Hacker Screen

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On the unity asset store

Introduction

"Hacker Screen '' is a light-weight asset that generates a "hacker-like" material for 3D models of devices such as computers. It uses a command line theme to give the illusion of some kind of network interaction going on.

Who is this tool for

This project is for those looking to include a computer hacking scene in their 3D projects. It could be sci-fi, action or other genres. It is very easy to customise, use and integrate into your project.

Set-up and Usage

Use the demo scene as an example. Whenever you need a new "Hacker Screen " object, simply create one by right-clicking on the hierarchy and selecting "Hacker Screen". You can also click on the "Game object" menu option and select "Hacker Screen" . Attach the material you want to use for the screen (of your 3d model) to the "material output" property in the "Command writer"component.

Contact Me

Feel free to contact me on "olusola.i.olaoye@gmail.com" if there are further questions concerning this project.