

Andromeda Hologram System

By: Black Horizon Studios

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Introduction

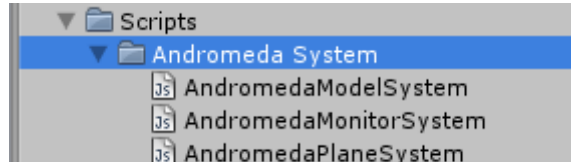
The Andromeda Hologram system has many great features making it easy to create AAA looking hologram effects. Andromeda's Editor makes it fast and easy to get the results you wanting simply by adjusting the values via the editor.

Congratulations on your purchase of Andromeda. With our easy to use documentation you'll have our system working in no time.

Lets get started.

Getting Started

There are 3 systems included with the Andromeda System to suit your needs and to get you the results you're looking for. Below will cover how to setup each one.



Hologram Model System

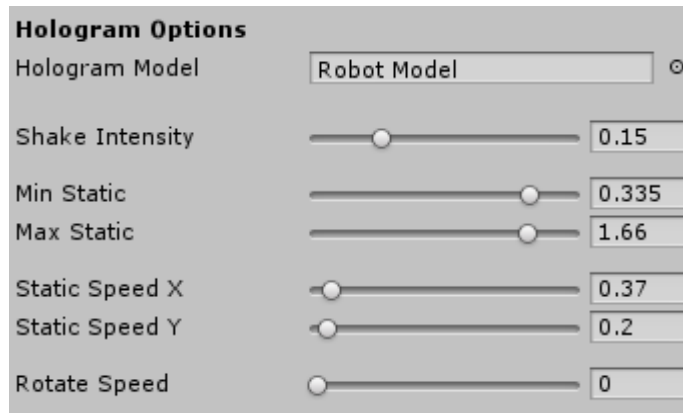


This system can be used to turn any 3d model into a hologram effect with static, flickering, and other useful settings.

Get parent of your character, or desired 3d hologram model, and apply the Andromeda Model System script to it. After doing so apply the model of your character to the Hologram Model slot like below.

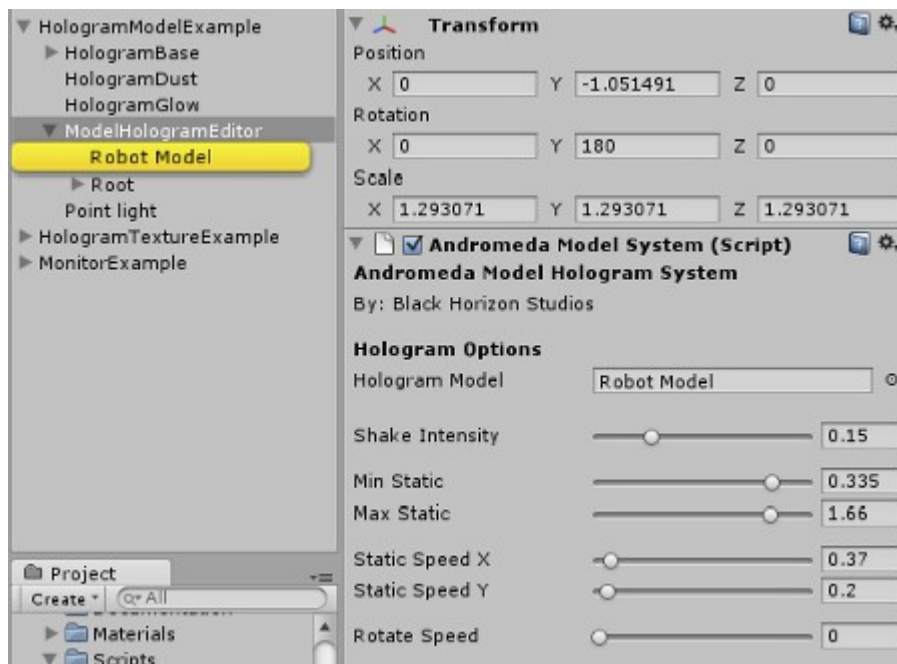
Adjusting the Settings

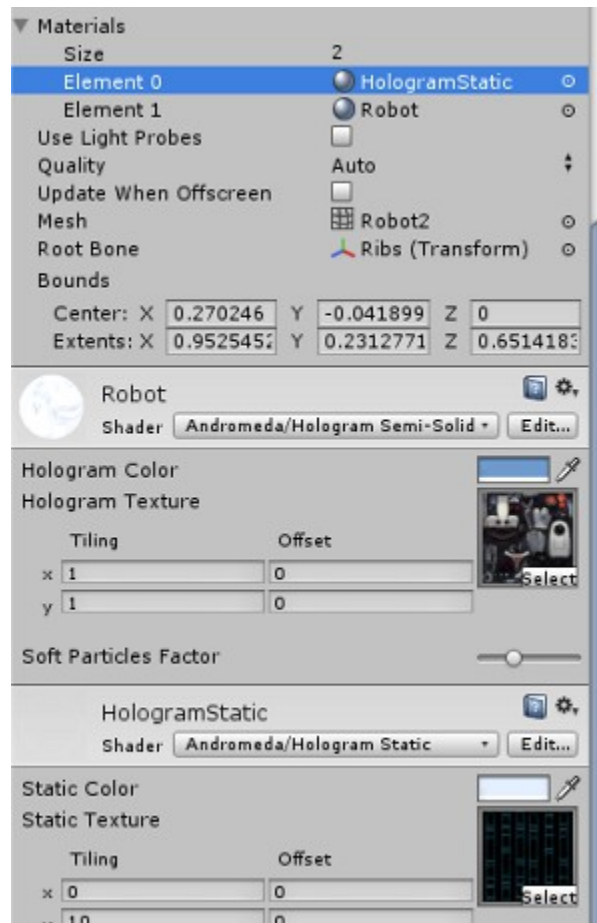
The Andromeda Model System's settings are below. Each setting can be fine tweaked to achieve the exact result you're looking for. We will explain each setting below.



Hologram Model

This is the setting where you apply the model you would like to be a hologram effect. You will need to apply a Hologram Full Solid or Hologram Semi-Solid Shader to your model for Andromeda to work properly. You will also need to apply the Hologram Static Shader to you model. **The Hologram Static Shader must be first for the system to work properly.**





Shake Intensity

This setting controls how much the hologram model moves up and down. This is done very fast creating a flicker effect. Having the Shake Intensity on creates a more desired effects, but if you don't want this setting on you can simply keep it at 0.

Min and Max Static

This setting controls how much static effect the hologram model has using the Hologram Static Shader discussed above. Having both values at 0 will disable the effect. Having both values at max will give you a heavy static effect.

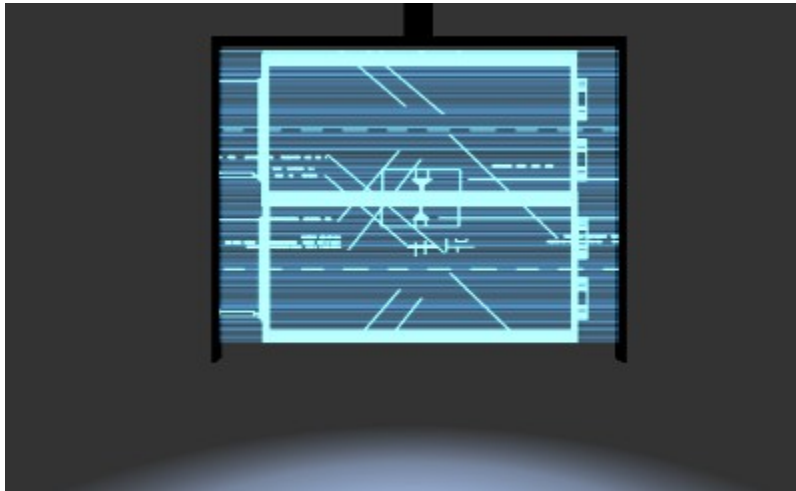
Static Speed X and Y

This setting controls the speed of the discussed static above both on the X and Y axis. Having Static Speed X on 0 will stop it from moving in the X direction. Having Static Speed Y on 0 will stop it from moving in the Y direction. Have either value higher will give a heavier static effect.

Rotation Speed

This setting allows you to control how fast the hologram model will rotate. If you don't want this setting on you can set it to 0.

Andromeda Monitor System



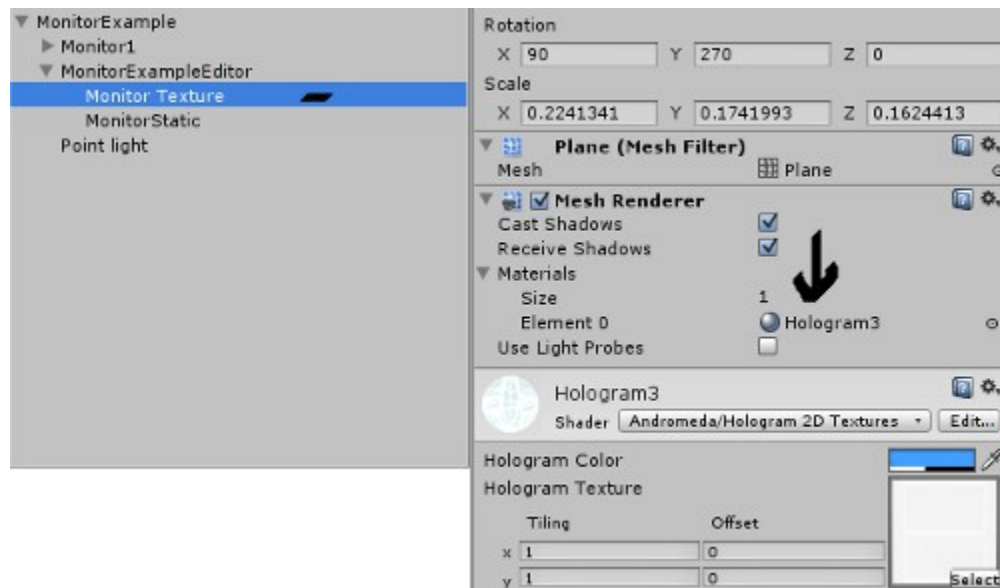
With this system you can create realistic flickering monitor effects with custom texture for the monitor display.

Adjusting the Settings

The Andromeda Monitor System's settings are below. Each setting can be fine tweaked to achieve the exact result you're looking for.

Andromeda Monitor System	
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Hologram Options	
Monitor Static	<input type="text" value="HologramMonitorStatic"/> ⦿
Monitor Texture	<input type="text" value="HologramMonitor"/> ⦿
Shake Intensity	<input type="range" value="0.1"/>
Min Static	<input type="range" value="0.297"/>
Max Static	<input type="range" value="1.75"/>
Static Speed X	<input type="range" value="5"/>
Static Speed Y	<input type="range" value="0.3"/>

An easy way to create a monitor effect is to just get the MonitorExample prefab and drag it into your scene. You can add your own custom textures to the Monitor Texture. See below for an example.



Monitor Static

This is where the plane with the Hologram Static Shader goes. This plane should have the Hologram Static Shader attached to it. Refer to the MonitorExample prefab for an example.

Monitor Texture

This is where the plane with the monitor's actual texture goes. Whatever you want to be displayed on the monitor goes here. You can add your own custom texture to the Monitor Texture object. Refer to the MonitorExample prefab for an example.

Shake Intensity

This setting controls how much the monitor moves up and down. This is done very fast creating a flicker effect. Having the Shake Intensity on creates a more desired effects, but if you don't want this setting on you can simply keep it at 0.

Min and Max Static

This setting controls how much static effect the hologram model has using the Hologram Static Shader discussed above. Having both values at 0 will disable the effect. Having both values at max will give you a heavy static effect.

Andromeda 2D Hologram



With this system you can turn any 2D alpha channeled texture into a hologram effect.

Adjusting the Settings

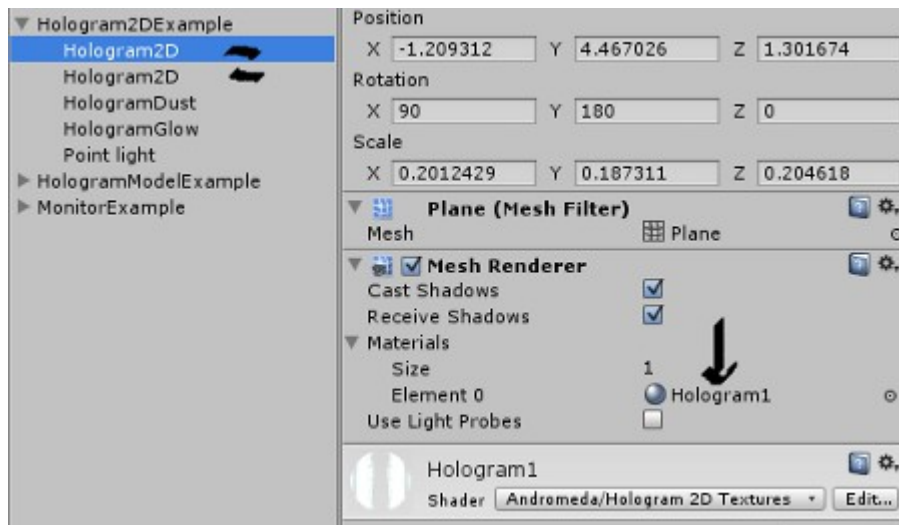
The Andromeda 2D System's settings are below. Each setting can be fine tweaked to achieve the exact result you're looking for.

Andromeda 2D Hologram System
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Hologram Options

Hologram Plane 1	<input type="text" value="Holoaram2D"/>	⊙
Hologram Plane 2	<input type="text" value="Holoaram2D"/>	⊙
Shake Intensity	<input type="range" value="0.1"/>	0.1
Min Flicker	<input type="range" value="0"/>	0
Max Flicker	<input type="range" value="1"/>	1

An easy way to create a 2D hologram effect is to just get the Hologram2DExample prefab and drag it into your scene. You can add your own custom textures to the Hologram Plane Textures. See below for an example.



Hologram Plane 1 and 2

This is where the planes for Hologram go. These planes should have the Hologram 2D Shader attached to them. Refer to the Hologram2DExample prefab for an example.

Shake Intensity

This setting controls how much the 2D hologram moves up and down. This is done very fast creating a flicker effect. Having the Shake Intensity on creates a more desired effects, but if you don't want this setting on you can simply keep it at 0.

Min and Max Flicker

This setting controls how much flicker effect the hologram has using fading in and out the alpha of the shader. Having both values at 0 will disable the effect. Having both values at 0.5 will disable the effect making it a solid color with no flickering.

Line Through Prefab Examples



If you have a line through one of your prefabs this is because the billboard script is billboard the wrong way. To fix this simply rotate the Glow Plane 90 degrees on the Y Axis.

Customer Service

If you have any questions or problems you can post them on the Andromeda System Thread on the official Unity forums by going here:

<http://forum.unity3d.com/threads/161005-Andromeda-Hologram-Shader-and-Effects-for-Indie-and-Pro>

Or you can email us at BlackHorizonStudios@juno.com