Projector 2

Descripción

Projector system to project light, shadows or decals at a low GPU cost.

? WebGL Demo Ver. 2 ?

? WebGL Demo Ver. 1 ?

? FEATURES

- Projects a **material onto any surface**. So simulate lights, shadows and project screen space decals.
- **GPU instancing.** Low GPU and draw call impact.
- **3 light models.** Unlit, PBR (Standard) and PBR-like Blinn-Phong (Lit Legacy).
- **2 projection modes.** Orthographic or directional and Omni or point.
- **Blend capabilities.** Supports 12 predefined blend types and custom blend operations.
- **Backface culling** feature. Applies the projection only on the front of the mesh and projection falloff.
- **Reflection** feature. Applies a reflection effect using a cubemap, a texture or a Reflection probe.
- **Camera fading** feature. Fade the opacity of the projection by the camera distance and direction.
- **LOD fading** feature. Supports Unity LOD system with additional fade modes.
- **UV manipulation** feature. Applies a flip or a scrolling effect to UV.
- **Multiple projection ways** feature. Projects a single or tiled projection.
- **Projection masking** feature. Exclude objects from the projection.
- **Easy configuration.** Copy and paste property system.
- **Behavior script.** Component to manage the projection with additional useful tools.
- **User friendly.** Custom material editor, more usable than the standard.

? COMPATIBILITY

- **Post processing support.** Compatible with Post Processing Stack (all versions) and Legacy Image Effects.
- **Absolute Unity compatibility.** Works on Unity 2019 and higher versions.
- **Full graphic compatibility.** Works with Shader target model 3.0 (DirectX 9, OpenGL 3.0, OpenGL ES 2.0) and higher versions.
- Compatible with **Forward rendering**.
- Supports **Built-in Render Pipeline**.
- **All platform support.** Mobile, virtual reality devices, desktop and console.
- **Professional optimization.** Optimized for all platforms.
- **GPU instancing.** Huge call draw saving.
- **VR ready.** Multi pass rendering, Single pass stereo rendering and Single pass instanced rendering.
- Supports **Built-in Fog**.

- **Full lighting support.** Vertex and pixel lights. Multiple lights. Direcional, spot and point lights and ambient light. Reflection probe and custom reflections. Static and mixed lighting. Light probes, realtime global illumination and emissive light.