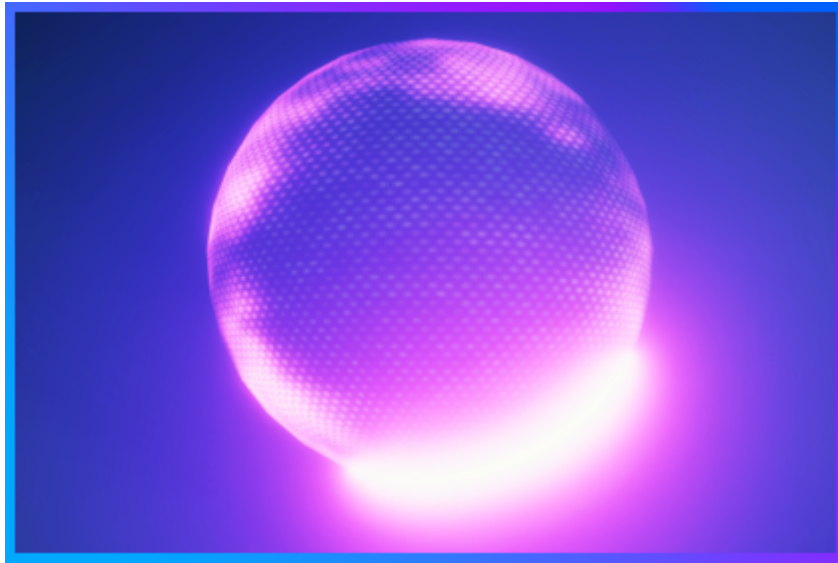


Interactive Energy Shield



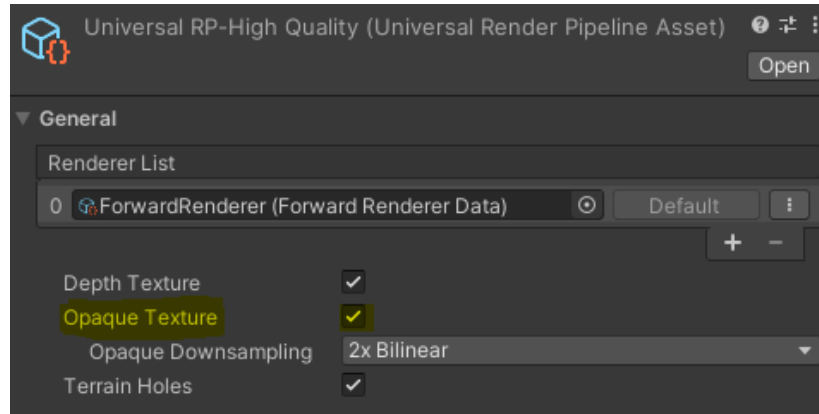
Summary

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How to use

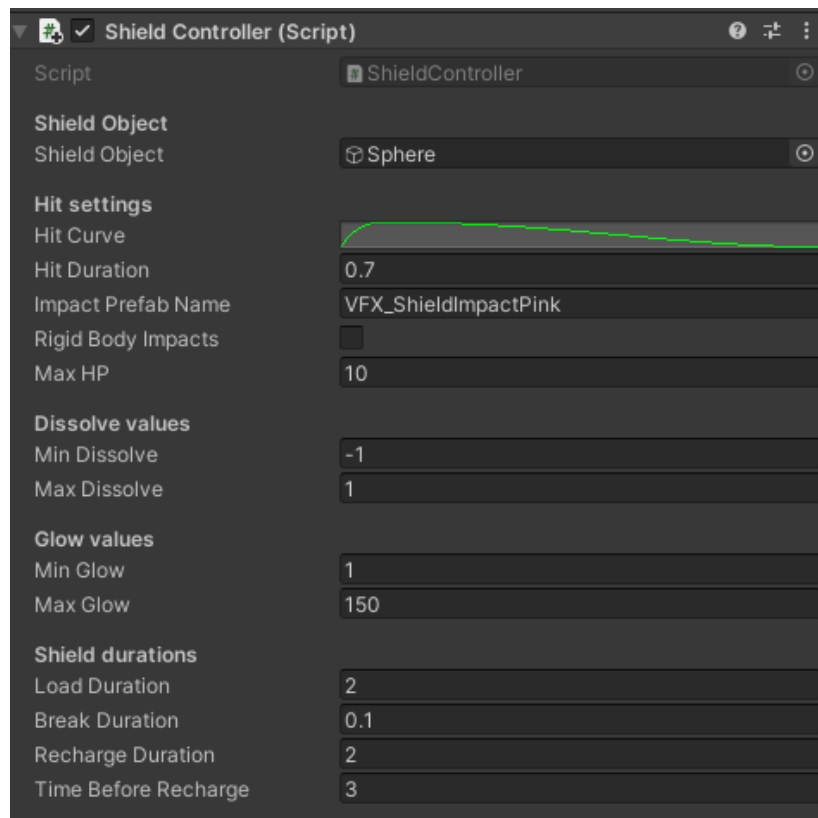
IF YOUR SHIELD IS OPAQUE:

This shader uses the Scene Color node, which requires the Opaque Texture to be checked ON in URP settings. Make sure it is set properly in the URP asset your project is currently using.



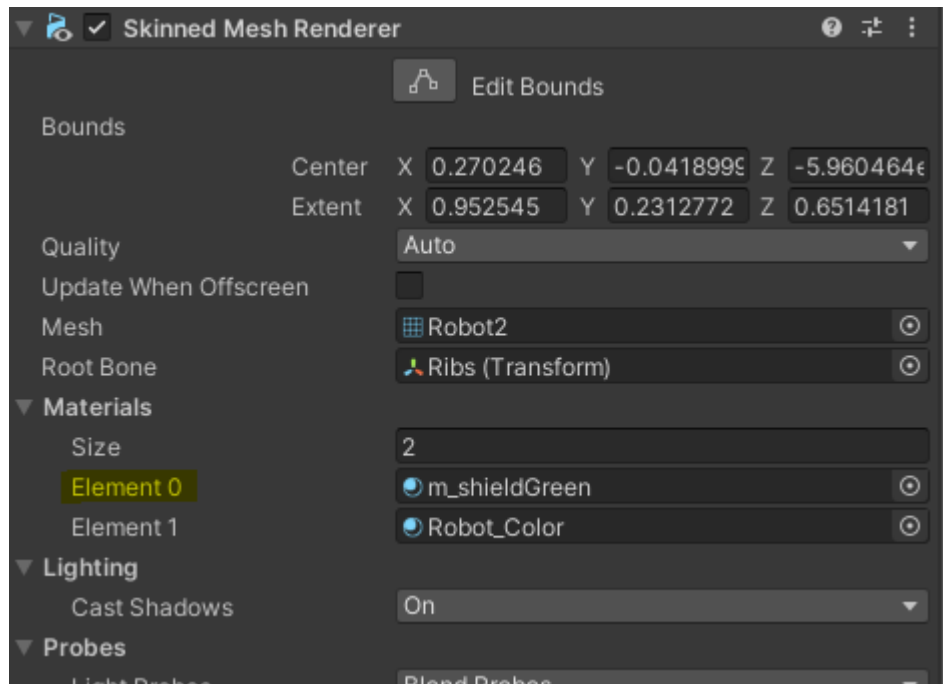
Animations of the material are coordinated from the ShieldController component. By default, the ShieldController will get the material from the same GameObject, but you can also set the shield Object variable if the MeshRenderer containing the shield's material is on another GameObject. Make sure that the GameObject with the ShieldController component has a rigidbody and associated colliders.

Then, simply call the GetHit() method from your weapon, projectile, etc. on impact to trigger the animations on hit.

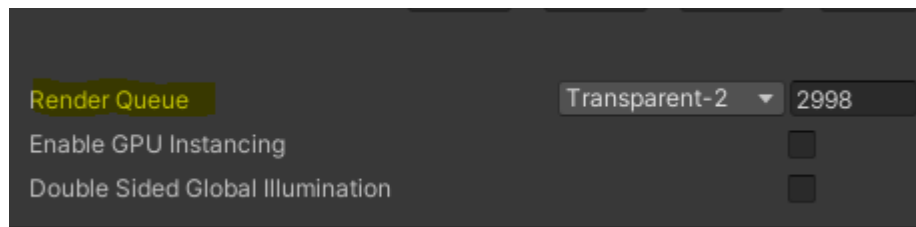


Don't forget to set a Hit Curve and appropriate settings for the Shield Controller!

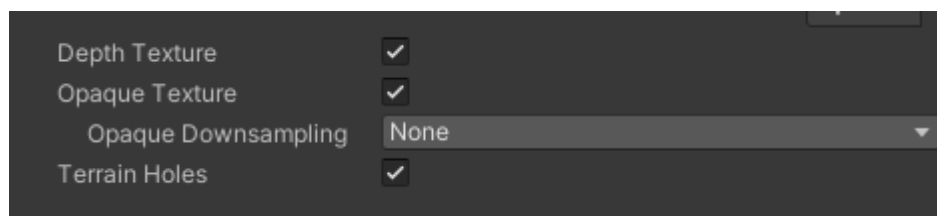
If using the shield on a 3D model, set the MeshRenderer to have multiple Materials and set the shield in the first slot (Element 0) for the script to access it. Use the Inflate setting on the shield material to determine the size around the 3D model.



If you are having issues with transparent materials not appearing properly behind your shields, make sure that every transparent material is on a different Render Queue. Unity will render materials in a particular order, so make sure to set everything up to your particular project's needs.



If your model or background appears blurry even with no refractivity in the shield's material, make sure that "Opaque Downsampling" is set to None in your URP asset settings. This setting reduces the resolution of everything rendering through the shields.



Included with the Asset is a scene with multiple examples on how to set up shields.

Licensing

Feel free to contact me by email at Matthieu.Moncada@gmail.com for any questions, requests, etc.

All content (scripts, shaders and scenes) made by Matthieu Moncada, except for space robot Kyle, downloadable at : <https://assetstore.unity.com/packages/3d/characters/robots/space-robot-kyle-4696> .

Your use of this asset is subject to the Unity Asset Store Terms of Service, available at https://unity3d.com/legal/as_terms