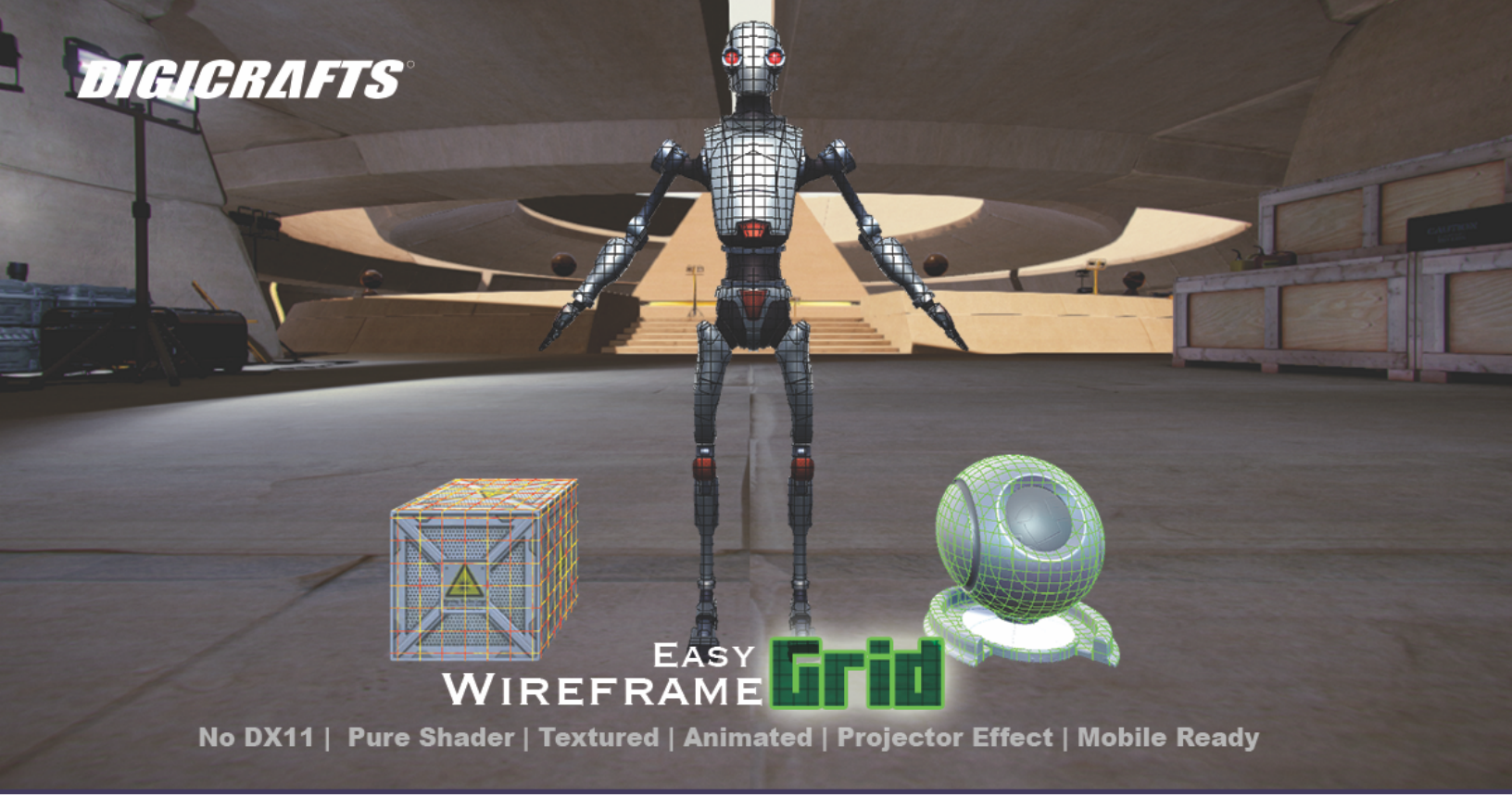


EasyWireframe Grid

Wireframe Grid Shader

Document version 1.0
Support email: support@digicrafts.com.hk

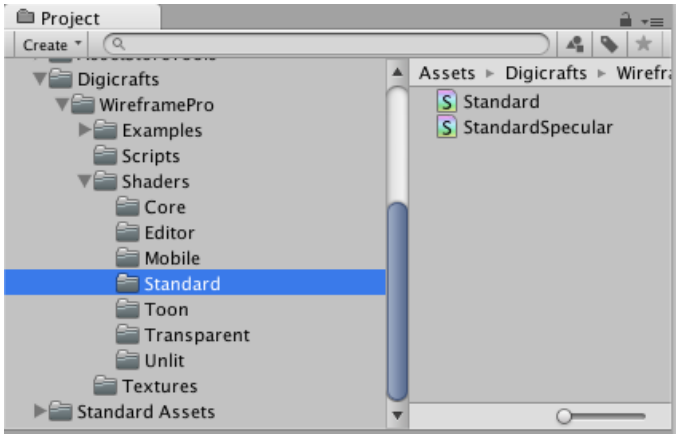
Introduction

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.

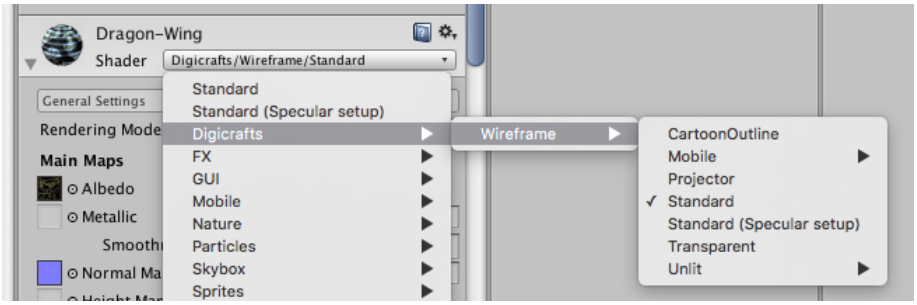
Easy Wireframe Grid didn't depend on a any uv or barycentric information of the mesh. It is a pure shader effect without scripting.

Install the package

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



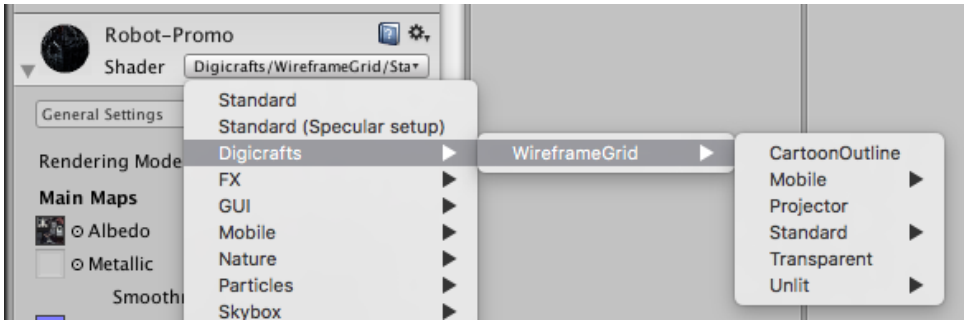
3. Now, you can select wireframe shader from the shader section in your material inspector. The shader is inside “Digicrafts/WireframeGrid” section.



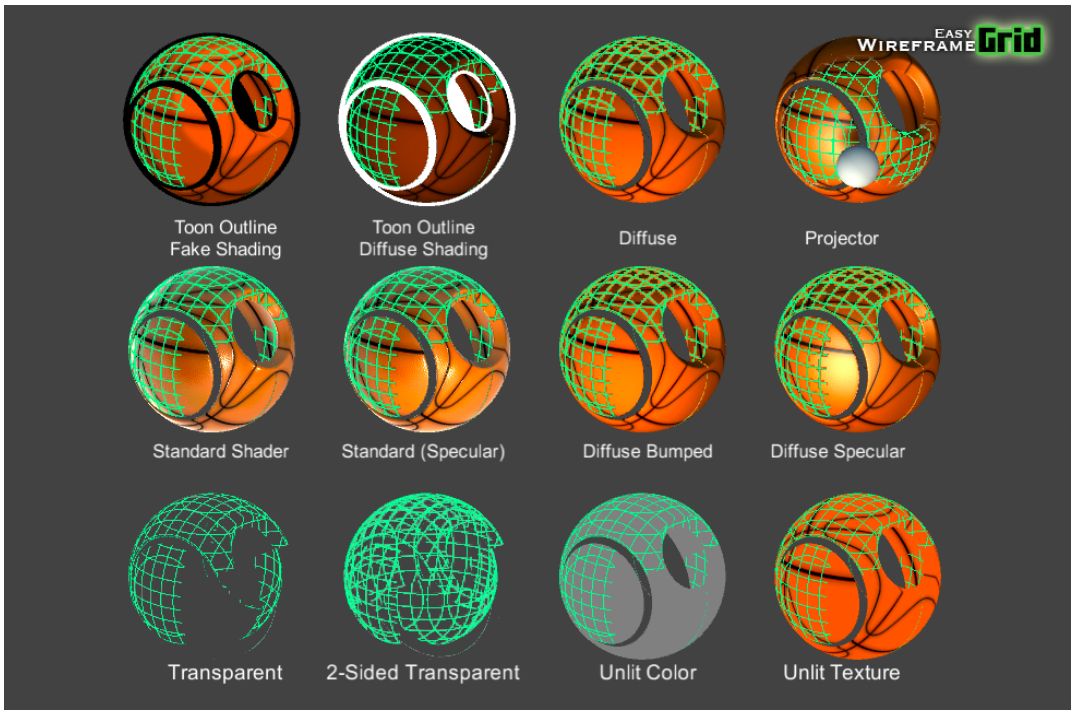
4. Examples are located in the “Digicrafts/WireframeGrid/Examples”.

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.



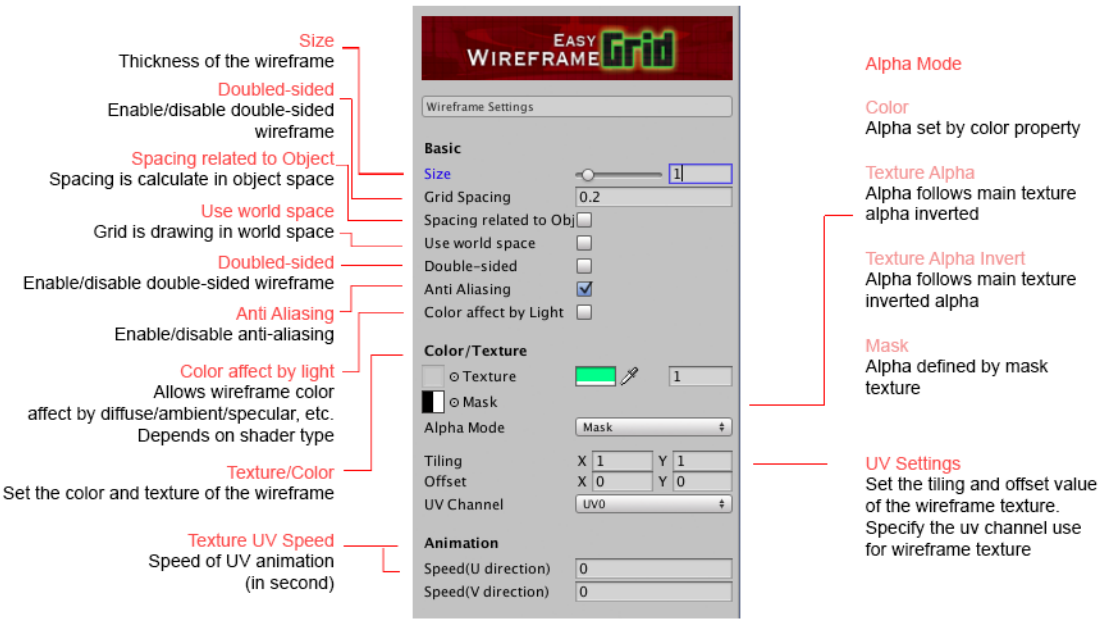
Transparent – transparent wireframe.
Unlit – wireframe with unlighted color and texture.
Standard – wireframe with full lighting and PBR effects.
Mobile – wireframe with diffuse and specular color. Best for mobile.
Cartoon – wireframe on toon shader with outline.
Projector – shader use with the projector.



Examples of Shader Effect

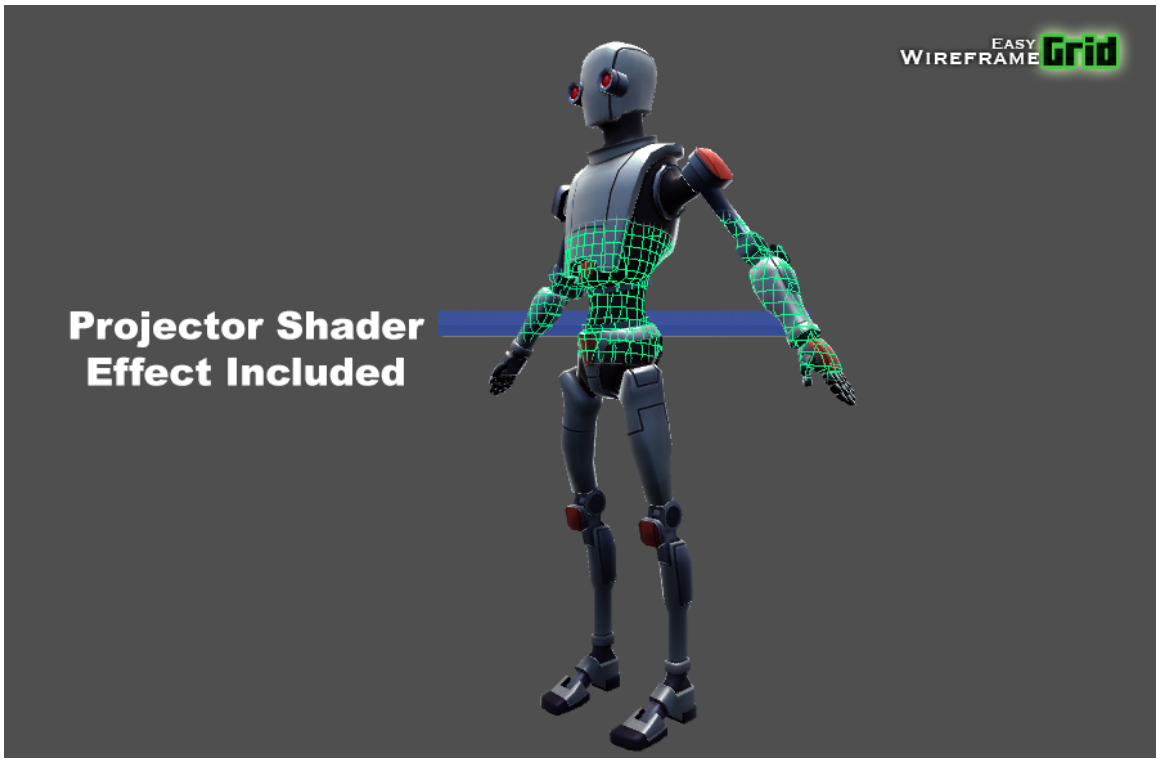
Inspector

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.**

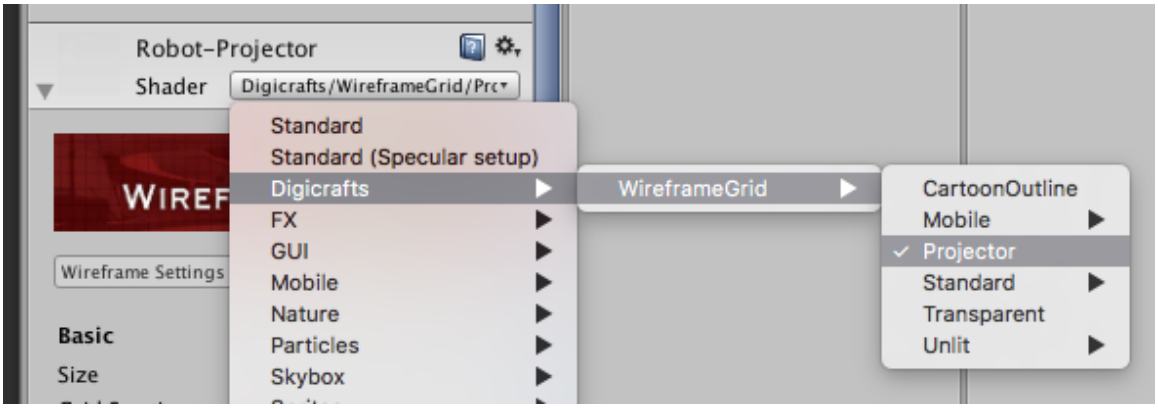


Setup Projector Effect

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

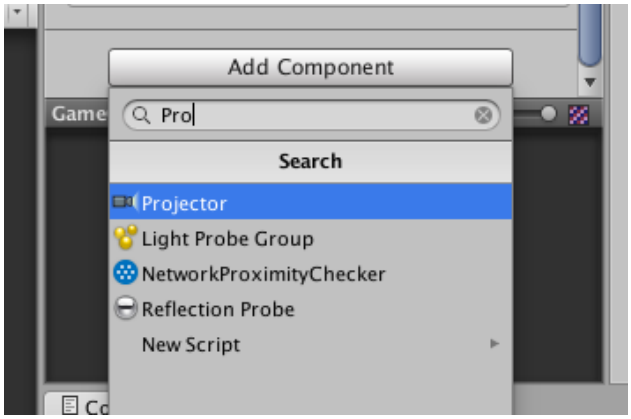


1. Create a new material and assign the “Projector” shader.

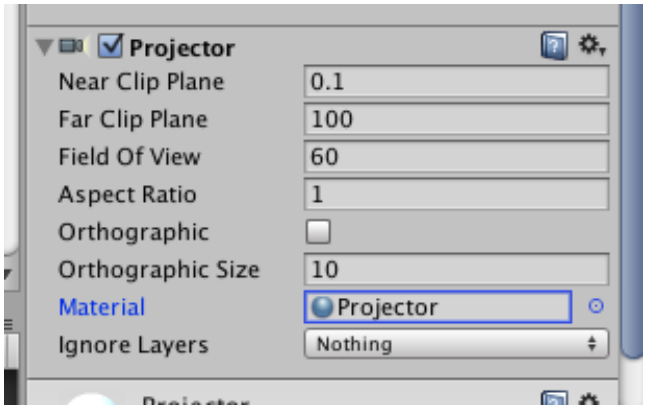


2. Create an empty GameObject or use existing GameObject.
3. Select the GameObject from the hierarchy window.
4. Click the “Add Component” button at the bottom.

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.