

Unity Asset Store Link: (Will Attach the link once successfully submit the asset)

Unity Version Required: 5.6.7 or higher

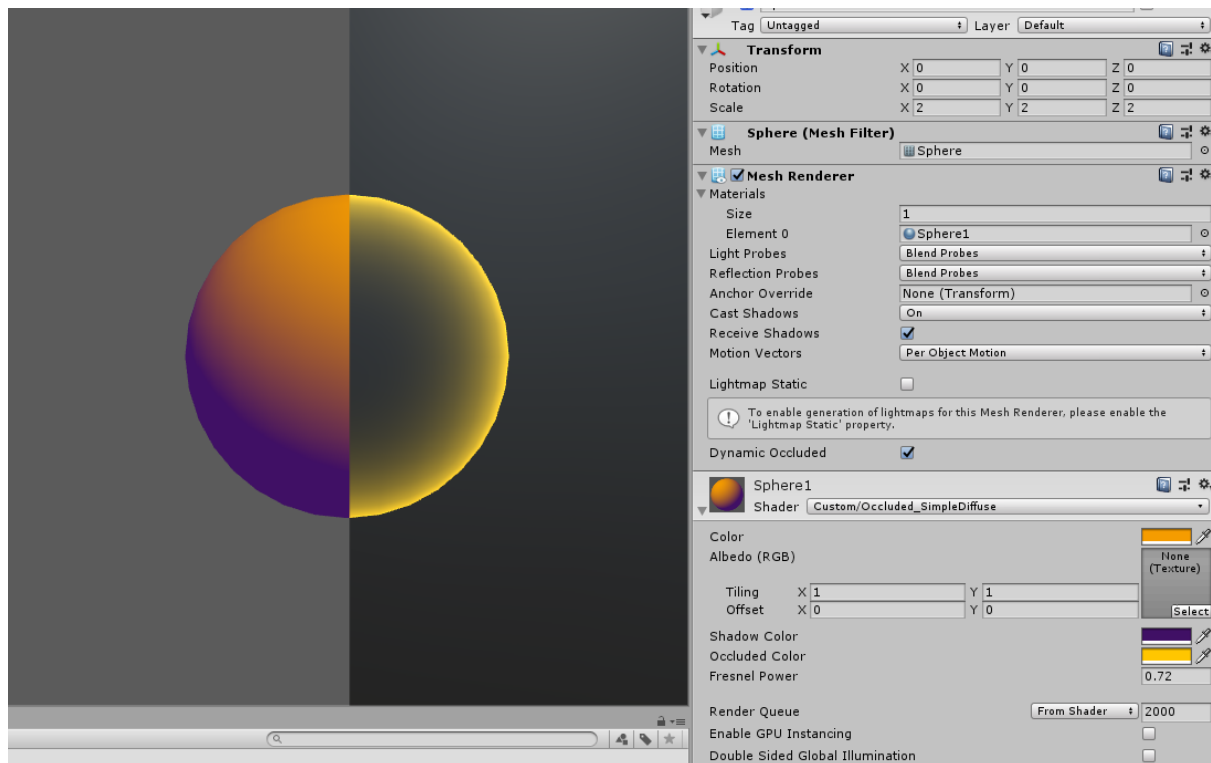
Summary:

Occlusion shader is a simple solution to make models in game visible when blocked by other models. This package contains 3 different shaders that could be applied to different situations accordingly.

How to Use the Shaders:

Occluded_SimpleDiffuse Shader

(Simple Diffuse Shader with occluded shader applied and will react to one directional light)



Color: Set a tint color that gets multiplied by the base color

Albedo(RGB): Set a base texture that will be applied onto the model

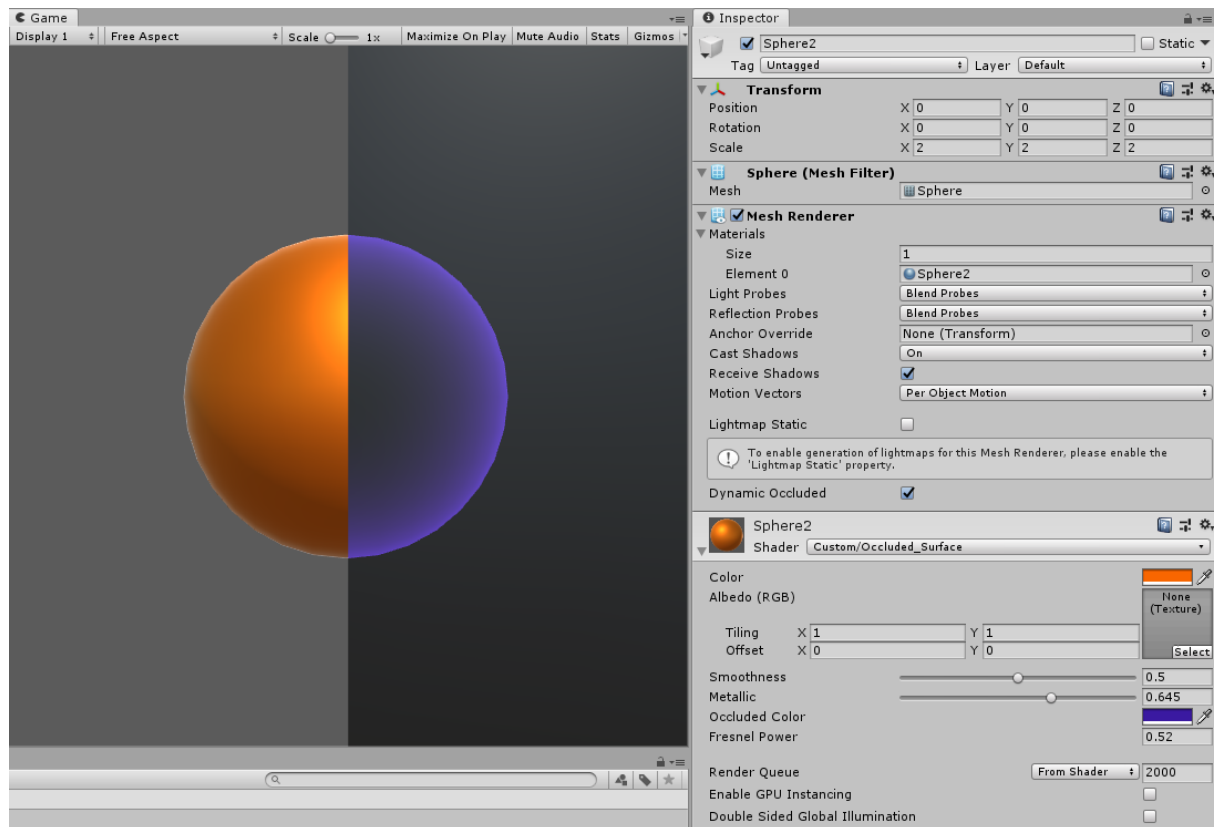
Shadow Color : Set the shadow color so it doesn't have to be black/grey. It will be helpful when making stylized-looking game.

Occluded Color: Set the color of the occluded part of model

Fresnel Power: Set the intensity of the occluded color

Occluded_Surface Shader

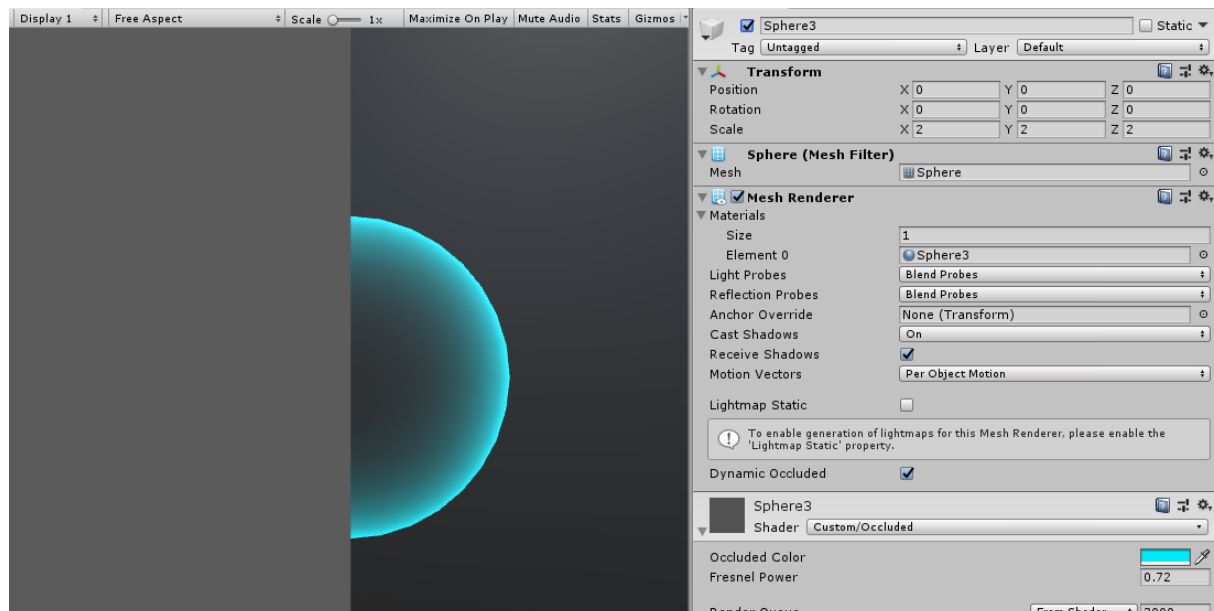
(A regular surface shader with occluded shader added)



(Color, Albedo(RGB), Occluded Color, Fresnel Power are same as Occluded_SimpleDiffuse Shader)

Occluded Shader

(A transparent shader with occluded shader applied)



(Occluded Color and Fresnel Power are same as Occluded_SimpleDiffuse Shader)

This shader is invisible unless part of it is blocked by other model so it's not broken :P.

It can be used for some ghost or mysterious character that can be only seen when behind other models.

Q&A:

1. I applied the shader to a cube. But why I cannot see the occluded part?

This shader shows the rim light of the model when blocked and the fresnel effect will look better on a models that has more angles. So please try to avoid simple geometry like cube, plane and etc.

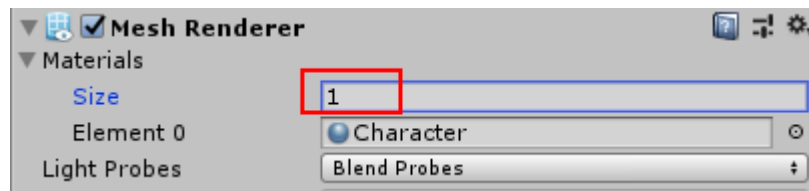
2. Why my shader is invisible?

You probably used the Occluded Shader on your character. Please make sure it is blocked by some other model to see the effects.

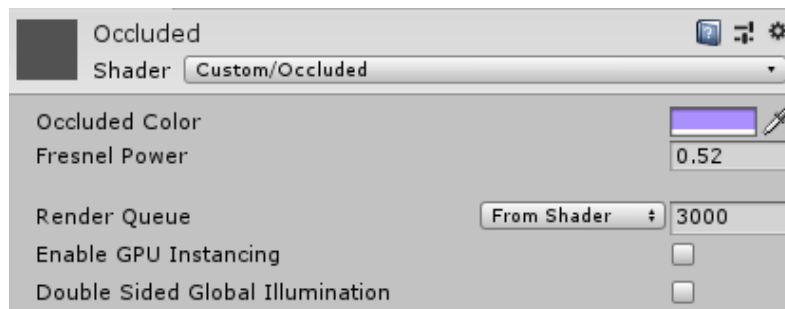
3. How to use the Occluded Shader with my own character shader?

If you want to applied the effect on top of your own character shader, you can directly add another material using Occluded shader (the transparent one):

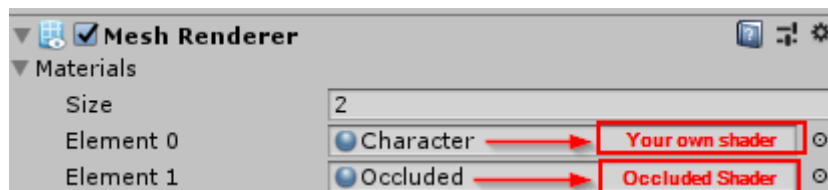
- Find Mesh Renderer component from the mesh object and add 1 to the size of Materials property



- Create a new material and apply the Occluded shader



- Assign the new Occluded material to the empty slot in Materials property



In this way you should be able to add the effect on top of your custom shader