- d. **SupGames/PlanarReflection/Bumped Diffuse**
- e. **SupGames/PlanarReflection/Bumped Specular**

3. The effect works only on runtime, not in Editor mode.

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

- 101 **different gameObjects**,
- 101 **different Materials**,
- 51 **different Textures**,
- 1 **Directional Light(realtime)**,
- approximately **45k polygons**