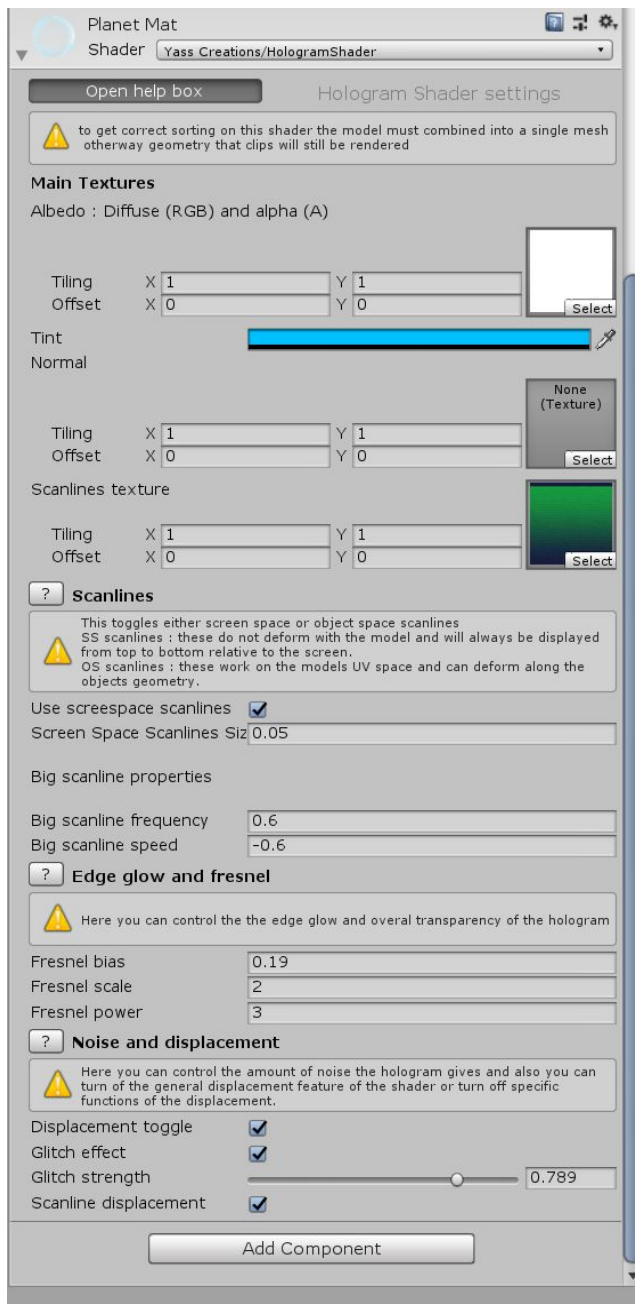


Hologram Shader

Thank you for buying the hologram shader this shader lets you create awesome holograms for all your unity projects.

To start using the shader just create a new material and assign the Hologram shader to it, you can find it in the YassCreations/HologramShader, After assigning the shader you'll see the following options.



The shader comes with special help box on all the options if you need help about what each box does, this document will go through each of these options and a quick explanation on how to expand on the shader.

Before using the shader one thing you must make sure of is that the model that will be using the shader is a single mesh, the shader creates a secondary depth pass to prevent culled faces of the model from appearing, if using a model with multiple meshes each mesh will have its own pass and any clipping geometry will still be rendered.

Albedo & tint

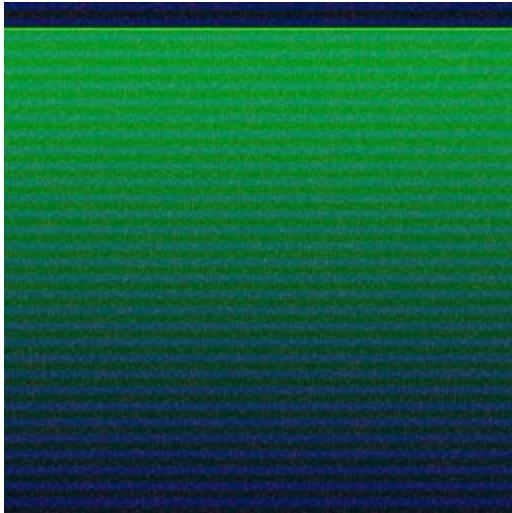
Your main Color Texture should be on the albedo channel of the materia, this supports RGBA textures.

After that you need to select the color tint of the Hologram, this will be the color override of the main texture and will colorize the hologram to that specific color, use white to preserve the color of the albedo.

Normal map

You can assign a normal map to create a more detailed normal map or just leave it blank.

Scanline texture



This is the most important texture on the shader, we include one base texture but you can create your own if you want a more specific shape on the shading of the shader,

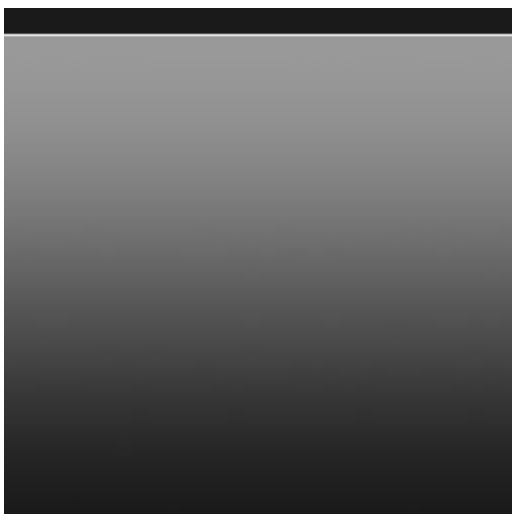
The texture is actually 4 different textures stored in each channel of the RGBA spectrum, for best results this texture should not be compressed but can be of any size needed.

The red channel



The red channel is a just some basic noise to give variation to the color and intensity of the hologram.

The green channel



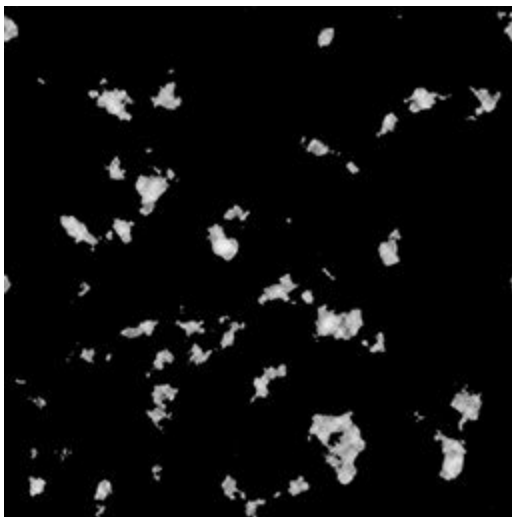
The green channel is the big scanline that draws the hologram from bottom to top, you can change this channel to modify the shape the scanline takes or even create interesting patterns on the hologram refresh pass or if you so desire just remove it completely.

The blue channel



The blue channel is just a basic scanline texture to give the appearance of an old CRT television scan, you can also change this to any pattern you want and control the way it moves using the material parameters inside unity.

The alpha channel



The alpha channel is used to create the glitch effect of the shader, white parts on this texture will be used by the shader to deform the vertex to make it look like a glitch, leaving this texture blank will disable the glitch effect.

Support

Any questions you can send them to schultzz360@gmail.com
You can find updates on www.eduardoyassin.com/yasscreations