Hologram Effect

Versión 1.0, for Unity 3D

3y3.net

Index

Introduction

Hologram Effect turns any object in your scene into a hologram. Easily convert 3D models to its equivalent hologram in runtime and back to the original model.

Some of the Beat Detection features are:

- Works with skinned meshes and complex parent-child hierarchies
- Full documented public API
- Integrate the effect with any other tools like PlayMaker
- Does not need Unity Pro
- Hologram System has an efficient shader giving outstanding performance
- Lot of working examples

Quick Start tutorial

Hologram Effect asset is really simple to use. You can take a look at the tutorial at https://www.youtube.com/watch?v=RAAhWxBR99o
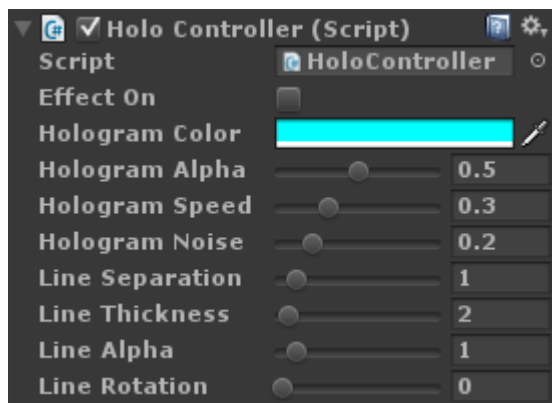
1. Drop the script HoloController into the 3D model you wish.

2. Set the effect on.

3. Change any parameter you wish until you get the desired effect.

API

There are two simple methods you can use to set the effect on and off:

```
public void ShowHologram()
```

```
public void HideHologram()
```

You can call this methods from your own scripts or from any third party frameworks such as Play Maker.