Getting Started

This guide assumes you have just installed the package & have no knowledge of the system, but at least some knowledge of Unity.

We'll start by creating a simple decal. All projections (decals) within this package, project onto other geometry. So if you're starting in one of your own scenes, great! If you're in an empty scene, you'll need to populate it with a few primitives so we have something to work with.

Now that we have a scene to work with, let's create a decal. Create an empty gameObject (Right click in an empty part of the hierarchy tab, create empty) and add a "Projection Renderer" component to it.

Once we have our renderer, we'll need a "Projection" for it to render. Projections are the systems equivalent of materials and can be shared across multiple renderers. There are a few projection types, each for different purposes. For now, select "Metallic", the equivalent to Unity's standard shader.

Position the projection renderer so that its bounds are colliding with another object. If you can't see the decal's bounds, try setting its position to origin (0,0,0) then looking towards the center of your scene. Also make sure the Projection Renderer component has not been collapsed, this will hide the gizmo cube required to see it. Next, rotate it so it's intersecting with, and pointing towards, your geometry (The decal projects in the forward Z axis (local blue arrow)).

You should now see your decal projecting onto another object! It's just a grey square at this stage, but within the component, you'll see a ton of options to customise what's being projected. If you want to move, rotate, resize or stretch the decal, manipulate it with the transform component like you would any other object; if you want to create copies, simply duplicate its game object.

Projection Blockers

By default, Dynamic Decals will render projections on all enabled cameras. If you have cameras that you know will never render any projections, or that you don't want to render projections, the projection blocker allows you to disable the system on these cameras. Simply attach it to any camera you don't want to render projections. Even if a camera cannot see any projections, it will still check to see if any projections are visible. This comes at a small overhead so if you know a camera will never render any projections, you should attach a projectionBlocker component to it.