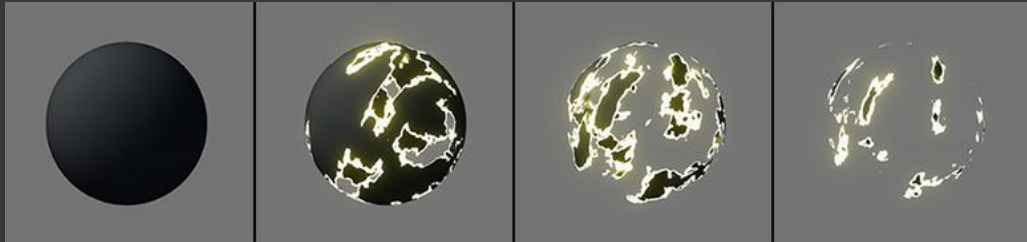


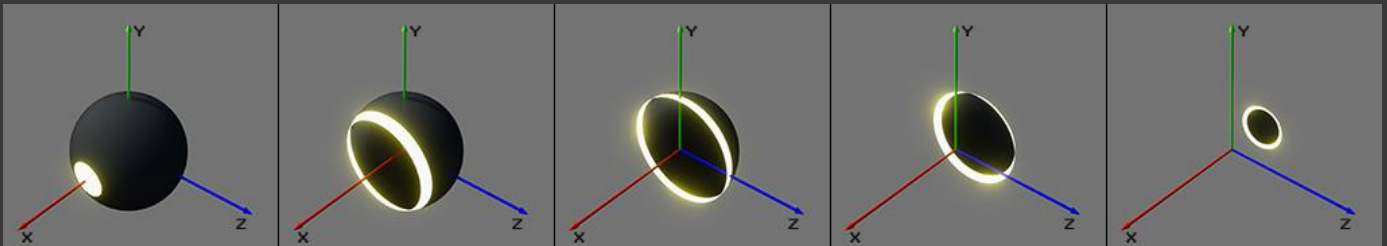
Advanced Dissolve shader options

Mask

1. None – Dissolve effect is controlled by standard **Alpha Cutoff** slider. The same way as all Unity Cutout shaders. Alpha value is read from the Main or custom textures alpha channel.

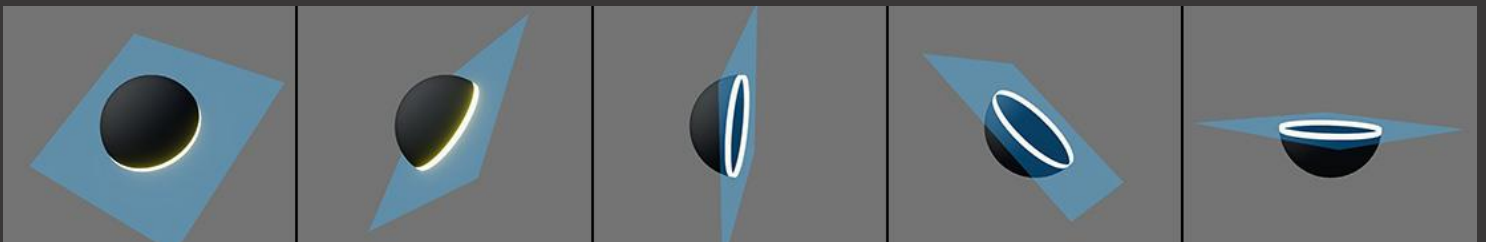


2. Axis Local – Mask is applied along local X, Y or Z axis of the mesh. World position of the mesh has no effect.
 - Offset – Offset value along axis
 - Invert – Inverts dissolve effect



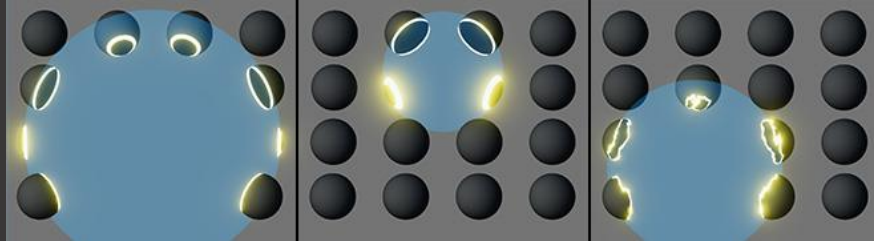
3. Axis Global – Mask is applied along world X, Y or Z axis. World position of the mesh does matter.
(Check **2. Local and Global XYZ Axis Mask** example scene).
4. Plane – Mask is determined by [Plane](#) equation. Plane **Position** and **Normal** variables are not displayed inside material editor and must be controlled from script using [Material.SetVector](#) method.

Plane **Position** and **Normal** variable names are **`_DissolveMaskPosition`** and **`_DissolveMaskPlaneNormal`**.



5. Sphere - Mask is determined by [Sphere](#) equation. Position and Radius variables are not displayed inside material editor and must be controlled from script using [Material.SetVector](#) and [Material.SetFloat](#) methods.

Sphere **Position** and **Radius** variable names are **`_DissolveMaskPosition`** and **`_DissolveMaskSphereRadius`**.



(Check **3. Plane and Sphere Mask** example scene).

Alpha Source

1. Main Map Alpha – Alpha value for cutout is taken from the Main Map texture alpha value. If using any of **Mask** options, Alpha Source adds Noise to a mask value.
2. Custom Map (Two, Three) – Using custom textures alpha values for performing cutout. Multiple custom textures can be blend by **Texture Blend** options by multiplying there alpha values or combining (Add).

(Check **1. Default Mask** example scene).

Edge

1. Edge Size
2. Edge Color – Emissive HDR color and Ramp texture.
Ramp textures alpha value defines edge color transparency.
Ramp texture's wrap mode should be set to the Clamp inside [TextureImporter](#).

Global Illumination

GI Strength (Meta) – Edge color multiplier inside Meta pass of the shader. Has effect only with Unity GI system (object marked as Static and baked with lightmaps).

If animating shader properties effecting GI, object's world space position must be sent to the shader using [Material.SetVector](#) method.

Objects world space position variable name is **`_Dissolve_ObjectWorldPos`**.

(Check **1. Default Mask** example scene and **AnimateCutout** script used there).

Post Processing

Dissolve shaders are using custom RenderType described inside “**Advanced Dissolve/Shaders/Internal/ Internal-DepthNormalsTexture.shader**” file.

To make Dissolve shaders work with Unity Post Processing and Image effects use above shader instead of Unity’s built-in shader in [Graphics Settings](#).

