Vertext

Vertext allows you to display any vertex data, such as normals and uvs, directly in the scene view by generating floating numbers next to the vertices and triangles.

On top of usual mesh data, you can also display custom data either through code or using Amplify Shader Editor.

This shader will work with any render pipeline, it is however not designed to be efficient at runtime.

Setup

For base mesh data, you can use the Vertext shader (or material found in Examples) and start playing with the material settings.

If you are using Amplify, the best way to display the data is to add Vertext_Amplify as another material on your renderer. This allows your base rendering to show, and the debug digits and wireframe to draw on top.

The custom Amplify template can be found under `Onager\Vertext` in the shader editor.

See the demo scene for examples.

Material Properties

Data

Displayed Data
What type of data to display

Channel
Which channel to show. Note that displaying more than one channel caps the precision to 3.

Bias
Value to multiply the data with.

Absolute Value
Take the absolute value of the data.

Round
Round the data to the specified precision.

Digits

Digit Color
Color of the floating digits

Separation
A Separation of 0 places the data next to the vertex, 1 places the data next to the center of the triangle the vertex belongs to.
Useful when you have multiple, different data on overlapping vertices or are expecting per-triangle data.

Scale
Digit visual display scale.

Precision
How many digits to display. When display more than one channel, this is capped to 3.

Wireframe

Color
Wireframe color.

Smoothness
How feathered it is from center to edge.

Thickness
Wireframe size.

If you have any questions or bug reports > vertext@onager.fr

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