

Sprite Ghost Trail Renderer

This document will explain what is and how to setup properly the Sprite Ghost Trail Renderer for your projects.

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You can find the complete Unity package asset [here](#).

What is Sprite Ghost Trail Renderer?

Sprite Ghost Trail Renderer is a component able to create one or more ghost trails from a specific Sprite Renderer. Ghost trails are GameObjects with a Sprite Renderer recording all the information from the original Sprite Renderer from time to time. A custom shader is applied to all ghosts and you can specify the update interval, the number of ghosts to be drawn, the alpha and the color. The draw process is enabled/disabled as the script is.

This type of technique was heavily used in 90's games to indicate speed and is still used today for the same purpose.

How it works?

The component should be attached to any GameObject that has a SpriteRenderer component. If a SpriteRenderer component is not present, one will be attached automatically.

Ghosts are created only once using the Awake function. Every Sprite Renderer from the ghosts is set up with a custom shader. This shader is based on the Default Sprite Shader and it has the option to draw the sprites with a single color, as shown below:



Figure 1 - Single Color shader usage

Setup

See the script inspector settings below:



Figure 2 - Sprite Ghost Trail Renderer Inspector Component

Property	Function
Color	Color of ghosts. The alpha is set here.
Enable on awake	If enabled, the ghosts will start automatically on Awake function.
Use single color	If enabled, the ghosts will be drawn using only one color
Updates per second	The frequency of updates per second.
Ghosts number	The number of ghosts to be drawn.
Shader	Shader used in the materials to draw the ghosts.
Container suffix	The suffix of the GameObject container where the ghosts will be placed.
Sprite Renderer	The Sprite Renderer component used to create he ghosts. Automatically set when attached.

Using Sprite Trail Renderer

Just drag the **SpriteTrailRenderer.cs** script into any GameObject that has a Sprite Renderer component. You can setup the properties above or simply press the **Play Button** to see the effects right away. If you need more information on how to use it, please see the **Demo** scene available on **Scenes Folder**.

You can play the demo [here](#). Thanks for reading!