

# REALISTIC LIGHTING EFFECTS DOCUMENTATION



## **Do not,**

- Add the “Light Effect” script as a component. It is not an effect, its a main class for all other effects. The ones you may add as components are the ones in the “Effects – Use These” folder.

## **MAKE SURE...**

- You take a look at the Showcase scene, to come up with ideas on how to use each effect.

**TIP –** If you don’t know what kind of effect you are calling in code, you can use ‘ `GetComponent<LightEffect>().Play()` ’ as LightEffect class has a ‘type’ variable which it uses to tell what kind of effect it is so that ‘`LightEffect.Play()`’ calls the right function.

