**Add a super cool effect on your meshes with this completely customizable shader!
Turn all your meshes into holograms, fully customizable to fulfill your desires!**

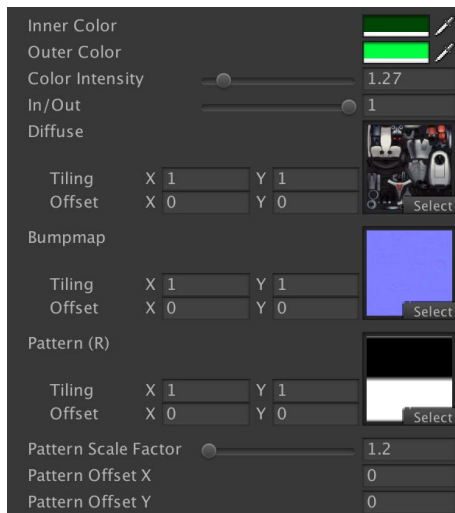Shader and Script written by Davide Strumendo

How to Use

Change your material shader choosing one from the two shader included:

- Funix > **Hologram Shader**
- Funix > **Hologram Shader Light** (half draw calls, without ZWrite pass)

If you want to animate the shader, attach to the GameObject with the Hologram Material the component **HoloManager**.

Hologram Shader Parameters

Inner/Outer Color: the color the mesh will have in the inner/outer part

Color Intensity: from 0.1 (almost no transparency) to 10

In/Out: at 0 the color start from the center and fade to the border, at 1 it's the opposite)

Diffuse/Bumpmap (*optional*): the textures of your model

Pattern (*optional*): if you put a pattern (included in *Assets > Hologram Shader > Pattern*), you'll see it on the mesh (if not, try changing the scale). If you want a "*Noise*" effect add that as pattern and use the *HoloManager* component.

Pattern Scale Factor: how much is the pattern scaled

Pattern Offset X/Y: the offset of the pattern along the axis, used for the pattern animations.

HoloManager Parameters
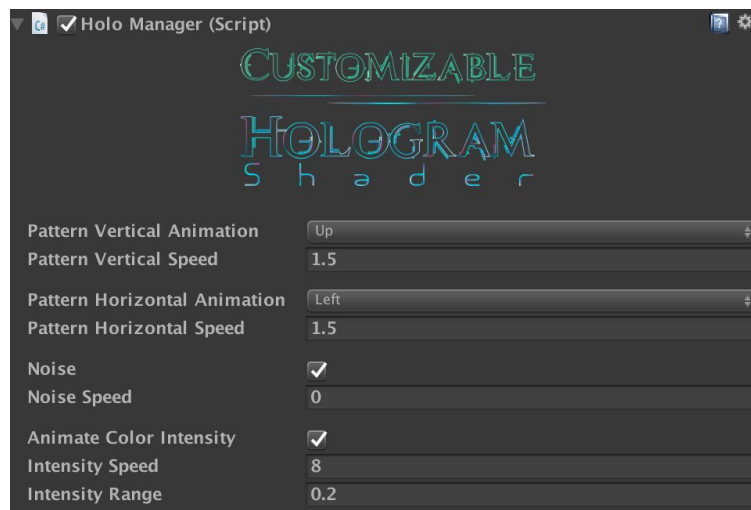
Note: the Speed/Range option will appear only if you choose an animation or flag an option.

Pattern Vertical/Horizontal Animation: Choose the direction in which the pattern will move from *Up*, *Down*, *Left* and *Right*. The "*stutter*" variation makes the animation non-linear, as a disturbing effect.

Pattern Vertical/Horizontal Speed: the speed of the animation.

Noise: flag it to enable the Noise effect. To do so, add the Noise texture as pattern in the material.

Noise Speed: the speed of the noise effect.

Animate Color Intensity: flag it to animate the *Color Intensity* value of the shader.

Intensity Speed: the speed of the animation.

Intensity Range: the range from the *Color Intensity* value of the shader. *Example*: if in the shader you write 1.2 as *Color Intensity* and in the *Intensity Range* you write 0.2, the Color Intensity will change runtime from 1 to 1.4 (1.2 ± 0.2)