**Name**: Hololens Shaders

**Version**: 1.2.0.0

**Purpose**:

This is a package containing many useful hololens-tested shaders.

**Description**:

A collection of lit and unlit and Fresnel shaders.

**Setup Instructions**:

Select the shader when creating a material, all shaders are under the folder HololensShaders

**Example Scenes**:

Examples.unity shows spheres with each of the shaders attached and a light source illuminating the shaders which perform light calculations.

**Sources**:

None

**Version Edits**:

* 1.2: Added lit signal
  + Fixed a bug in the signal when it went on for too long
  + Move the lit shaders to use ambient light from the scene.