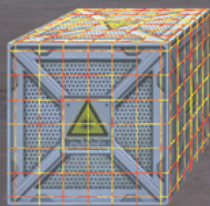
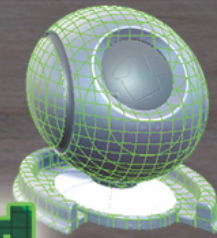


**DIGICRAFTS**



EASY  
**WIREFRAME Grid**



No DX11 | Pure Shader | Textured | Animated | Projector Effect | Mobile Ready

## EasyWireframe Grid

Wireframe Grid Shader

Document version 1.0

Support email: [support@digicrafts.com.hk](mailto:support@digicrafts.com.hk)

# Introduction

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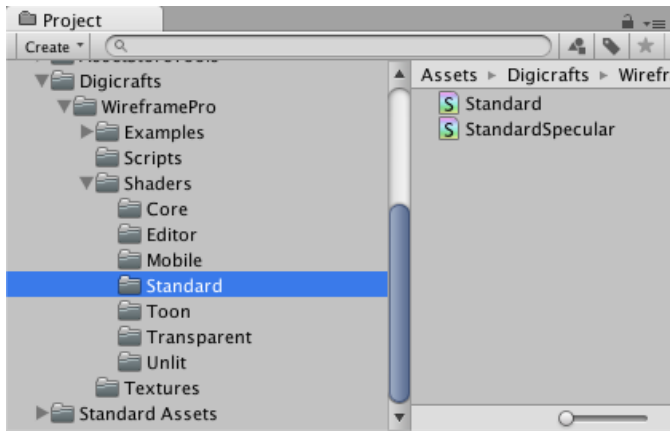
**Easy Wireframe Grid** is a shader package that display grid wireframe with various effect. Textured wireframe and animated effect make it different from other wireframe shader in the market.

**Easy Wireframe Grid** didn't depend on a any uv or barycentric information of the mesh. It is a pure shader effect without scripting.

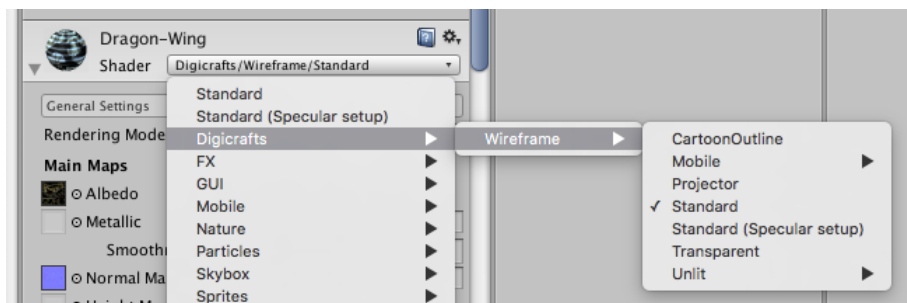
## Install the package

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1. Download and import the **Easy Wireframe Grid** Shader package from Asset Store
2. Shaders are located within the folder Digicrafts/WireframeGrid/Shaders.



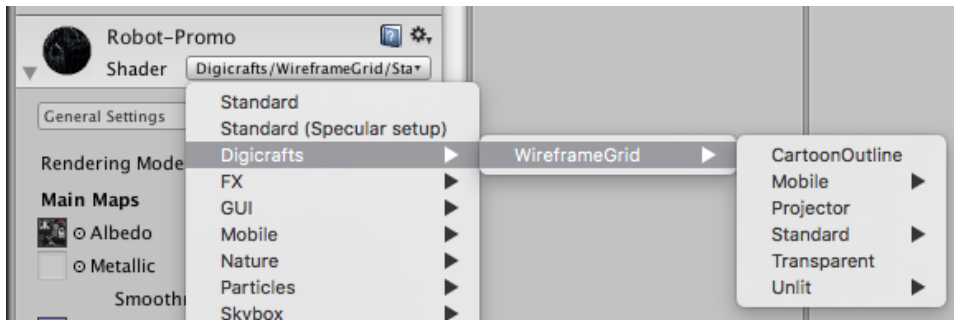
3. Now, you can select wireframe shader from the shader section in your material inspector. The shader is inside “Digicrafts/WireframeGrid” section.



4. Examples are located in the “Digicrafts/WireframeGrid/Examples”.

# Types of Shader

**Easy Wireframe Grid** contains five main types of shader. Shaders are organized in categories and under the “Digicrafts/Wireframe” section of the shader selector.



**Transparent** – transparent wireframe.

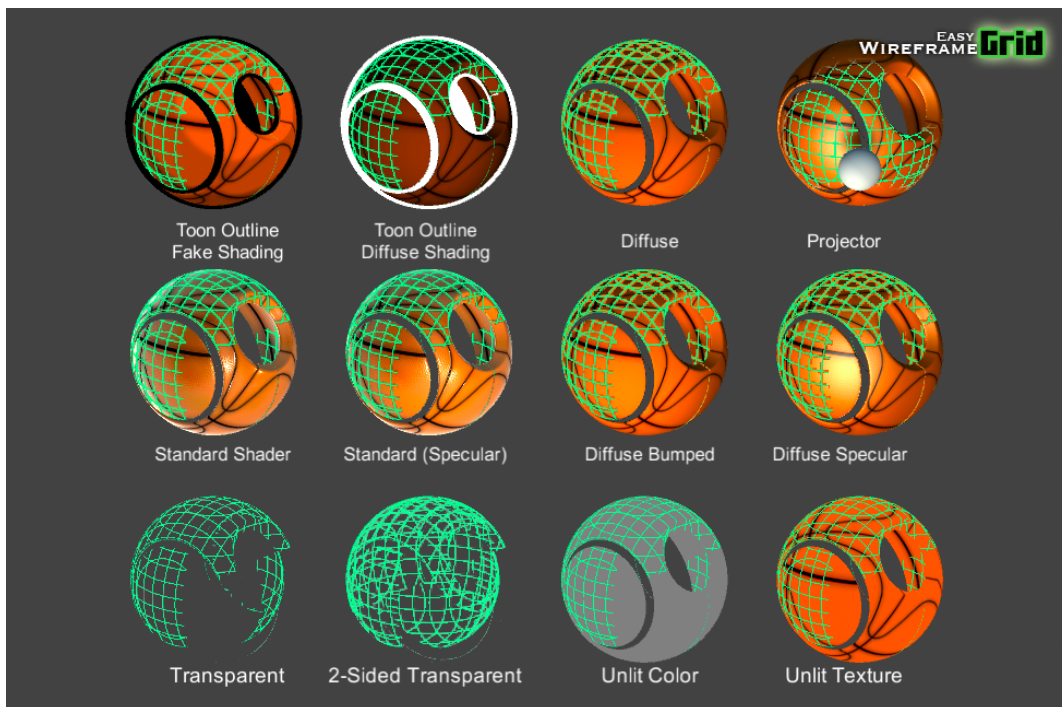
**Unlit** – wireframe with unlighted color and texture.

**Standard** – wireframe with full lighting and PBR effects.

**Mobile** – wireframe with diffuse and specular color. Best for mobile.

**Cartoon** – wireframe on toon shader with outline.

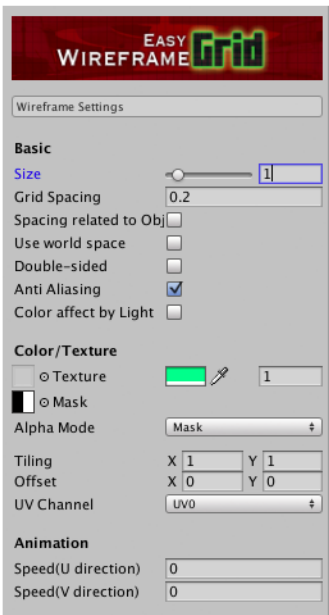
**Projector** – shader use with the projector.



Examples of Shader Effect

# Inspector

**Easy Wireframe Grid** comes with a easy to use inspector which allow you to customize the wireframe effect. You can find this inspector in the shader menu of the shaders in **Easy Wireframe Grid** package.



The image shows the 'Easy Wireframe Grid' inspector panel with various settings and annotations. The panel is divided into sections: Basic, Color/Texture, and Animation. Annotations on the left side point to specific settings, and annotations on the right side point to specific settings.

**Left Side Annotations:**

- Size**: Thickness of the wireframe
- Doubled-sided**: Enable/disable double-sided wireframe
- Spacing related to Object**: Spacing is calculate in object space
- Use world space**: Grid is drawing in world space
- Doubled-sided**: Enable/disable double-sided wireframe
- Anti Aliasing**: Enable/disable anti-aliasing
- Color affect by light**: Allows wireframe color affect by diffuse/ambient/specular, etc. Depends on shader type
- Texture/Color**: Set the color and texture of the wireframe
- Texture UV Speed**: Speed of UV animation (in second)

**Inspector Panel Settings:**

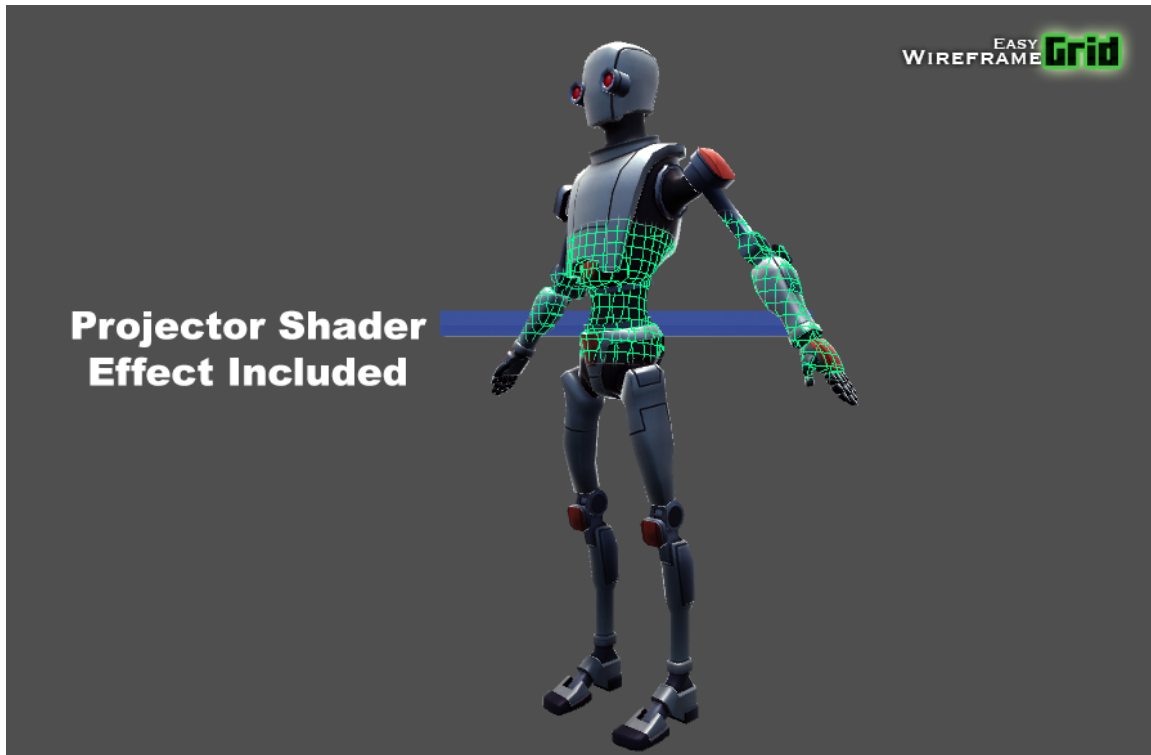
- Basic**
  - Size: 1
  - Grid Spacing: 0.2
  - Spacing related to Obj: ☐
  - Use world space: ☐
  - Double-sided: ☐
  - Anti Aliasing: ☒
  - Color affect by Light: ☐
- Color/Texture**
  - Texture: ☒ (Color: Green)
  - Mask: ☐ (Alpha Mode: Mask)
  - Tiling: X 1, Y 1
  - Offset: X 0, Y 0
  - UV Channel: UV0
- Animation**
  - Speed(U direction): 0
  - Speed(V direction): 0

**Right Side Annotations:**

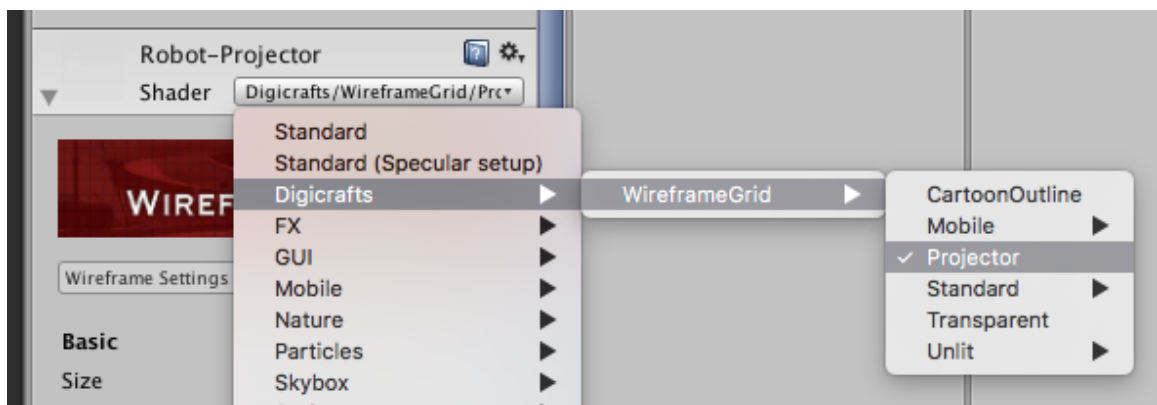
- Alpha Mode**: Alpha set by color property
- Texture Alpha**: Alpha follows main texture alpha inverted
- Texture Alpha Invert**: Alpha follows main texture inverted alpha
- Mask**: Alpha defined by mask texture
- UV Settings**: Set the tiling and offset value of the wireframe texture. Specify the uv channel use for wireframe texture

# Setup Projector Effect

**Easy Wireframe Grid** allows you to setup a projector effect like an X-ray scanner.

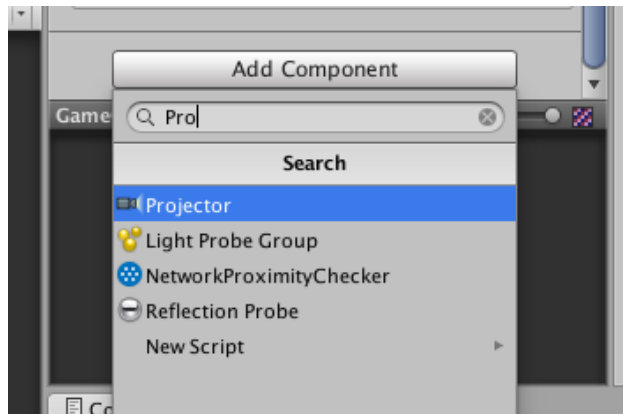


1. Create a new material and assign the “Projector” shader.

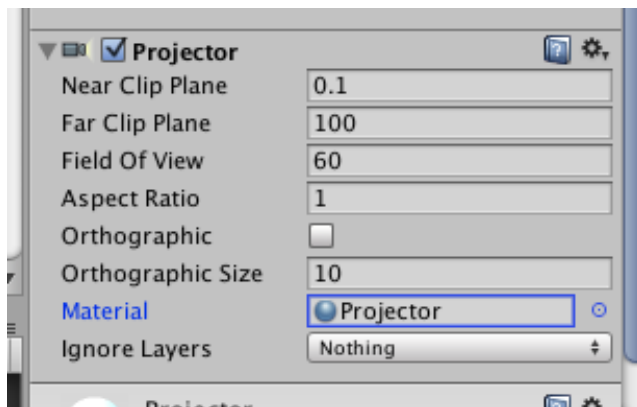


2. Create an empty GameObject or use existing GameObject.
3. Select the GameObject from the hierarchy window.
4. Click the “Add Component” button at the bottom.

5. Type "Projector" and select.



6. From the projector inspector. Choose the created projector material.



7. You can tweak the projector settings and position in order to project the wireframe into your object.