

# 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

Radius	3.98
Target Circle	CLOUD
Lupe	Pivot