

Overview

This is a Unity CG shader for making hologram effects. It is also a good shader for any additional blended materials, like making ghosts or highlight effects.

General settings

Brightness

Main slider controlling the brightness of the shader. The sci-fi hologram shader is an additive blended shader, so increasing or decreasing this property affects the opacity directly.

Fade

Slider for controlling the visibility angle. Setting it to 0 will make both sides visible and setting it to 1 will fade it completely. The setting of 0.25 will make only the front side visible.

Rim light settings

Special effect adding a colored outline to your model.

Tint

Color of the rim light

Strenght

Additional control of the opacity of the rim light.

Falloff

Setting it to a lower value will make a thin rim light, and a higher value make a broad rim light.

Main Texture

Tint

Color tint of the main texture

Texture

The main texture. Darker parts of the texture will be less visible, and brighter parts will be more visible.

Tiling / Offset

UV transform of the main texture.

Effects

Scanlines

Despite of its name, you can put any kind of scrollable texture here, and not just scanlines. You may use gradients, noises or similar patterns.

Scale / Speed

The tiling and the scrolling speed of the scanline texture.

Enable more scanlines

You can enable a second layer of scanlines with this checkbox. This feature implements multi-shader compilation, which means if you don't need the second set of scanlines, you can disable it and the shader runs faster.

Shader behaviour

The main texture (multiplied by brightness), the mix of rim and main colors and the first scanline layer multiplied together for the results.

If the second scanline layer is on, the main texture and the higher value from the two scanline layers multiplied together.