

Fade objects between player and camera

Version 3.0.3

This component modifies all the materials on the objects that occlude the player from the camera. In this package there are two different flavours of this component:

- Raycast/Spherecast based (FadeObstructors)
- Volume based (FadeObstructorsVolumetric)

The cheapest one in term of resources is the volume based, but in case you have already too many colliders in your scene you will necessarily use the raycast based component.

The volumetric detector can use multiple volumes (one each instance) or one in common to all the instances. The default is to use just one.

To use it is really easy, all you have to do is to add our component to your camera. If your player is tagged "Player" there is really nothing else to do, it'll just work out of the box.

You can attach the script multiple times to the camera to apply different fading parameters to objects belonging to different layers.

How to use - Step by step

- Open your scene
- Select the camera
- Select from the menu "Components/Camera" the fader you want to add (by raycast/spherecast or by volume)

The above steps are enough if your player is tagged "Player", otherwise set the Player tag parameter accordingly.

For a full step-by-step walkthrough please watch the training video:

https://youtu.be/euego-vU6_c

Caveats

- Attaching multiple instances to the camera make sure that each instance only fades its own set of layers.
- Make sure the player is tagged "Player", otherwise change the tag in the Inspector pane to match yours.