Shield shader property

MainColor : shield color

UV1Tex : each piece of hexagonal texture

LightStrength : the brightness of the sheild color

FresnelPower : the rim light range

FrenselScale :   the rim light brightness

UV2MoveTex : this texture alpha channel control the range of scanning light

MoveHeight : the height of the canning part

ScanningOffsetY : V offset of UV2MoveTex UV

You can use a bloom post process to make it look better;

About Shield Script: Just Control the value of **ScanningOffsetY.**

Video tutorial: https://www.bilibili.com/video/av28959957

If you have any problem,mail zhangsdqq1234@foxmail.com