

# Skinned Shield



Versión 1.0, for Unity 3D

DD Game Studio

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## Introduction

Nice shield effect for any skinned mesh.

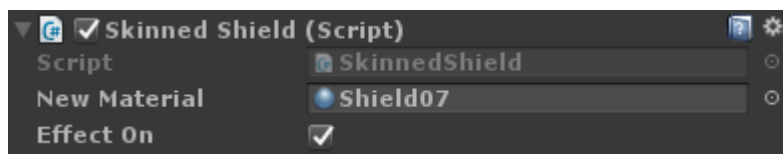
Some of the features are:

- Works with skinned meshes and complex parent-child hierarchies
- Full documented public API
- Integrate the effect with any other tools like PlayMaker
- Works on desktop, mobile and consoles
- Works on any VR device
- 37 preset shield effects, but you can create your own effects easily
- Lot of working examples

## Quick Start tutorial

Skinned Shield asset is really simple to use. You can take a look at the tutorial at

<https://youtu.be/tjsOoJfN2gw>



1. Drop the script Skinned Shield script into the 3D skinned mesh you wish.
2. Drop any of the presets effects (SkinnedShield/Shield Effects) into the New Material parameter.
3. Set the effect on if you wish show the shield from start.
4. DONE!

## API

There are three main methods you can use to set the effect on and off and change effects:

`public void SetEffectOn ()` Shows the shield

`public void SetEffectOff ()` Hides the shield

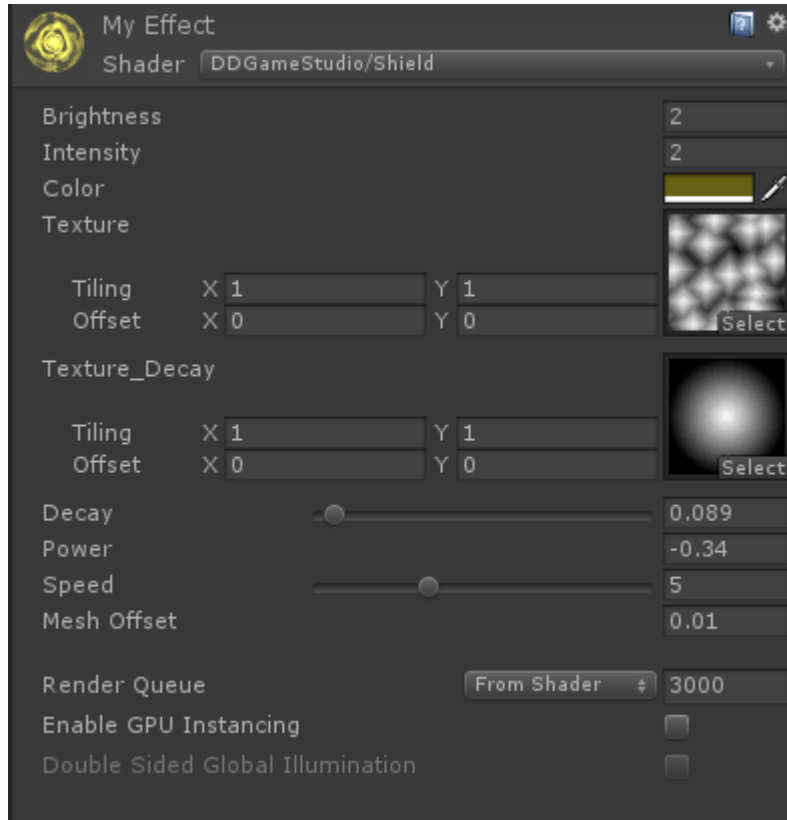
`public void SetMaterial (Material mat)` Set a new effect in the skinned mesh

You can call this methods from your own scripts or from any third party frameworks such as Play Maker. To call from Play Maker simply send a message to the object calling this methods.

## Shader values

You can create your own affects easily. Simply duplicate any of the existing effects (Ctrl+d) and the change the material values until you get the desired effect.

This is the shader values you can change:



The better way to make tyour own effect is to set your duplicate effect into any skinned mesh, run the scene and then change the values in the inspector. Unity while keep the values of the shader when you stop the scene.