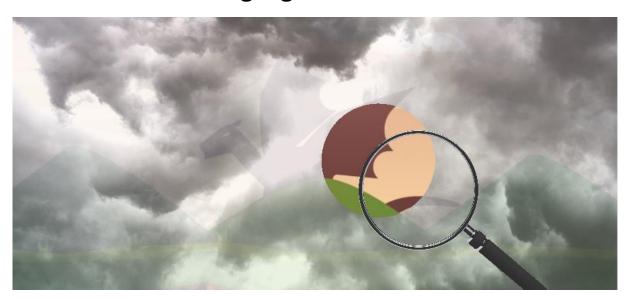
Highlight or Mask



- 1. Create a Material from your shader
- 2. Add your Material to your object you want to make a Hole in
- 3. Set Up the hole's radius and position

Radius	2.04
Right Limit: World Pos X	2.35
Top Limit: World Pos Y	-0.24

- 4. Set Up Highlight / Magnifier to -> 0 (0: Mask, 1: Magnifier)
- 5. Create an Object and add Gyzmo Script to it (It should be an other object not object which has attached the material)
- 6. Set UP Gyzmos with the radius of the mask , the mask object (with the Material) and the Magnifier object on the Scene

