



# Nice Transparency

Using the Nice Transparency package is very easy. You've got versions of all built-in shaders and reflective shaders as well. Simply pick a shader and assign it to your material. The transparency is controlled via the „Main Texture“'s alpha channel and the „Main Colors“ alpha channel.

If you're using a reflective shader, the reflection opacity can be adjusted using the „Reflection Color“'s alpha channel.

It is also possible to create softer edges using the „Back Falloff“ and „Front Falloff“ sliders, respectively for the back-/frontfaces.

Each shader is available for three different layers, 0 to 3, which are useful for removing or hiding artifacts. All materials using layer 0 are drawn first, layer 1 objects are drawn second and layer 2 is drawn last.

If you have any questions, issues or feedback, visit the Unity Forum's thread or contact me via PM, username: Chickenlord