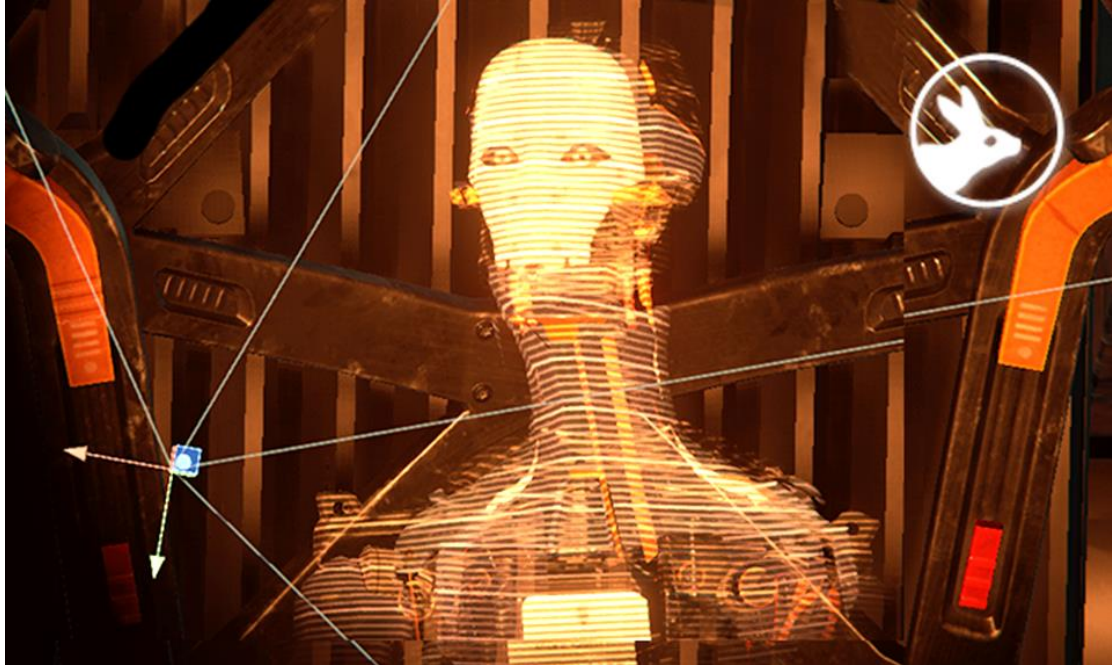


# LIGHT BASED HOLOGRAPHIC SHADERS FOR UNITY5



The package includes:

- a. Transparent Light based Shader  
(***Shadows and \*full light interaction***)
- b. Cutoff Light based Shader  
(***Cutout shadows and \*semi light interaction***)

\*The **full light interaction** will make transparent every un-lighted area of the object.

Both shaders support:

- a. Color
- b. Main Texture
- c. Hologram Mapping
- d. Dissolve Effect
- e. Mesh Deformation
- f. Rim Lighting
- g. Booleans to increase performance

You can see how to set up a new material using the Holographic Shaders here: [https://www.youtube.com/edit?o=U&video\\_id=mn-n-dFHRxo](https://www.youtube.com/edit?o=U&video_id=mn-n-dFHRxo)

You can see the final presentation of the Holographic Shaders here: <https://www.youtube.com/watch?v=X8SKE0xtgN4&t=12s>

The package also includes 2 example scenes for the better understanding of the shaders.

Helpful Unity links:

Layers: <https://docs.unity3d.com/Manual/Layers.html>

Materials, Shaders and Textures:  
<https://docs.unity3d.com/Manual/Shader.html>

Thanks for downloading my asset. Have a great time creating!

Best,

Rispat Momit