

Thank you for downloading Culling Mask Package!



DESCRIPTION

The classic technology in AR.

You can use Culling Mask In your project.

Using script and shader to implement.

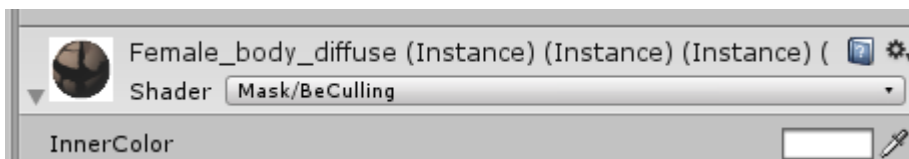
Specify one or a few models and specify a plane,

hide the model on one side of the plane and other side will show.

You can hide the exterior of some models dynamically in this way to show the internal structure.

How To USE

1. Choose a 3D Object which you want to Culling ,Add material with shader"Mask/BeCulling".



2. Creat a 3D Plane, Add material with shader "Mask/Culling" , Add the script "Plane Mask" and add the 3D Object in Step"2" to "Renderers".

