

# 2D Occluded Shader

## **2D OCCLUDED SHADER**

**Sprite-Based Occluded Shader in Unity**

*User Manual*

*Version 1.0.0*

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## LEGAL

Copyright © 2014 Michael Tiller.

## SUMMARY

Thank you for your purchase of 2D Occluded Shader!

2D Occluded Shader is a set of simple shaders for 2D games. The first simply serves as an occluder, that is an object meant to cover other objects up. The second is for objects that can be occluded, and allows them to be seen even when they are covered up by an occluder.

## INSTALLATION

To install, please follow the instructions below:

- Make sure you are logged into the Unity Asset Store.
- Download latest version of **2D Occluded Shader** from Unity Asset Store.
- Import "**2D Occluded Shader.package**" into desired Project.

## USAGE

To get started, please follow the instructions below:

1. For occluder objects, make sure they are using the 2D Occluder Shader.
2. For occluded objects, make sure they are using the 2D Occluded Shader.

For support, if you have questions, comments, or anything else - please visit my website to get in touch:

<http://www.rancid1.com/2dos/>

## SUPPORT

Documentation, API notes, tutorials, and much more can be found at my website: <http://www.rancid1.com/2dos/>

You can also contact me directly via: contact AT rancid1 DOT com.

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## VERSION HISTORY

### 1.0.0:

- Initial version.