# Home

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Welcome to the wiki and thank you for purchasing Wireframe Shader DirectX 11!

**Please consider rating the package in your asset downloads or leave a review on the asset page. This will help the growth of this asset.**

For feedback and support: contact jolixmail@gmail.com
Latest online documentation: https://github.com/jolix/WireframeShader/wiki

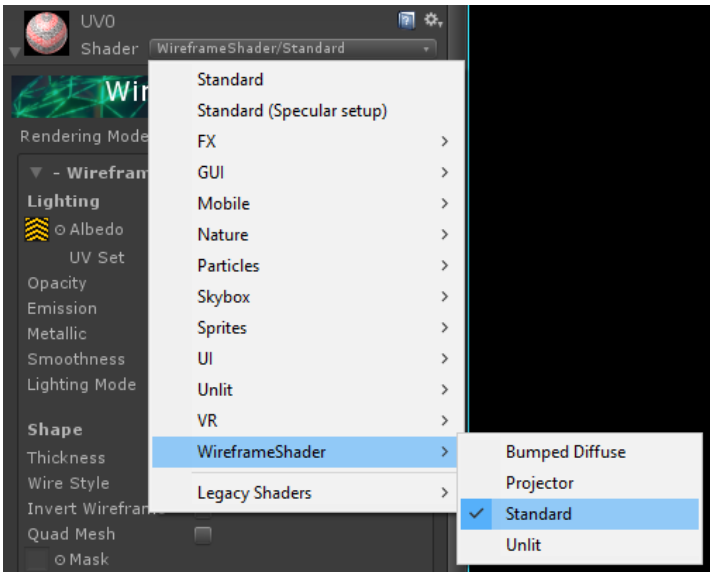
- Supported on DX11+, OpenGL 3.2+, OpenGL ES 3.1+AEP, PS4/XB1 consoles.
- Not supported on DX9, DX11 9.x (WinPhone), OpenGL ES 2.0/3.0/3.1, Metal.





# Getting Started

1. Create a new material and select a Wireframe Shader.




2. Apply the material to a Renderer.
3. Adjust the material properties to your liking.

### Unlit

The Unlit shader, as the name suggests, is not affected by lights at all. PBR properties like smoothness, emission and metallic are disabled.

### Bumped Diffuse

Diffuse computes a simple (Lambertian) lighting model. The lighting on the surface decreases as the angle between it and the light decreases. The lighting depends only on this angle, and does not change as the camera moves or rotates around.

### VR

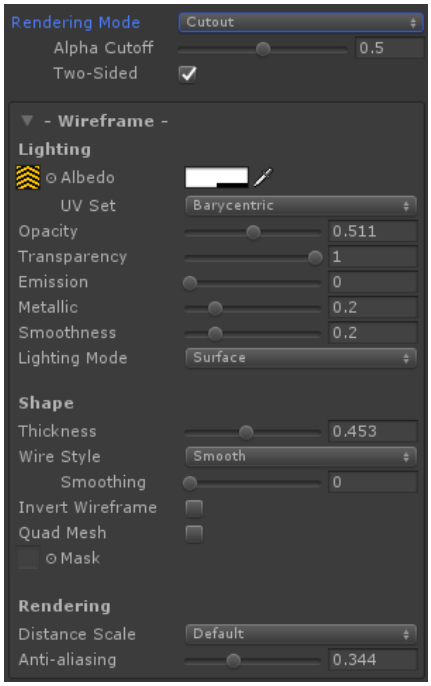
All Wireframe Shaders support VR, because they are based on Unity's built-in shaders. When performance is important, consider disabling the *Glow* and *Fade* features and using the *Unlit* or

*Bumped Diffuse* shader.

### Projector

Add a projector to your scene. Create a projector material and apply it to the projector. The **Mask** property defines the projector cookie.


# Property Documentation




**Rendering Mode:** This allows you to choose whether the object uses transparency, and if so, which type of blending mode to use.

**Alpha Cutoff:** Threshold for alpha cutoff when choosing a Cutout rendering mode.

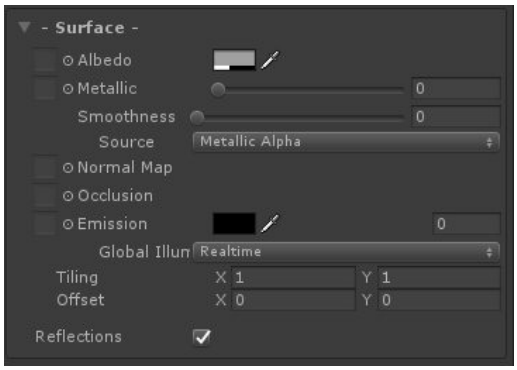
**Two-Sided:** Render the wireframe on both triangle faces.

### - Wireframe -

| Property | Description |
|---|---|
| Albedo | Wire texture and color. |
| UV Set | **UV0:** The wire texture will be drawn following the usual first UV channel.<br>**Barycentric:** The wire texture will be drawn with barycentric coordinates. |
| Opacity | Determines the opacity of the wireframe on top of the surface. |
| Transparency | Determines the transparency, regardless of the surface properties. |
| Emission | Light emission of the wireframe. |
| Metallic | Wire metallic property for Physically Based Rendering. |
| Smoothness | Wire smoothness property for Physically Based Rendering. |
| Lighting Mode | **Surface:** The wireframe is painted on the surface<br>**Overlay:** The wireframe lies stiff on top of the surface<br>**Unlit:** The wireframe is not affected by lights or shadows. (Best performance) |
| Thickness | The width of the wire. |

| Property | Description |
| --- | --- |
| Wire Style | **Default:** Straight rectangular wires. (Best performance)<br>**Smooth:** Smooth transitions at vertex points. |
| Smoothing | Determines how much to smooth out wires at vertex points. |
| Invert Wireframe | Wireframe gets surface properties and surface gets wireframe properties. (This will disable glow properties.) |
| Quad Mesh | Approximate a Quad Mesh Wireframe. Best with Barycentric rendering. |
| Mask | Mask texture to hide or fade parts of the wireframe. White pixels are shown, black pixels are hidden. |
| Distance Scale | This determines how the distance field is calculated.<br>**Default:** Normalized by dividing by the minimum distance. This solves the artefacts caused by pure barycentrics.<br>**Screen Space:** All wires have equal width in screen space. (Not supported with a smooth Wire Style)<br>**World Space:** All wires have equal width in world space.<br>**Barycentric:** Pure barycentric distance field. |
| Anti-aliasing | This will anti-alias the transition between wire and surface (not the wire texture itself). |

## - Surface -




This panel is based on Unity's Standard Shader material. For more information, go to this documentation page. Height Maps and Secondary Maps are not supported.

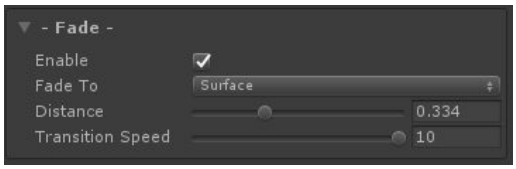
## - Glow -

This package allows you to add a glow or a barycentric gradient radiating from the edges. Note that the same effect can be achieved with greater control using a wireframe albedo texture with a height of 1 pixel and *UV Set* set to *Barycentric*.


| Property | Description |
| --- | --- |
| Enable | Enable or disable glow. (Disable for best performance) |
| Color | The color of the glow. |
| Emission | Light emitting with the color above. |
| Distance | The distance on the surface affected by the glow. |
| Power | The strength of the glow. |

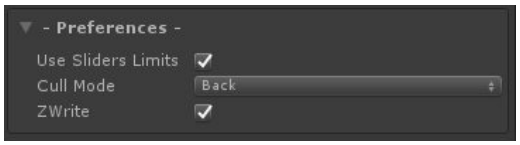
### - Fade -

These settings control the fading in/out of the wireframe when the camera gets close/far.




| Property | Description |
|---|---|
| Enable | Enable or disable fading. (Disable for best performance) |
| Fade To | **Surface:** Fade to the surface when the camera is far away.<br>**Wire:** Fade to the wire material when the camera is far away. |
| Distance | Fading distance from the camera. |
| Transition Speed | Fading transition speed. |

### - Preferences -




| Property | Description |
|---|---|
| Use Slider Limits | Enable or disable property sliders where appropriate. This enables/disables the range limits for some float values. |
| Cull Mode | Backface culling mode. |
| ZWrite | Controls whether pixels from this material are written to the depth buffer. This option resets when changing the render mode. |

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