Darkness 2D

Getting started with the Darkness 2D system!

Code package that allows to create lights and darkness, not for rendering as unity lights usually do but for gameplay by hiding vision of the player.

There are two important scripts in this package: Darkness.cs and LightEmit.cs

Scripts

Darkness.cs

Attach to a Darkness region object. This is a **defined zone of darkness** where everything will be black except when there are lights.

The darkness region can be a specific area of the map, or it can follow the camera by setting **follow_camera** to true.

Use the Darkness prefab to get started!

LightEmit.cs

This should be attached to any object that "emits" light. Like **a lantern or a torch**. You may also want to add a point light on those objects if you are using unity lighting system.

You can adjust the **opacity and radius** of the LightEmit, anything in that radius around the gameObject will be visible. You may want (or not) to attach a LightEmit to the player character too.

Shader

The darkness object (prefab with the Darkness.cs script) needs to have a Darkness material attached to it. That material has some extra properties that can be edited to add a 8-bit effect.

Disable in Editor: when toggle is ON, the shader is disabled and replaced by a semi-transparent color while in editor (and not in play mode). This is useful while working in the editor to see what is behind the darkness layer. It will be automatically set to off at runtime by the Darkness.cs script, so its value has no effect in-game.

8-bit FX 1: For a more "artsy" 8-bit FX. Adds noise near the edges to create a cool 8-bit effect. Range is the size of each square and freq changes the shape of the noise. Set freq and range to 0 to disable the effect.

8-bit FX 2: For a more "pure" 8bit FX. Set range to 0 to disable the effect.

If you have a question of any issue with the package. Please contact me at contact@indiemarc.com