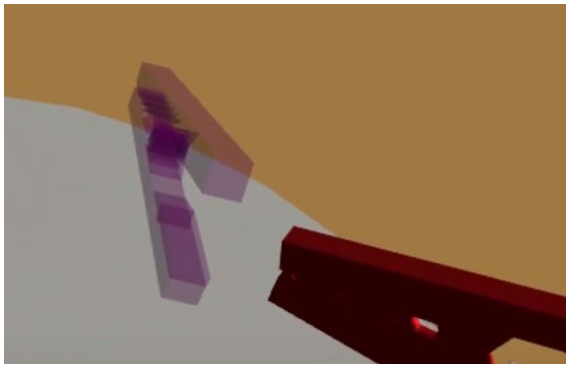
5.4 Changing Highlight from Outline to Translucent

Changing from Outline to this Translucent shader makes it very clear what object belongs there.



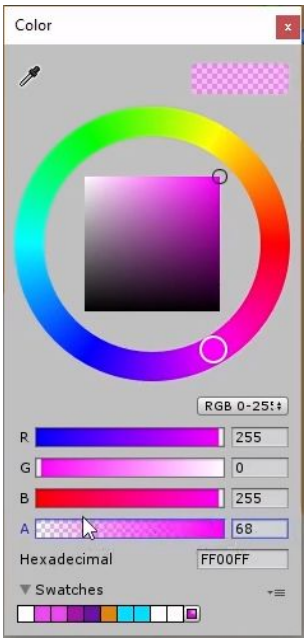
Activities:
Step 1: Change the Highlight Mesh from Outline to Translucent

Length:	10 minutes
Overview:	To further clarify what object belongs in the snap zone, we change from a mesh outline to a semi-transparent shader.
Project Outcome:	The Snap Zone highlight mesh is a more obvious looking shape, a translucent clamp.
Learning Objectives:	The students will be able to: - Locate and modify the shader of a mesh
Prerequisite:	Previous tutorial steps (Sections 1-4)
ISTE Student Standards	6d “customize the medium for the intended audiences”
Video	https://vimeo.com/349060483

OR

Step 1: Change the Highlight Mesh from Outline to Translucent

1. With DefaultHighlightMesh still selected, locate in the Inspector the SnapZoneHighlight component.
2. In the Shader dropdown, choose Standard.
3. Click the color box to optionally change the color, and drag the slider marked "A" (for alpha, meaning transparency) to alter how "see-through" the highlight is. I chose 41.



- **Explain** A “shader” can be used to influence the color and transparency of a material

End of Lesson

Recap

Key concepts:

- The shader can be changed from an outline to “standard”, which contains options for color and alpha (transparency)

Key skills:

- Locating and changing the highlight mesh shader

Key terms:

- **Shader:** a script that influences the color and transparency of a material.

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