

dropShadow

[Asset Store Link](#)

© 2017 Justin Garza

PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

Contact me at:

Email: jgarza9788@gmail.com

Cell: 1-818-251-0647

Contact Info: justingarza.net/contact

Description/Features

Allows you to create a drop shadow effect.

- standard or long shadow
- works on mobile
 1. tested on Nexus9 (Android) and iPhone6s (iOS)

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

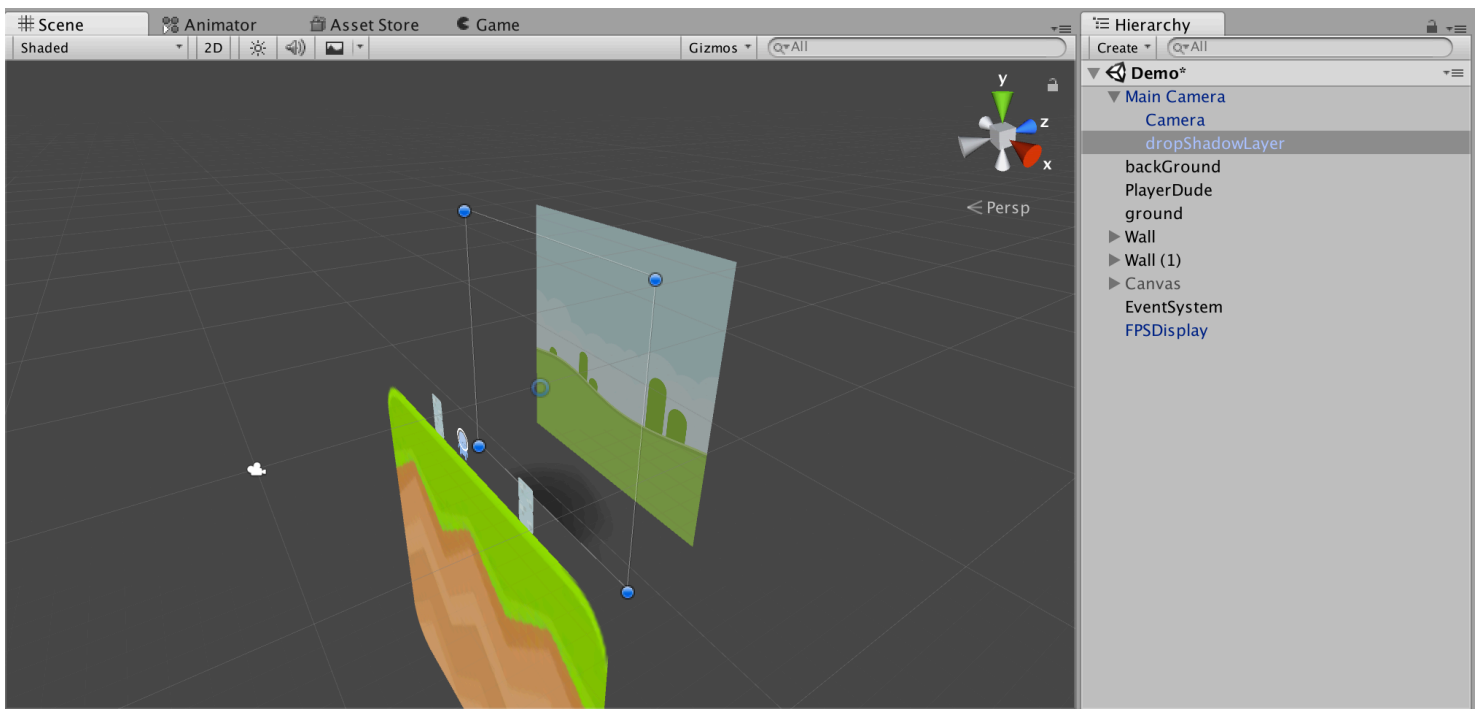
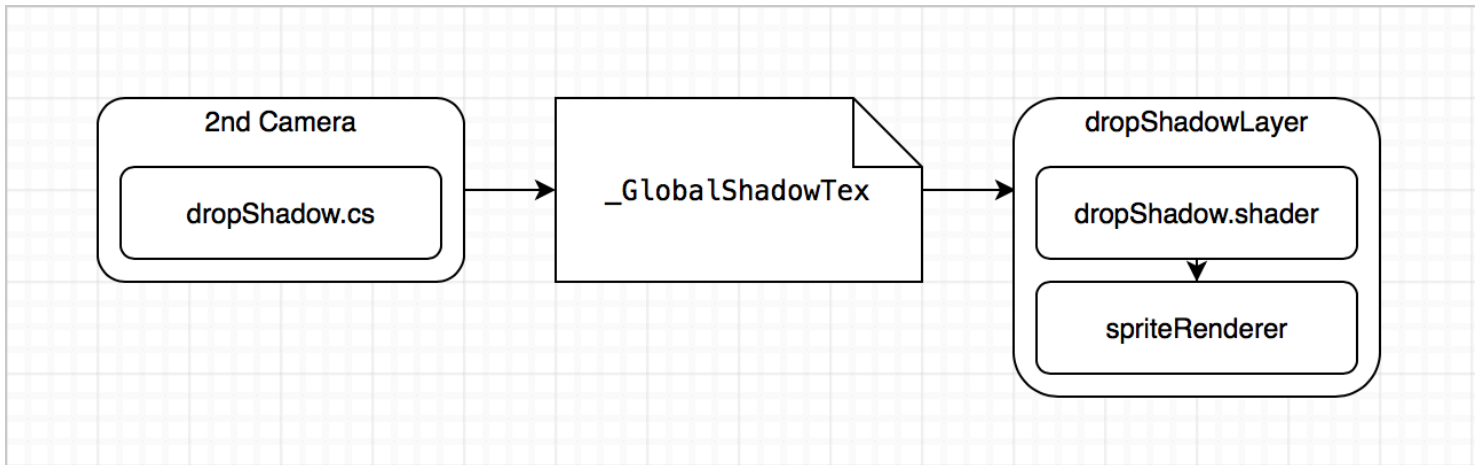
Table of Contents

1. How it Works
2. Ways to Tweek and Get Other Effects
3. Cons

How it Works

below are the steps that take place to make this asset work.

1. A second camera will use the [Culling Mask](#) and dropShadow.cs to create the _GlobalShadowTex (a texture).
2. In the dropShadowLayer (GameObject) the Shader will take the _GlobalShadowTex and blur it and render it on the spriteRenderer.



Ways to Tweak and Get Other Effects

Obviously changing the standard variables will allow you to change the effects a bit.

_distance

The distance or spread of the shadow.

_color

The color of the shadow (locked to black in the demo).

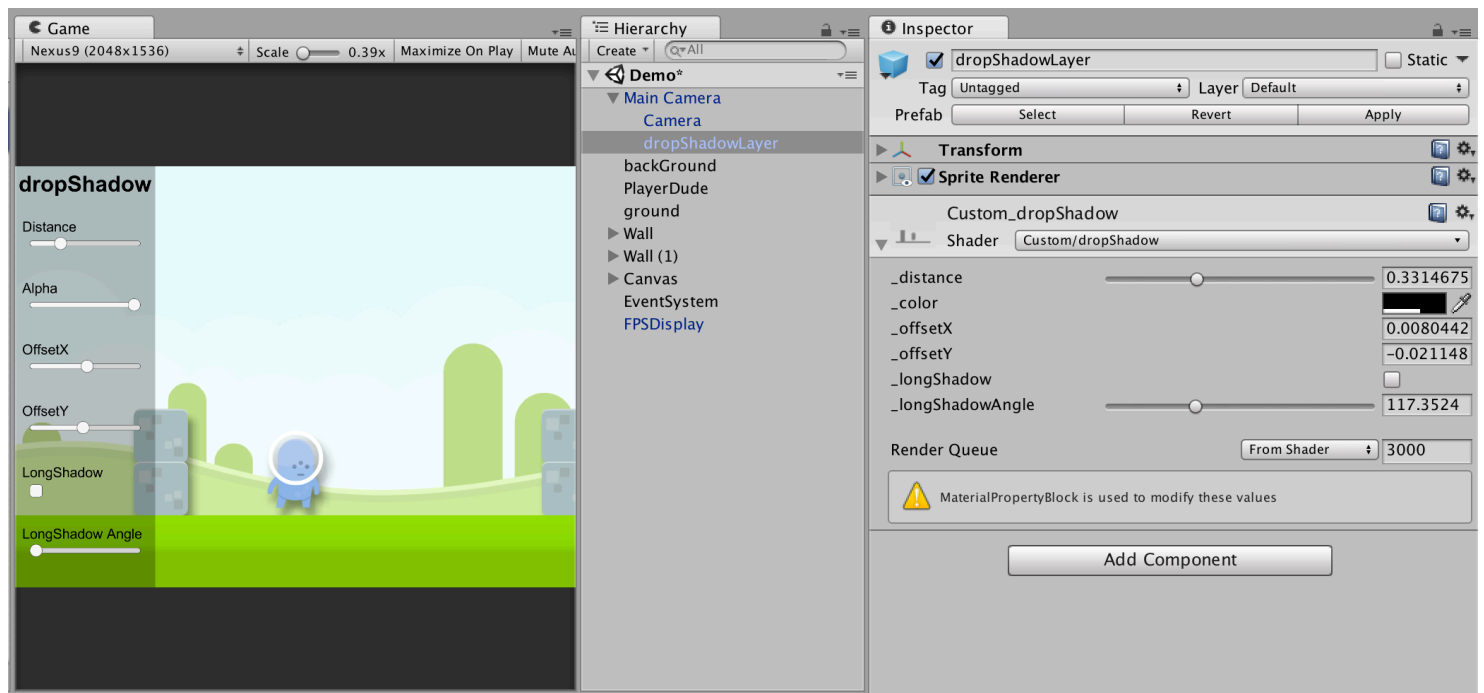
_offsetX

The offset in the X direction. you can also move the second camera for the same effect.

_offsetY The offset in the Y direction. you can also move the second camera for the same effect.

_longShadow Whether or not to just render the shadow in just one direction.

_longShadowAngle the Angle of the long shadow.



In addition to changing the inputs above you can also do things like change the rotation, distance, and position of the second camera.

Cons

- All objects will have their shadows rendered together.
- does not work on WebGL (for unknown reasons).