

# Mobile Rendering Mask

V1.01:

Fixed alpha blend issue on Unity5.1.

V1.0:

First release.

It uses “depth buffer” instead of “stencil buffer” to limit the rendering of some objects(like “bubble” in water). So you can use it in your mobile games( Some mobile device doesn’t support “stencil buffer”).

MaskTransparent.shader

MaskTransparentUnlit.shader

MaskOnly.shader :

Use these shaders on objects like “water” or “cup”. “MaskOnly.shader” only write “depth”.

MaskObjectTransparent.shader

MaskObjectTransparentUnlit.shader

Use these shaders on objects like “bubble”. Put “bubble” behind “water” since inside these shaders we use “ZTest Greater” .

RenderingOrderSetter.cs

Attach this script to object who is in front of mask object, and set a higher rendering order to it (like 3001).

If you have any questions, please contact me via the following:

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