

Highlight Glow



Versión 5.0, for Unity 3D

3y3.net

Index

Introduction	3
Quick Start tutorial	3
Advanced Configuration.....	4
Glow Modes	4
Flash Options.....	4
Use Normal.....	4
No Occlusion	4
Scale Glow	4
Glow Intensity, Opacity and color	4
Display Label.....	4
VR Cardboard setup	5

Introduction

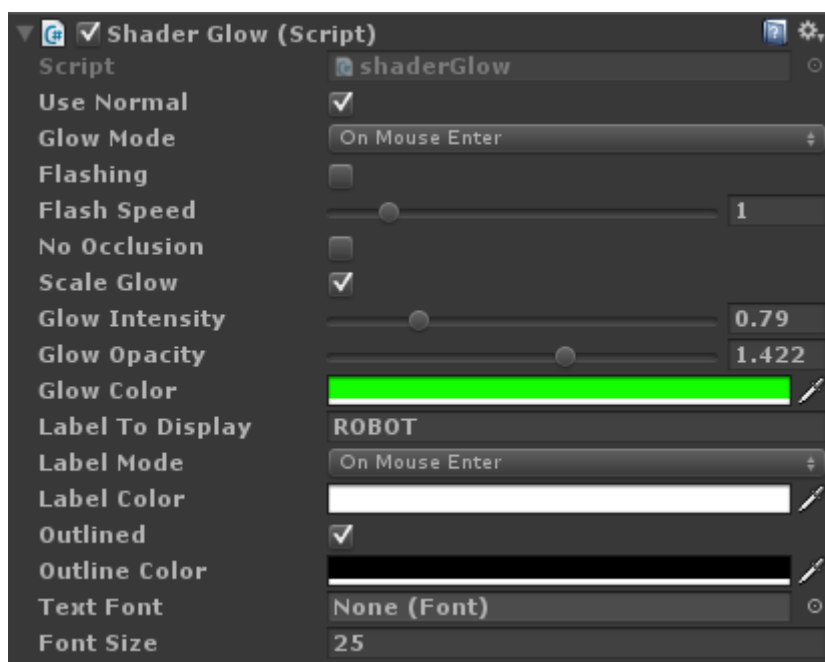
Highlight Glow System adds outline glow to any object including complex parent-child prefabs, skinned meshes and multi-material meshes. It has been completely redesigned to support Unity 5 and VR cardboard.

Some of main features are:

- Adds an outline glow to any object
- Full Unity 5 integrated
- Works with skinned meshes and complex parent-child hierarchies
- Full documented public API
- Integrate the effect with any other tools like PlayMaker
- Includes two demo scenes with lot of working examples

Quick Start tutorial

Highlight Glow System is really simple to use. You can take a look at the tutorial at <https://www.youtube.com/watch?v=012ct6RG3Q0>

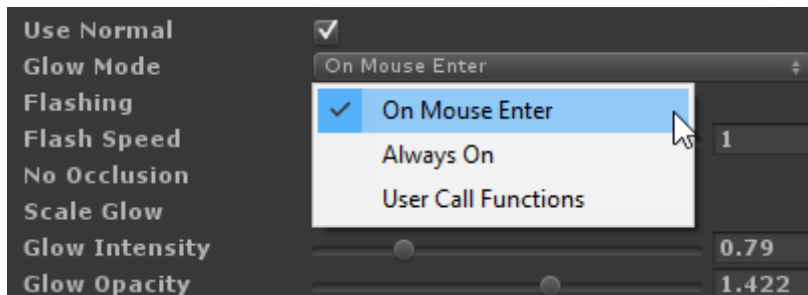


1. Drop the script ShaderGlow script into the 3D model you wish.
2. Remember **the object must contain a collider**, otherwise the script will not detect when the mouse enters..
3. Change any parameter you wish until you get the desired effect, and run the scene... voila! The glow is on.

Advanced Configuration

You can set many options to configure the glow and behavior of the object.

Glow Modes



- 'Mouse Over' Adds the glow when mouse enter the object.
- 'Always On' Always display the glow to the object.
- 'User Call' The users calls two public functions to switch on and off the glow. The functions are 'public void lightOn()' and 'public void lightOff()'.

Flash Options



If you set the flash On, the object glow will pulse on and off. You can set the flash frequency moving the Flash Speed controller.

Use Normal

Set ON for complex meshes and off for basic ones.

No Occlusion

The object highlight will be visible even when object is occluded.

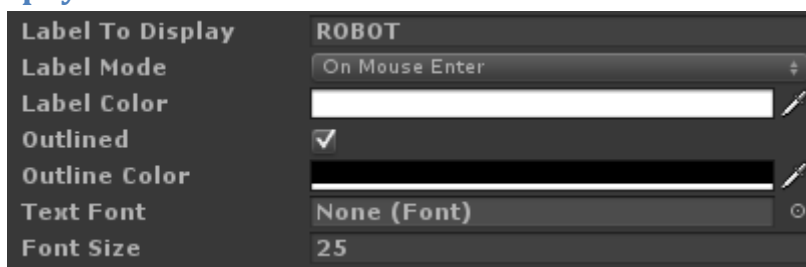
Scale Glow

Set On when mode normal is Off and the mesh is very elongate

Glow Intensity, Opacity and color

Sets How thick the outline will be, how transparent and the glow Color respectively

Display Label



Optionally you can add a label to be displayed when mouse enters the object.

- Label to Display: Text to show when mouse enter.

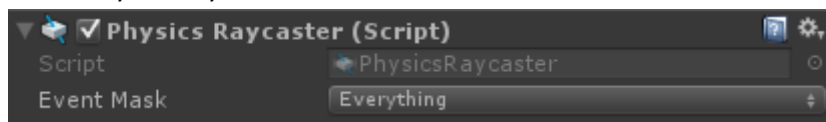
- Label Mode: You can choose between onMuseEnter and whenGlowIsOn. The first option will display the label when the mouse enters the object. The second one will display the label when the glow is on.
- Label Color: Text color.
- Outlined: Set ON if you wish the text to have an outline.
- Outline Color: Text outline color.
- Text font: Use desired font or leave y default (arial).
- Font Size: Text size of the label.

IMPORTANT: Label functionality is unavailable in the VR cardboard setup

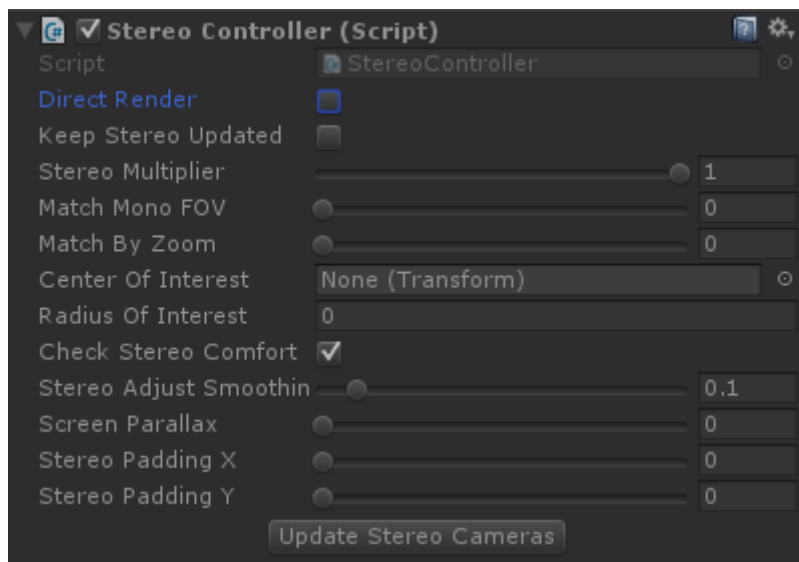
VR Cardboard setup

There are some considerations to take when you use the cardboard setup. There is a complete functional VR demo in the project and it is a good starting point. Anyway if you wish to create your own scene from zero follow these steps:

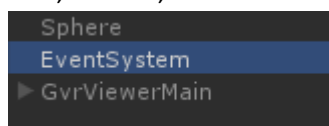
- 1) Add a Physics Raycaster to the main camera



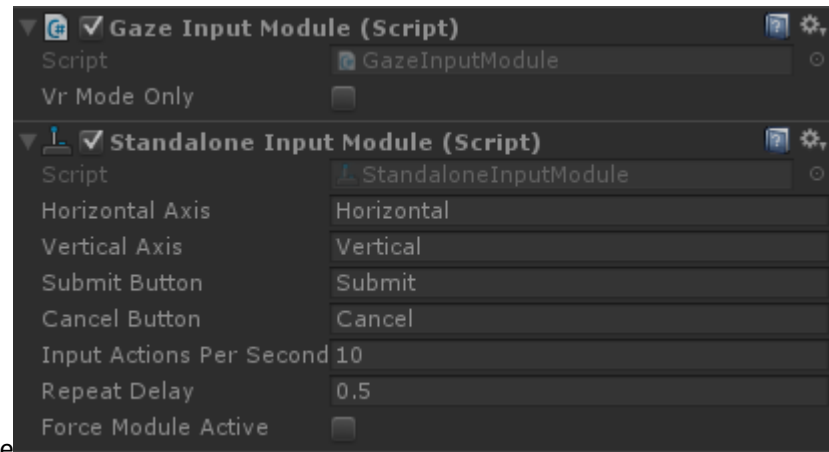
- 2) Make sure the Stereo Controller has the Direct Render unset



- 3) Add, at least, one event manager to your scene

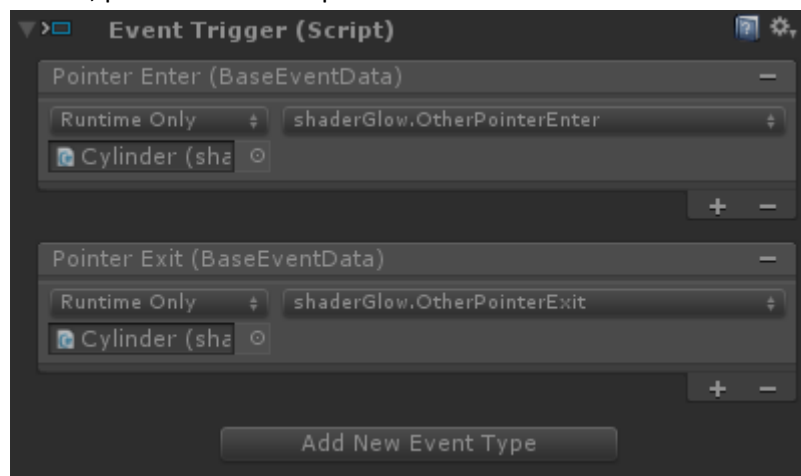


- 4) Add the Gaze Input Module to your event manager and move it above the Standalone

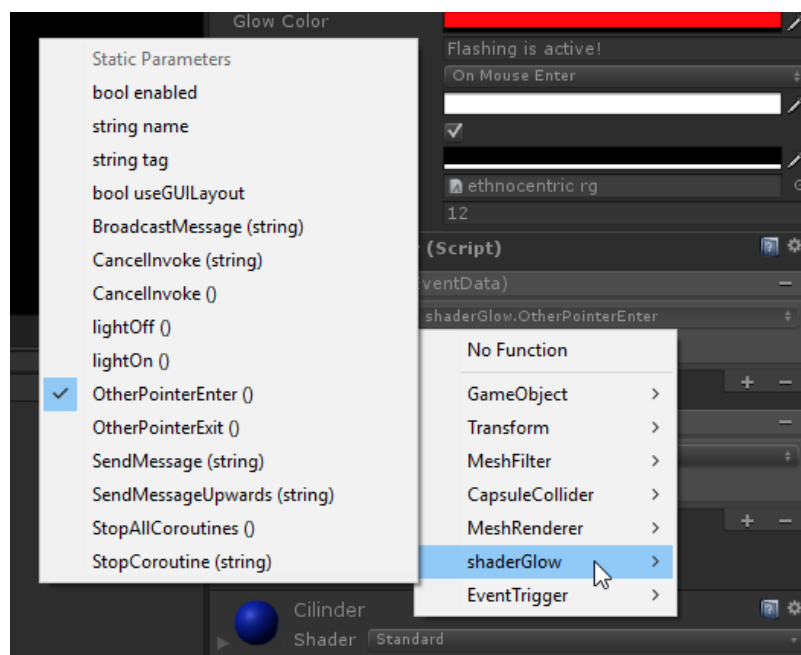


Input Module

- 5) Add an Event Trigger to any game object with the ShaderGlow script and add two events, pointer enter and pointer exit.



- 6) Set the OtherPointerEnter function for the Pointer Enter event



- 7) Set the OtherPointerExit function for the Pointer Exit event

