

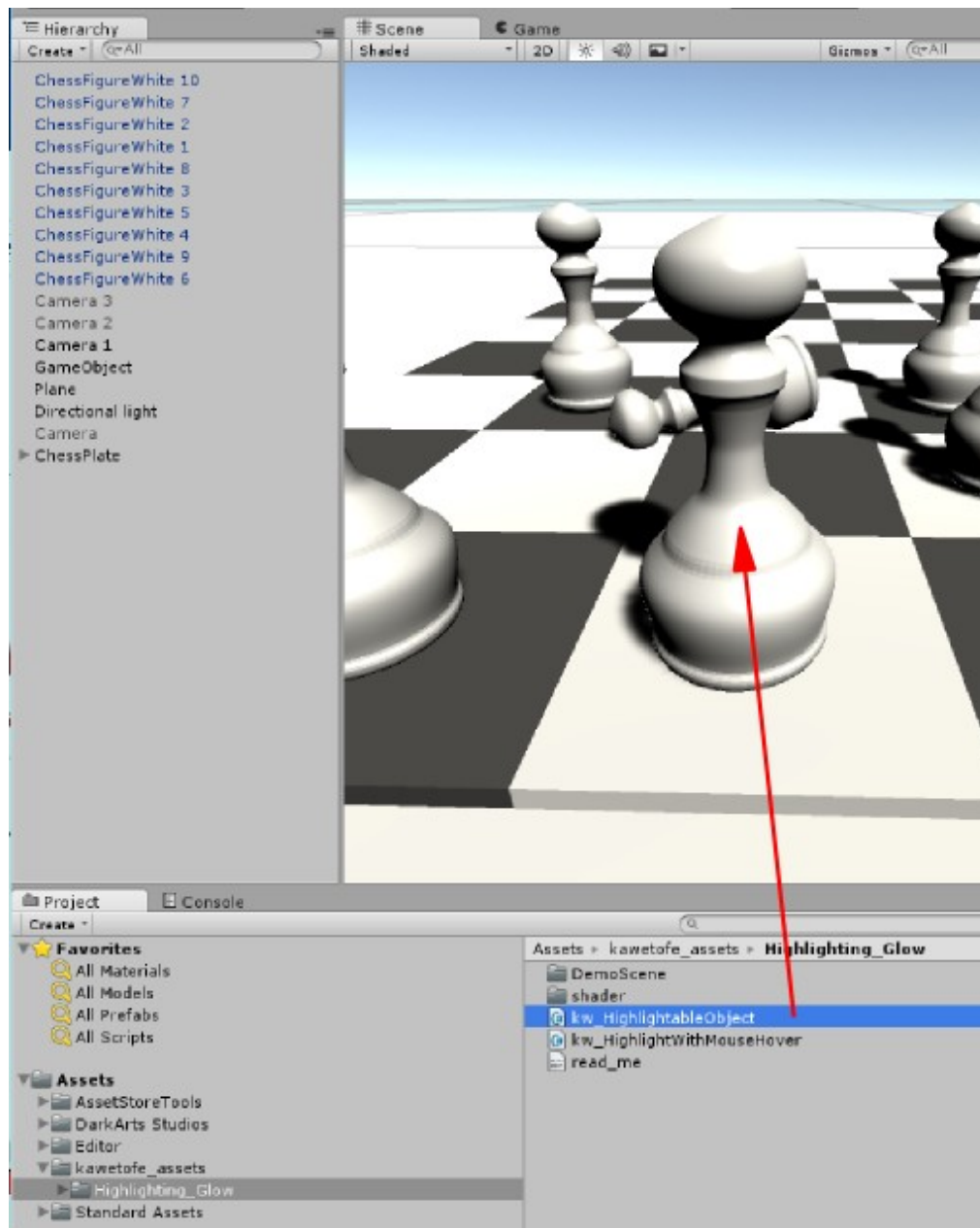


RIM Highlighting SYSTEM

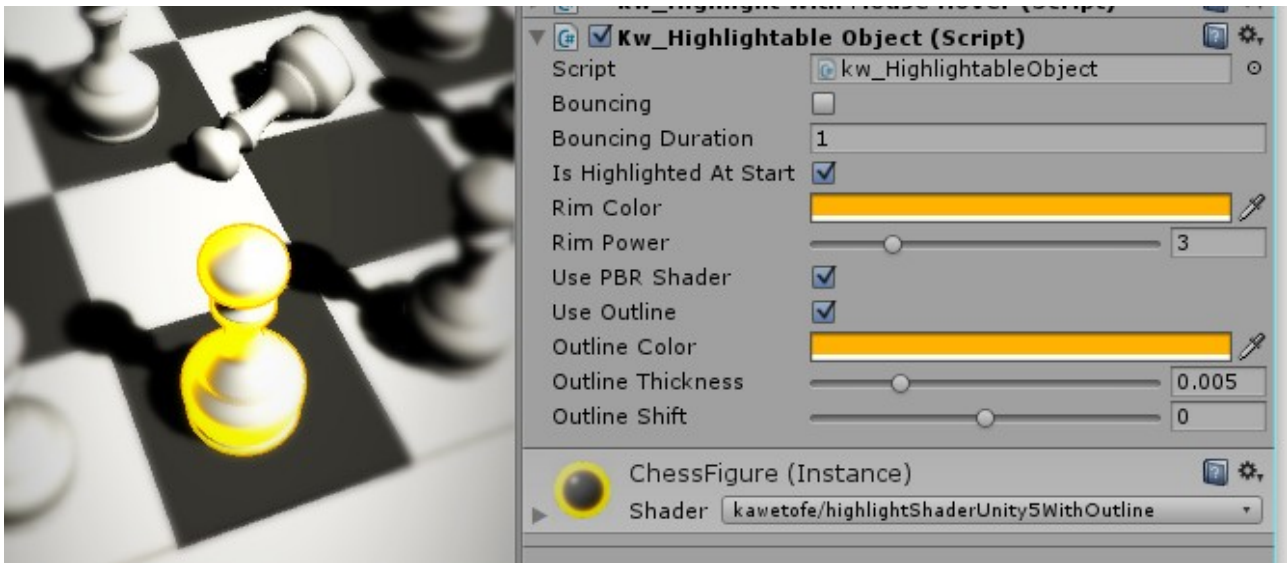
Quick Introduction

1. Setup

To set up the Rim Highlighting effect simply drag and drop the `"kw_highlightableObject"` script to the 3D object you want to highlight.



2. Settings



The inspector window has multiple options to choose from:

- **Bouncing** ... use a bouncing effect on the highlighted object
- **Bouncing Duration** ... set the time duration for the bouncing effect
- **Is Highlighted at Start** ... highlight the object when scene starts
- **Rim Color** ... set the color of the rim-effect
- **Rim Power** ... set the power of the rim-effect
- **USE PBR Shader** ... use the highlighting shader written for physically based rendering (effects only when scene is started)
- **Use Outline** ... use highlighting with outlined object (effects only when scene is started)
- **Outline Color** ... the color of the outline effect
- **Outline Thickness** ... the thickness of the outline effect
- **Outline Shift** ... the normal shift of the outline effect

3. Highlight by script

To highlight the `GameObject` simply call

```
GameObject.SendMessage("Highlight");
```

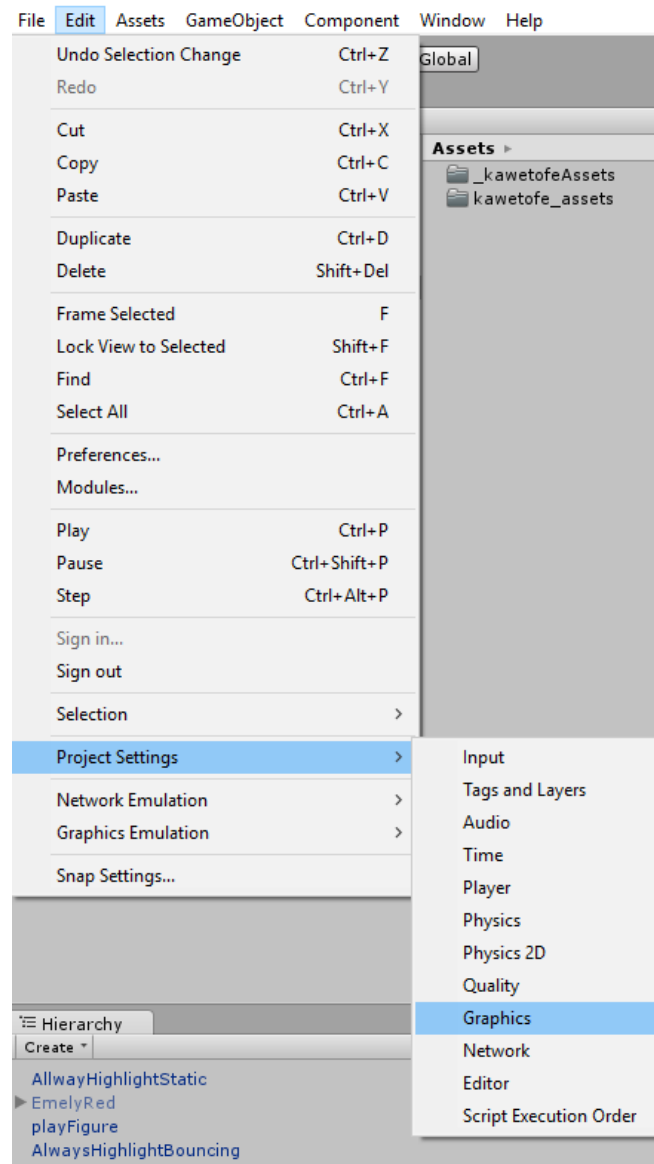
To get rid of the highlighting effect and return the `GameObject` to the initial state call

```
GameObject.SendMessage("DeleteHighlight");
```

see the included "`kw_HighlightWithMouseHover`" script or the `Demo-Scene` for reference

4. Instructions for building the project

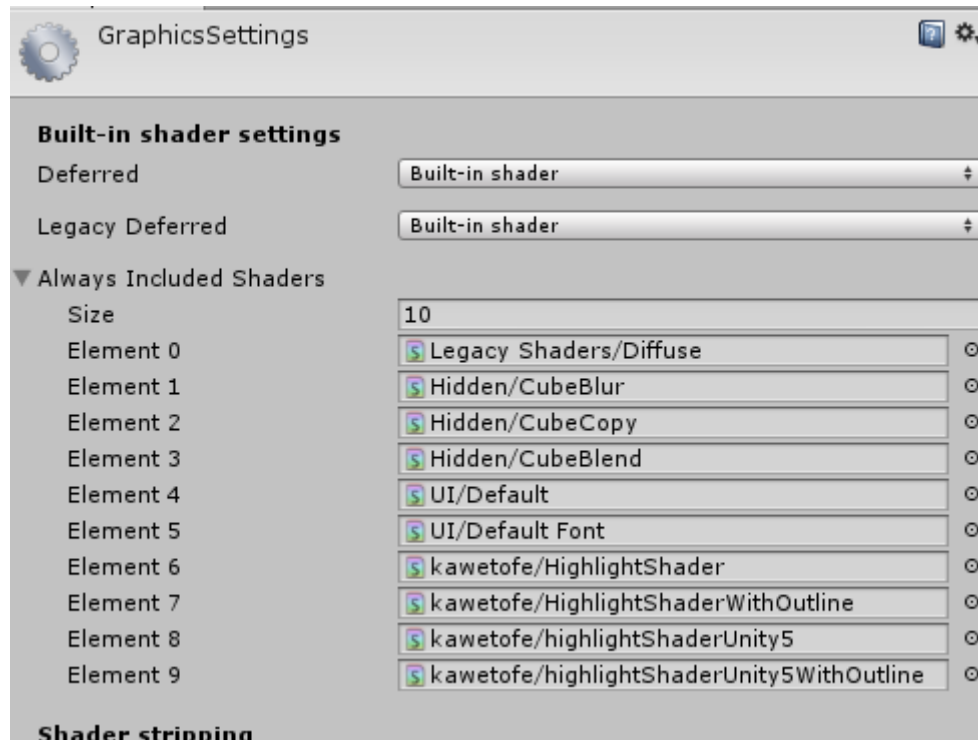
To build the project where you use the highlighting effect you have to include the used shaders to the GraphicsSettings of your project. To do that simply click on



Now on the inspector menu you should see the GraphicsSettings for your project.

→ increase the size of the Array "Always Include Shaders" by 4

→ set on the new generated elements the "kawetofe/highlightShader" as displayed:



Now your build should work.



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