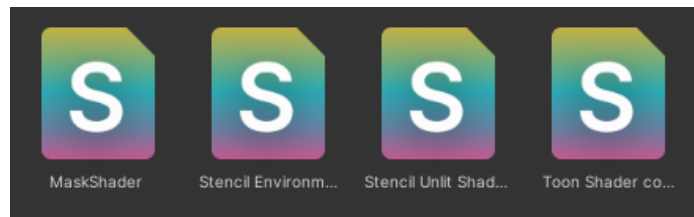


GAME SLAVE

Stencil, portals and fake holes/Material

This asset is designed to create portals, masks, and fake holes in the terrain. It's quite simple and uses only two materials: one for the mask and one for the masked objects. There is an additional third material for the masked objects in environments, in case you need to project shadows onto the terrain.

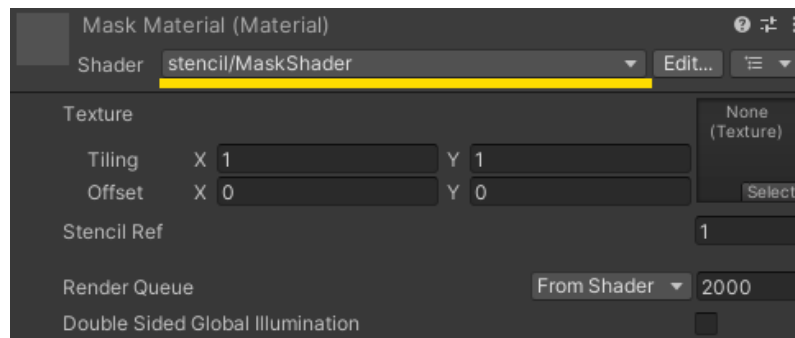
Here are the 4 shaders:



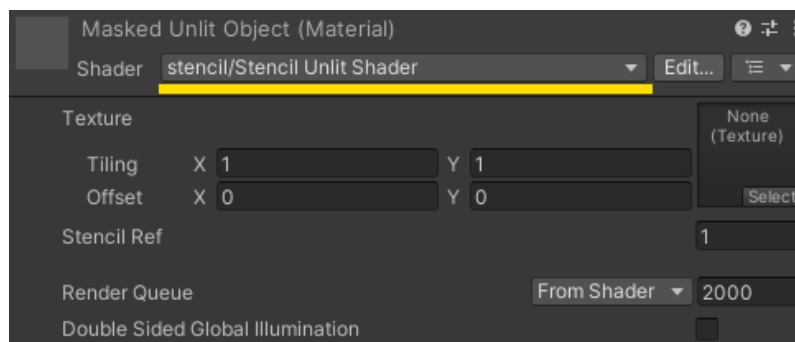
- **Mask Shader:** This shader creates the mask for the hidden objects.
- **Stencil Environment Shader:** This shader is used to mask the environment.
- **Stencil Unlit Shader:** This shader masks objects in unlit mode.
- **Stencil Toon Shader:** This shader masks objects with a stylized, toony look.

To quickly set up an example, simply create a material using the Mask Shader and another using the Stencil Unlit Shader.

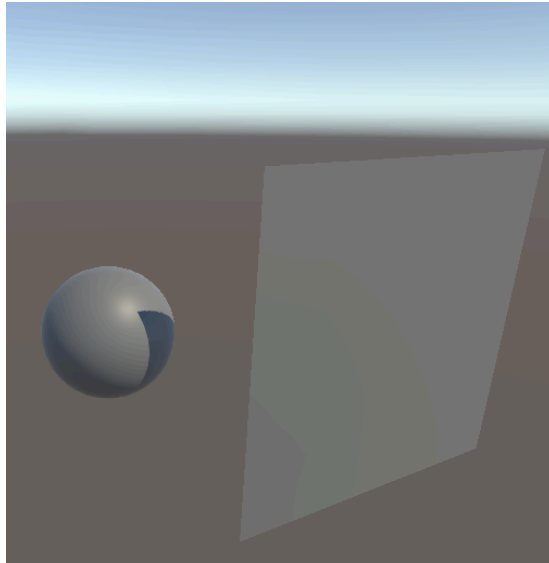
MASK MATERIAL:



MASKED OBJECT MATERIAL:

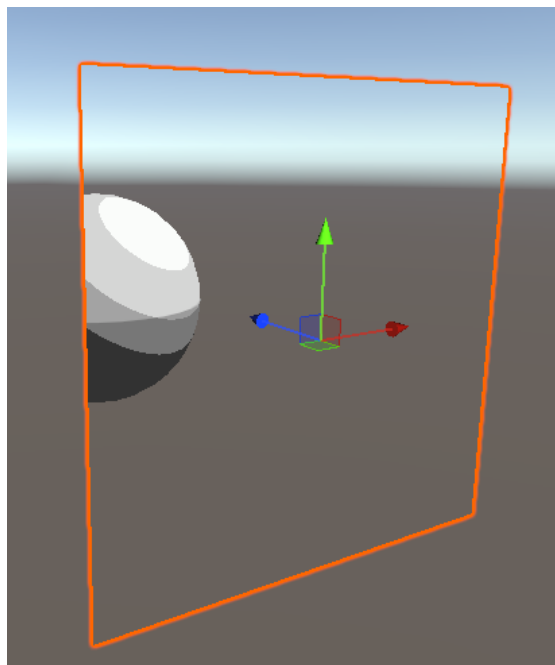


Create two objects in your scene: a sphere and a quad.

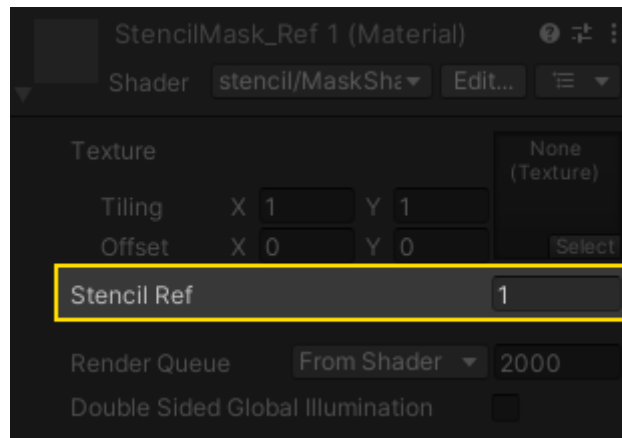


Apply the “**MASK MATERIAL**” to the quad. This will make it transparent, which is expected.

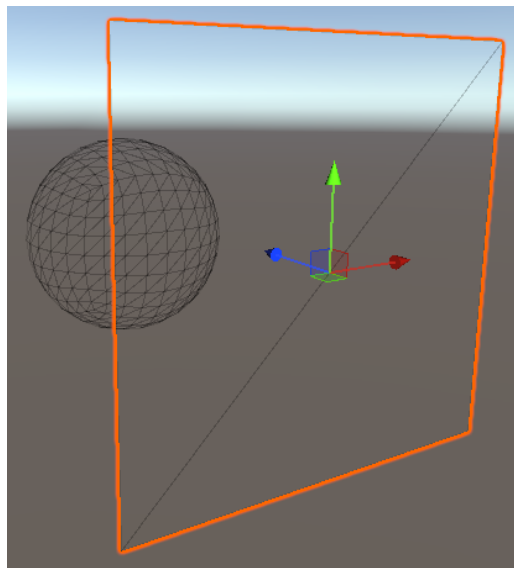
Next, apply the “**MASKED OBJECT MATERIAL**” to the sphere. This will also make it transparent. However, if you place the quad in front of the sphere and look through it, you will only see the sphere through the shape of the quad.



That's all! However, if you want to have multiple masked objects but don't want them all to be visible through the same mask, you can adjust the “**STENCIL REF**” variable on each material, like this:



This means that the masked object will only be rendered when the “**STENCIL REF**” value matches on both materials. If the values don't match, the object will remain invisible.



You can create multiple materials using the same shaders to assign different values to the “**STENCIL REF**”. Also, remember that there are the **UNLIT SHADER**, **TOON SHADER**, and **ENVIRONMENT SHADER** available for you to experiment with.

Take a look at the sample scenes for more references.