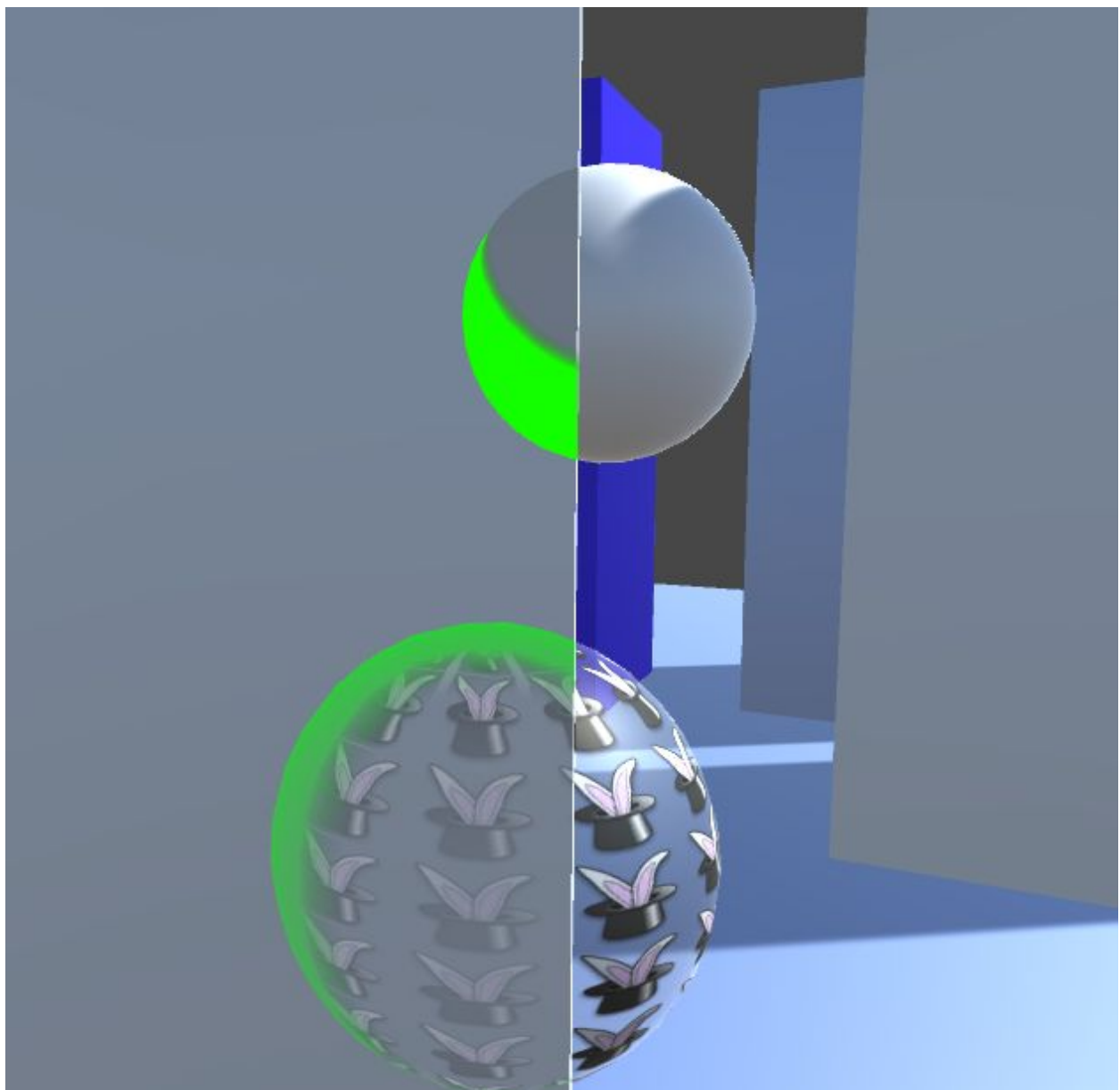


See Through Effect

Simple see through effect for Unity. Does an extra pass in the Standard shader that draws if ztest fails, basically. Also does an optional stencil check against xray blocking objects.



XRay

To add to a normal setup, just use the provided StandardXRay and StandardSpecularXRay on anything you want to be visible through walls.

If you need the xray effect on a custom shader, just add the following Pass into your shader. Note the `#include "XRay.cginc"`- the stencil check is optional (use it if you want to use the `*BlockXRay` materials).

```
Pass {  
    Name "XRay"  
  
    Blend SrcAlpha OneMinusSrcAlpha  
    Cull Back  
    ZWrite Off  
    ZTest GEqual  
  
    Stencil{  
        Ref 0  
        Comp Equal  
        Pass IncrSat  
    }  
  
    CGPROGRAM  
        #include "XRay.cginc"  
        #pragma vertex vert  
        #pragma fragment frag  
    ENDCG  
}
```

Blocker

The blocker works by writing to the Stencil Buffer. As you can see above, the XRay in my implementation is only checking if it's zero. So, just make it not zero!

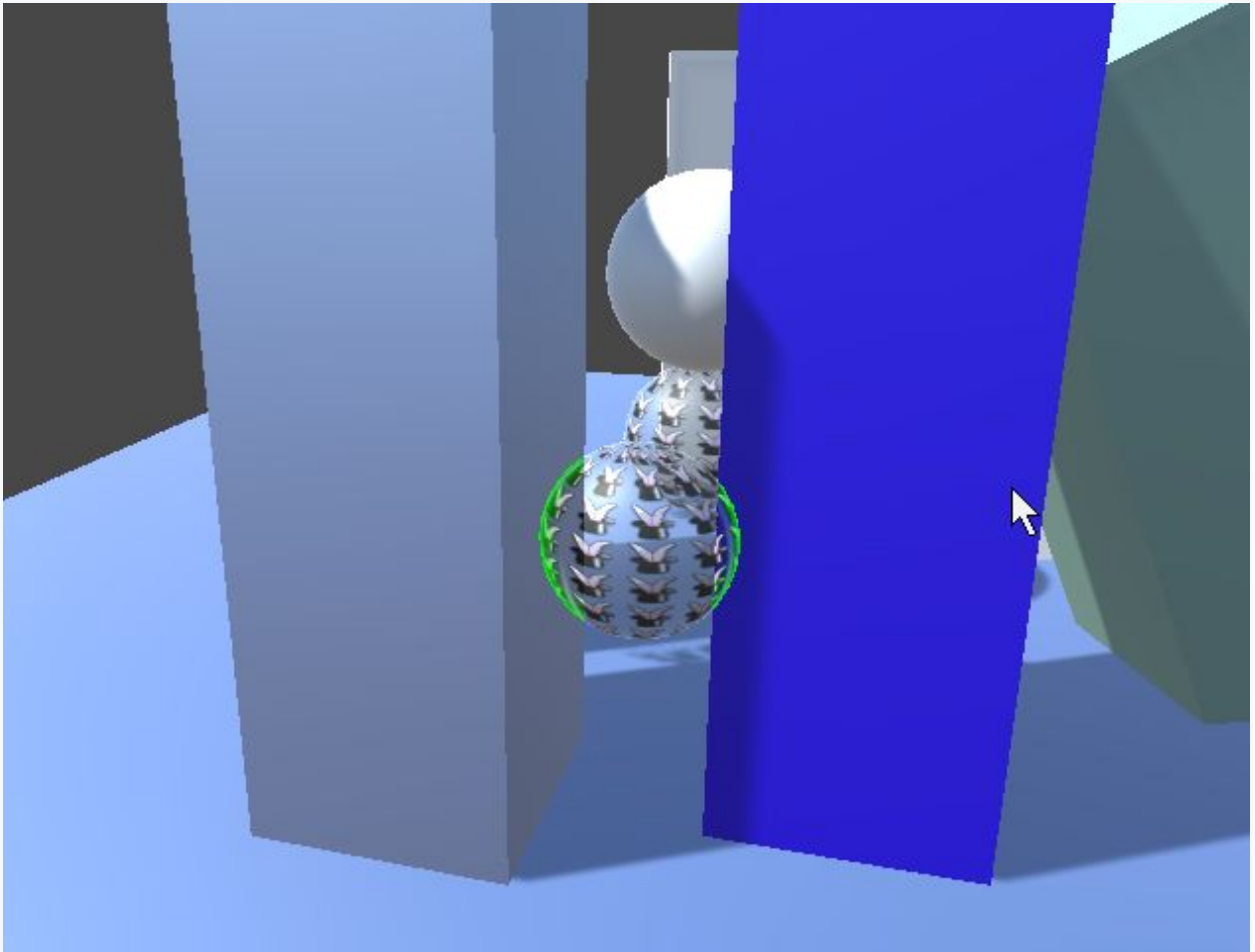
Add the following to any shader pass to make it an XRay Blocker.

```
Stencil{  
  Ref 1  
  Comp Always  
  Pass replace  
}
```

Deferred Rendering

Because of how Unity handles deferred rendering, the stencil buffer cannot be used for this method of Xray. In order to use this xray effect in deferred, we'll have to settle with the fact that we cannot use the blocking functionality via stenciling. I've included two more materials/shaders with "Unblockable" in the name, which can be used in the deferred rendering path.

Example of this material in deferred rendering (notice how the blocker material isn't blocking it):



For more information, check out my github repo of the project.

<https://github.com/coty-crg/SeeThroughEffect>