

Runner Horizon Bending Asset

About bending shader

It deforms the geometry of the model in vertex part of shader program. So you must understand, that if model don't have enough dots it can't be soft bended.

The package contains 6 base shaders to make simple "horizon bending" effect. They don't support shadows and written in GLSL (not modern surface unity shaders, contains vertex and fragment programs). That's stop at every shader (although they have explain names):

- Bend_Runner_Unlit** - the most simple shader, like usual unlit unity shader, but with bending FX and some settings (will be discussed further)
- Bend_Runner_UnlitCullOff** - the previous, but with Cull Off option
- Bend_Runner_TransparentUnlit** - transparent shader with bending FX
- Bend_Runner_TransparentUnlitCullOff** - the previous, but with Cull Off option
- Bend_Runner_UnlitCutOut** - cutout shader with bending FX, you can read about advantages and disadvantages of such transparent shaders at <http://docs.unity3d.com/Documentation/Components/shader-TransCutVertexLit.html>
- Bend_Runner_UnlitCutOutCullOff** - the previous, but with Cull Off option

All shaders - mobile (no color option).

As a demand you don't need other shaders to make usual game (like infinite runner).

Shader Settings

- Offset** - the 4 coordinage vector, where x, y and z are the intensivity of bending, w doesn't use, must be 0
- Distance** - float number, effects on the radius of bending, bigger - bigger radius
- Insensitive** - float number, the range of no bending near to camera, it's not units, it's = units/Distance.

You must make all settings in all materials on the scene the same to get the good result. You can do it programmatically or with hands.

Demo Scene Scripts

All code is given only for demonstrate the shader result and given as is. However you can use it if you need. AbstractElementFactory is a Pool of objects, loading from Resources folder. Main methods are: GetNewObject, GetNewObjectWithName. All objects are searching in folder set in PahtInResources variable. Other scripts are supporting.

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