# GLOW FX

Version 1.0


*Thank you for buying GLOW FX!*

## How to use

GlowFX works by dynamically generating glow geometry around your meshes, as an extra render-pass.

1. Create a new Material in Unity.
2. Change the Material shader to one of the GlowFX shaders.
3. Configure the glow intensity, color and everything else via Material Inspector
4. That's it!

## The different Glow types

GlowFX shaders comes with many variations, each with a different utility in mind.

- “Default”, shaders that render a glow on top of the whole object.
- “Outline”, shaders that render the glow only around the object, useful for highlighting objects.
- “Volumetric”, shaders that render only the glow, making the actual object invisible. This is useful if you want to make advanced effects like animated flames or plasma creatures.

**NOTE** – In the “Shaders” folder you'll find variations that combine most of those properties. If you find that some important combination of shaders is missing and should be added, tell me.

## Controlling the glow programmatically

It is possible and easy to adjust all properties at run-time.
In your own scripts, you just have to get hold of the MeshRenderer component and manipulate its Material properties via C#.

Eg:

```
private Material glowMaterial;
void Start() {
	var renderer = this.GetComponent<MeshRenderer>();
	this.glowMaterial = renderer.material;
	this.glowMaterial.SetColor(“_GlowColor”, Color.red);
	this.glowMaterial.SetFloat(“_GlowIntensity”, 0.5f);
}
```

Of course, you can also change the properties in the Update() method, lerp them over time, etc, be creative!

## Integrating with custom shaders

GlowFX can be integrated with any custom shader that your game needs to use,
and it's not that difficult as long as you have some shader knowledge, just follow this steps:

1. Copy the GlowFX .shader that most closely resembles the effect that you want.

2. GlowFX is a standard Unity surface shader, just modify what you need in the surf and lighting functions.

## Support

If you have any questions, suggestions, comments or feature requests, please send me a mail to sergio.flores@lunarlabs.pt