



(v1.0)

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This document will walk you through the entire Responsive Energy Shield asset features and how to best take advantage of it.

INTRODUCTION

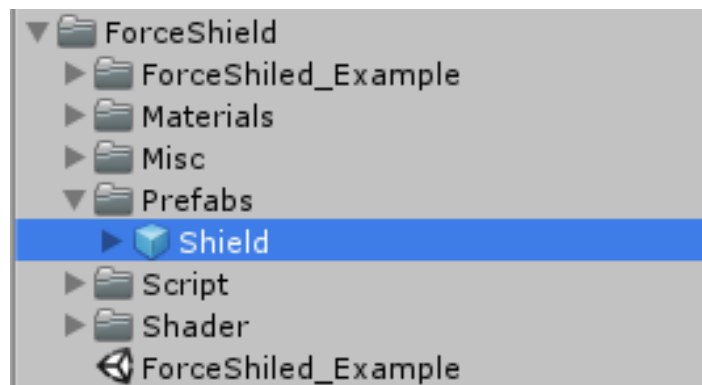
Responsive Energy Shield is a shader for achieving fancy energy bounces and correct visualization of hits. Blaster lasers hit your shield with impact and you can see where you hit immediately.

Responsive Energy Shield is;

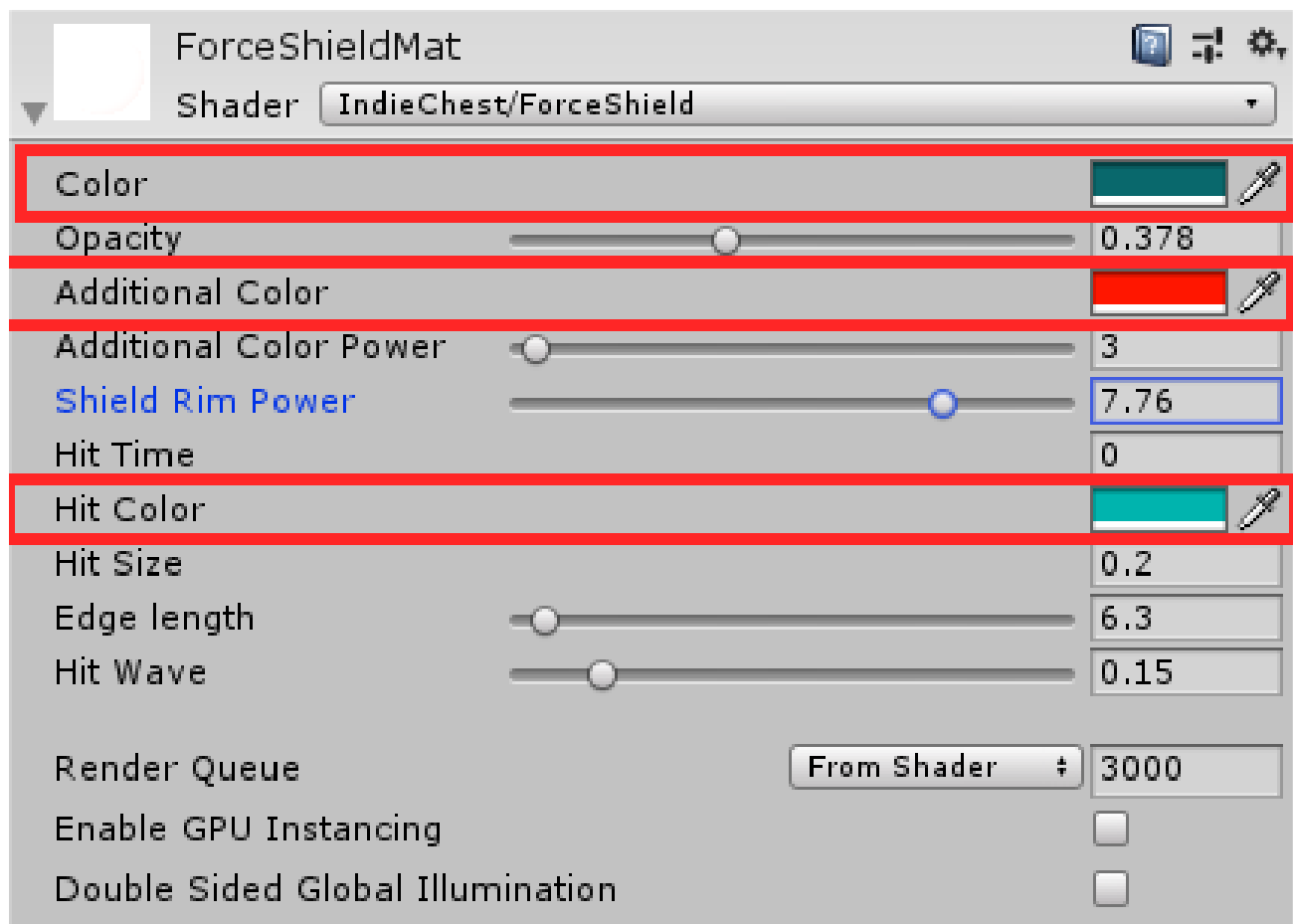
- Easy to use
- Truly fast, optimized
- VR compatible
- Fancy looking Shields
- Animated patterns
- Modifiable materials and shaders

QUICK SETUP

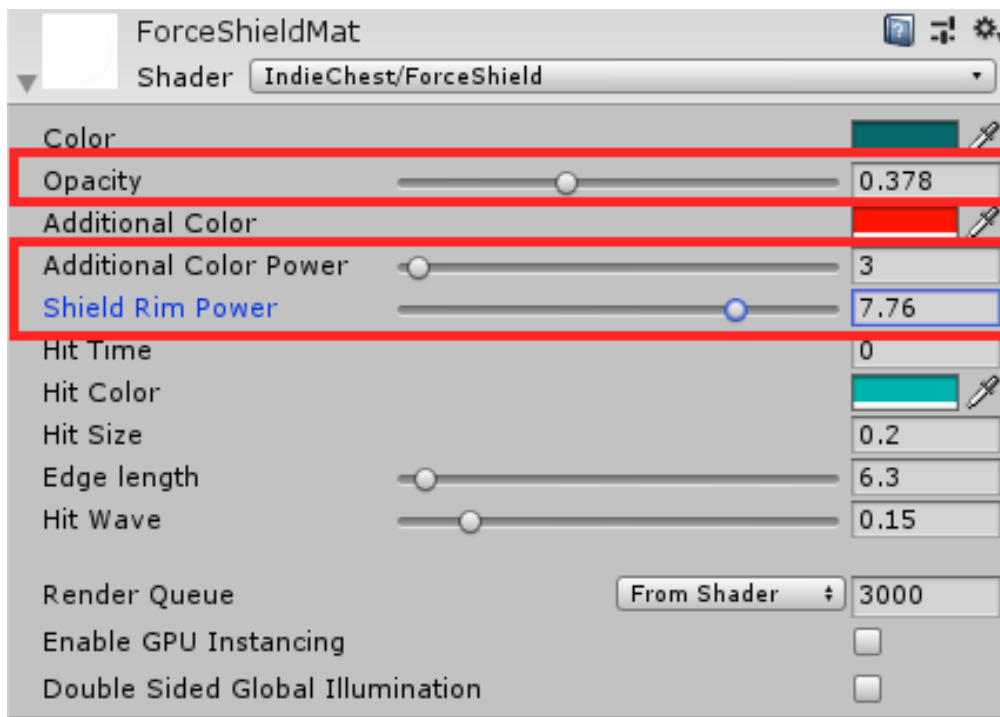
1. Drag and drop "Shield" prefab to your scene.



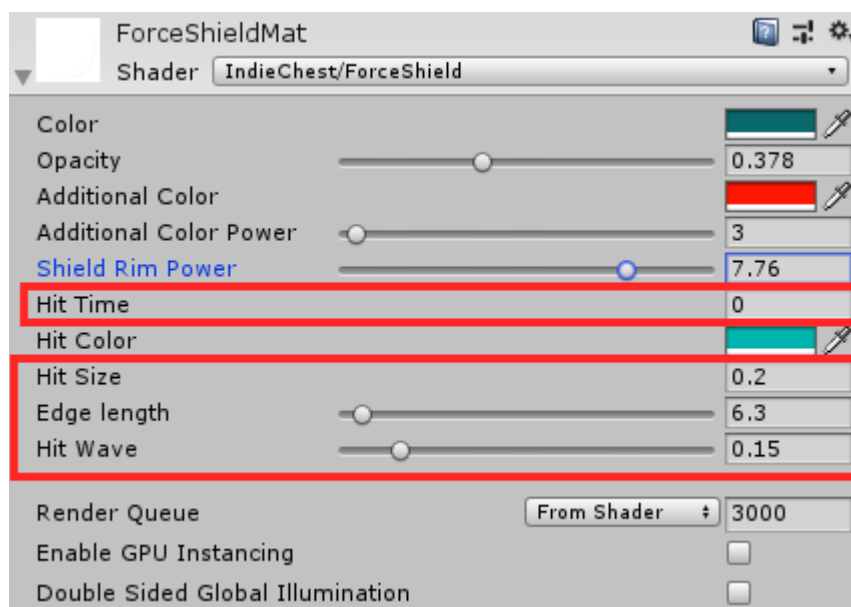
2. Tweak colors of your shield in your Material Properties.



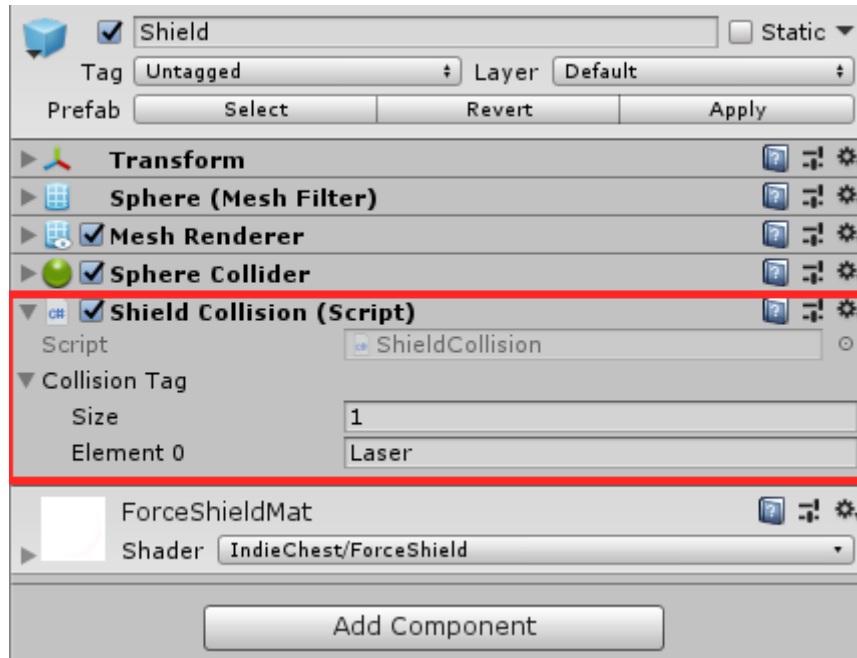
3. Set additional visual details with rim, etc.



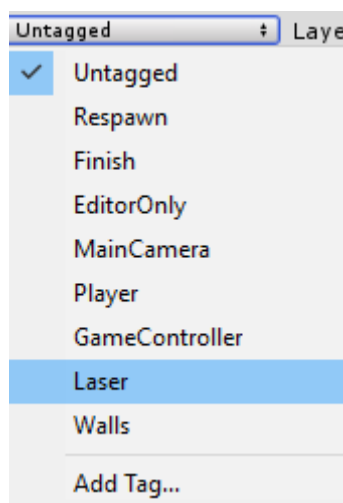
4. Before the play button we need to set our "hit" properties on material. Tweak the values with numerals to achieve your shield style.



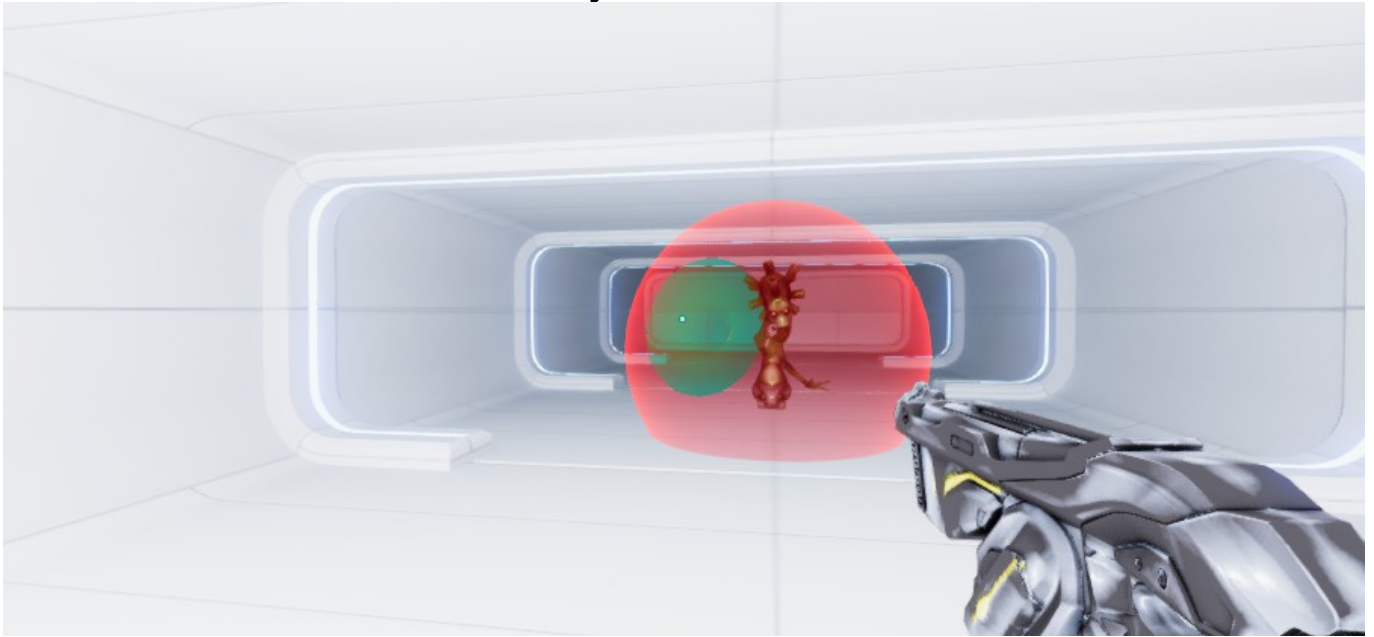
5. You can notice the "Shield Collision" on your shield object. This component tell your material when and where it's going to be hit. Set the "Tag" for projectiles. We will use this tag to recognize hit. (Shield also must have a Collider, see below)



6. After we prepare our shield we need to set "projectiles" that hit our shield. Bullets, lasers or rockets, they must be set the tag that we write on "Shield Collision" component. (See previous seg.)



7. And we're ready! Hit play and throw your projectiles to the shield and tweak your values after results.



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Responsive Shield Energy

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