

Mobile Fast Shadow

V1.0.6

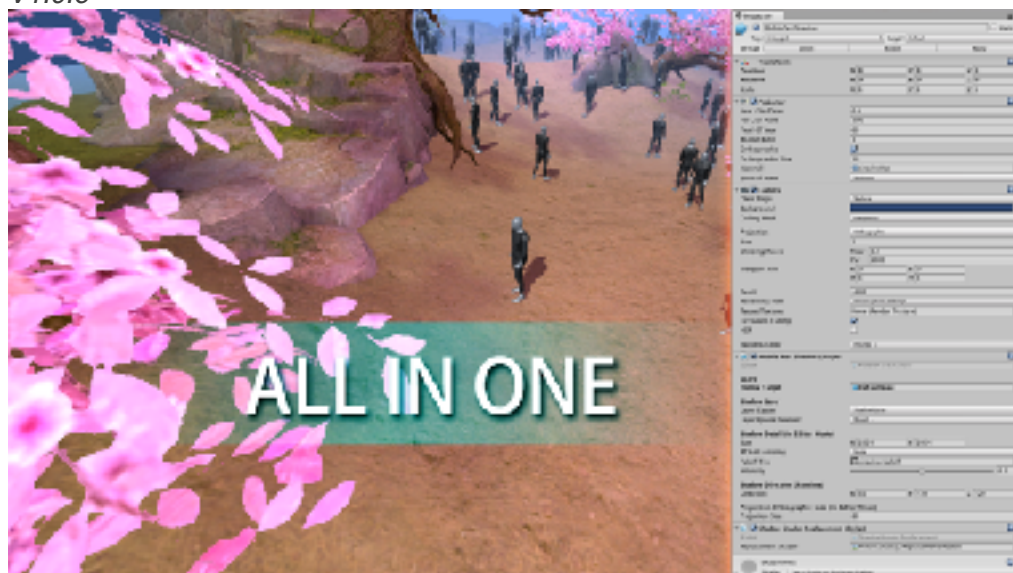


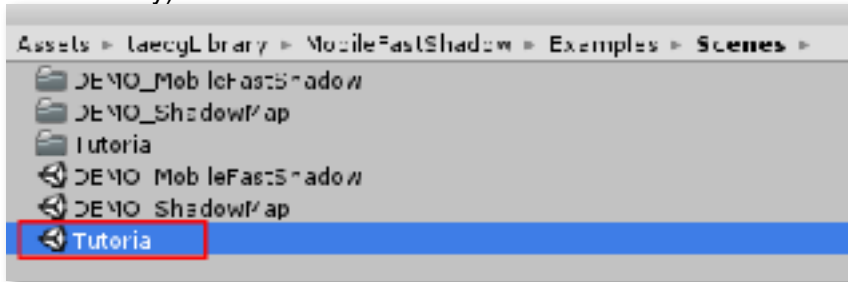
Table Of Contents

- Quick Start
- Parameter description
- Contact And Support

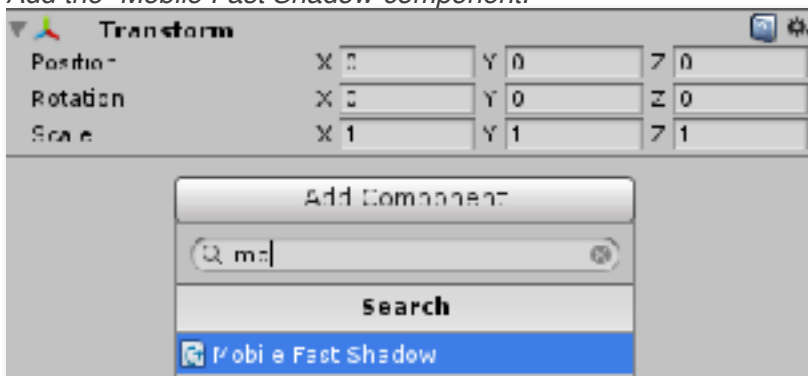
Quick Start

The fastest way to use.

1. Open the tutorial file. (Assets/taecgLibrary/MobileFastShadow/Examples/Scenes/Tutorial.unity)

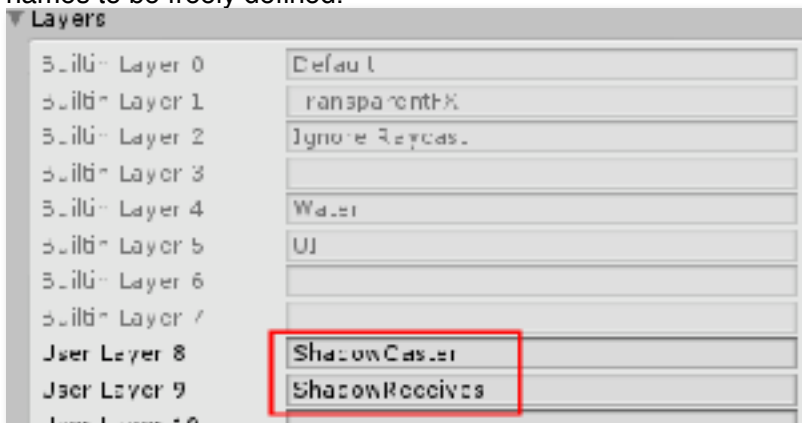


2. If your unity needs to be re baked when prompted, then bake it again.
3. Create an empty game object and rename it.
4. Add the "Mobile Fast Shadow" component.



All the components that need to be used will be added automatically.

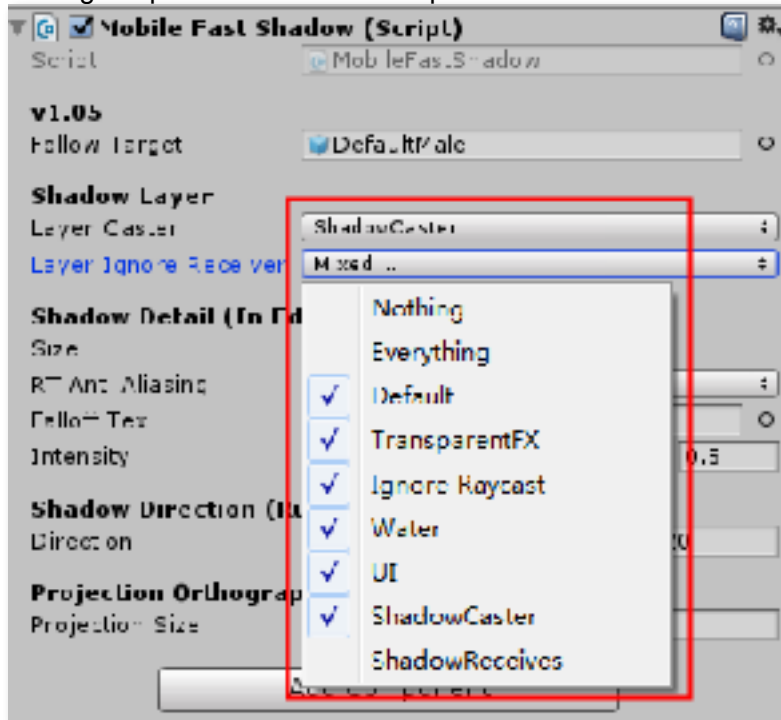
5. Add new layers, Add two layers, one to cast shadows, one to receive shadows, and names to be freely defined.



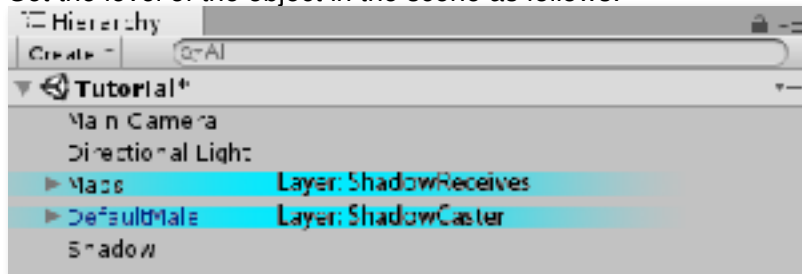
- Drag the role (DefaultMale) in the scene to the component "FollowTarget" parameter just added.



- Setting the parameters of the component is as follows:



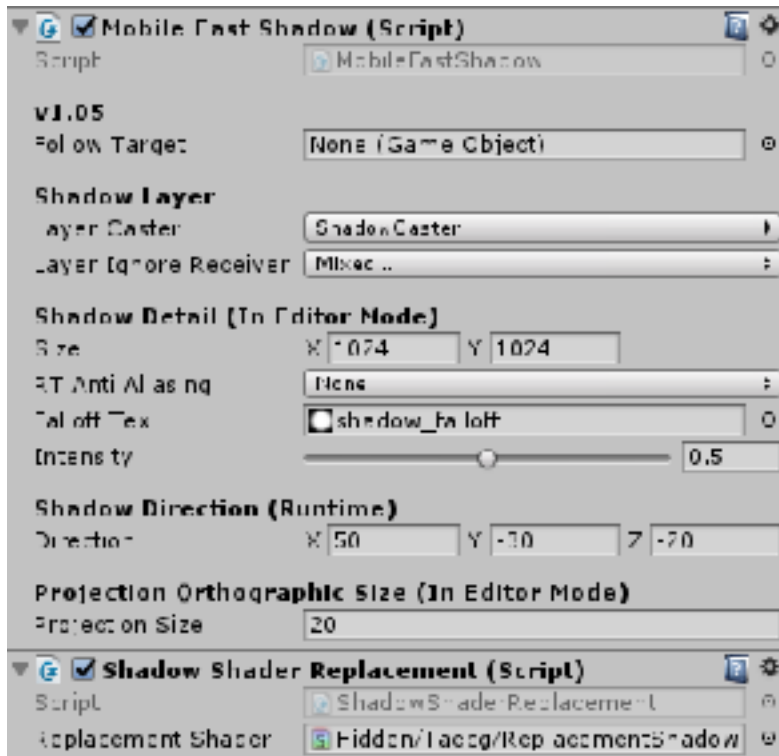
- Set the level of the object in the scene as follows:



- Ok, It's done! Play you game!



Parameter description



Follow Target: Projection following target.

Shadow Layer: What layer is used for projecting which layer is used to receive shadows..

Shadow Detail: The specific parameters of the shadow. This is only effective when the encoder is adjusted, and can not be adjusted in real time after operation, mainly for performance consideration.

- **Size:** The larger the size of the shadow RT graph, the clearer the shadow and the larger the consumption will be.
- **RT Anti Aliasing:** Anti aliasing.
- **Falloff Tex:** The softening map of the shadow edge usually does not require modification.
- **Intensity:** The intensity of the shadow.

Shadow Direction: Control the shadow direction.

Projection Orthographic Size: Controlling the range of the projection component and increasing the value can improve the role of the edge of the view without shadow, but at the same time, the definition of the shadow will also be discounted.

Shadow Shader Replacement: Using the minimalist shader to render the shadow RT map, saving performance expenses, no need to change, just use the shader provided by me.

Contact And Support

You can contact me for support or questions:

Unity Asset Store URL:

<https://www.assetstore.unity3d.com/#!/content/56865>

Email:

taecg@qq.com