

08/09/2013

UNITYCODER.COM

VERTICAL GRADIENT RANGE SHADER V1.0

Shader for drawing vertical gradient with adjustable ranges

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Vertical Gradient Range Shader

INTRODUCTION

This package is only meant for special cases, where you want to draw gradient between top and bottom lines AND to use selected color for the rest of the top & bottom parts (in world space).

FEATURES

- Draw 2 color gradient between given top and bottom lines (y positions) in world space.
- And draw rest of the mesh in given top and bottom colors (when they are outside the range)
- Custom shaders with sources (surface shader, responds to lights and fragment shader, unlit)
- C# source (inside custom namespace)

LIMITATIONS

- No validation is done for the values, so if you move top line below bottom line, strange things might happen.
- In the demo scene, shader values are updated inside Update() loop for each object, instead SetGlobalFloat() might be better:
<http://docs.unity3d.com/Documentation/ScriptReference/Shader.SetGlobalFloat.html>

INSTALLATION

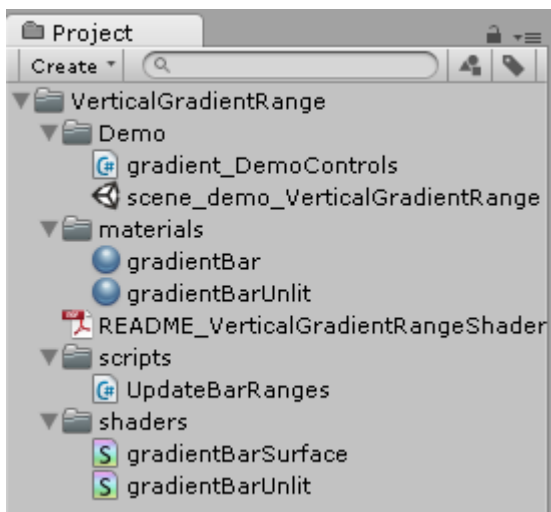
Import the package from the Asset Store and you are done.

Try demo scene: VerticalGradientRange\Demo\scene_demo_VerticalGradientRange.scene

PACKAGE FILE STRUCTURE

Package contains 5 folders and 8 files.

Demo folder (and this pdf) can be deleted.



INSTRUCTIONS

USAGE

Assign “gradientBar” or “gradientBarUnlit” material to your object.

Then on the inspector, set values & colors for the material(shader).

And check demo scene for examples.

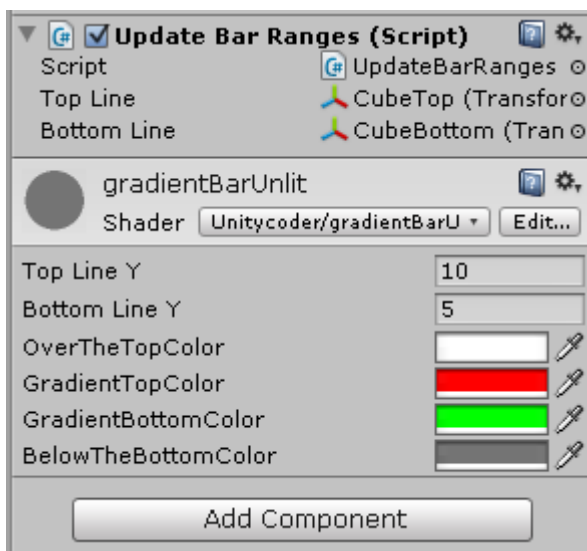
MATERIAL/SHADER USER INTERFACE

For the script “UpdateBarRanges”:

- TopLine : the object which is used to get world Y position for the top line
- BottomLine : the object which is used to get world Y position for the bottom line

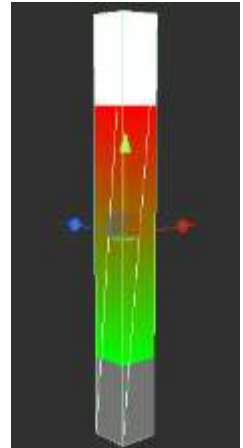
For the material/shader:

- TopLineY : world Y position from where the gradient starts (top)
- BottomLineY : world Y position from where the gradient ends (bottom)
- OverTheTopColor : this color is used for positions above TopLineY
- GradientTopColor : Start color for the gradient (top)
- GradientBottomColor : End color for the gradient (bottom)
- BelowTheBottomColor : this color is used for positions below BottomLineY



TUTORIAL

1. Create new scene
2. GameObject / Create Other / Cube
3. Set cube position : 0,0,0
4. Set cube scale: 1,10,1
5. Assign "gradientBarUnlit" material to the cube
6. Set material/shader values :
 - TopLineY = 3
 - BottomLineY = -3
7. Your object should look like in the image ----->
8. If we want to use objects for the topline and bottom line:
 - Then check the demo scene
 - "UpdateBarRanges" script is assigned to the object(bar)
 - And objects are assigned to the TopLine and BottomLine variables



NOTE.

- You could also just set the shader values using `setFloat()`, without having extra objects for getting the world Y position

FUTURE IDEAS

Feel free to post ideas, any feedback / custom requests about features you would like to see in this product. Also you can email me requests for other asset store script ideas.

SUPPORT & CONTACT

When sending emails:

*Please include your Asset Store purchase invoice number when contacting about this product support.
(no need to this, if it's just a general feedback not related to actual product support requests)

* Add product name to the email subject (so it's easier to follow up on those)

Email: support@unitycoder.com

Url: <http://unitycoder.com>

Unity forums private message: <http://forum.unity3d.com/members/22727-mgear>

Twitter: https://twitter.com/unitycoder_com

LinkedIn: <http://www.linkedin.com/pub/mika-makkonen/68/992/22>