

Welcome to the documentation and thank you for purchasing *Hologram FX*!

For any questions, don't hesitate to contact me at: bytesizedassets@gmail.com

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Getting Started

Setup

Setting up *Hologram FX* is really easy and simple. Just drag and drop the shader into a material and configure the shader settings until it fits your scene. Alternatively you can use one of the material already created in the demo and configure its color.

Bytesized/Hologram Shader Reference

Property	Type	Description	Default Value
Main Color	Color	The color used for the effect. Leave white if none	(1, 0, 0, 1)
Main Texture	Texture	Texture used for the effect	white
Brightness	Range(0, 6)	Color multiplier	3.0
Alpha	Range(0, 1)	Transparency of the material	1.0
Direction	Vector3	Direction of the effect	(0, 1, 0, 0)
Scan Enabled	Toogle	Activates or desactivates the scanlines effect	True
Scan Tiling	Range(0, 1000)	The frequency of the scanlines (e.g. how much lines)	180
Scan Speed	Range(-2, 2)	The movement speed of the scanlines	2
Glow Enabled	Toogle	Activates or desactivates the glow effect	True
Glow Tiling	Range(0, 1)	The frequency the glow occurs	0.32
Glow Speed	Range(-10, 10)	The speed of the glow effect	-2.8
Distortion Enabled	Toogle	Activates or desactivates the distortion effect	True
Distortion Speed	Range(0, 10)	The frequency the distortion effect occurs	2
Distortion Intensity	Range(0, 1)	The intensity of the distortion (how much the mesh will deform)	0.25
Flicker Texture	Texture	The texture used for the flicker effect	white

Property	Type	Description	Default Value
Flicker Speed	Range(0, 10)	The frequency the flicker effect occurs	1.0
Fresnel Color	Color	The fresnel effect color	(1, 1, 1, 1)
Fresnel Power	Range(0, 10)	Strength of the fresnel effect	5.0