



# Quick Start Guide

Version 0.5 - DRAFT

## Quick Reference

You can find sample scenes showing the results the plug-in can achieve here:

- High quality rendering with Parallax Correction  
ReflectionManager\Samples\1. Parallax Correction\
- Simplified shaders for Mobile devices (SM 2.0)  
ReflectionManager\Samples\2. Mobile\
- Transparency and refraction material examples  
ReflectionManager\Samples\3. Transparency\

Reflection Manager comes with a wide variety of compatible sample materials you may use in your own project, including:

- Example Materials can be found here  
ReflectionManager\Samples\Materials\
- Raw shaders are stored here:  
ReflectionManager\Samples\Shaders\

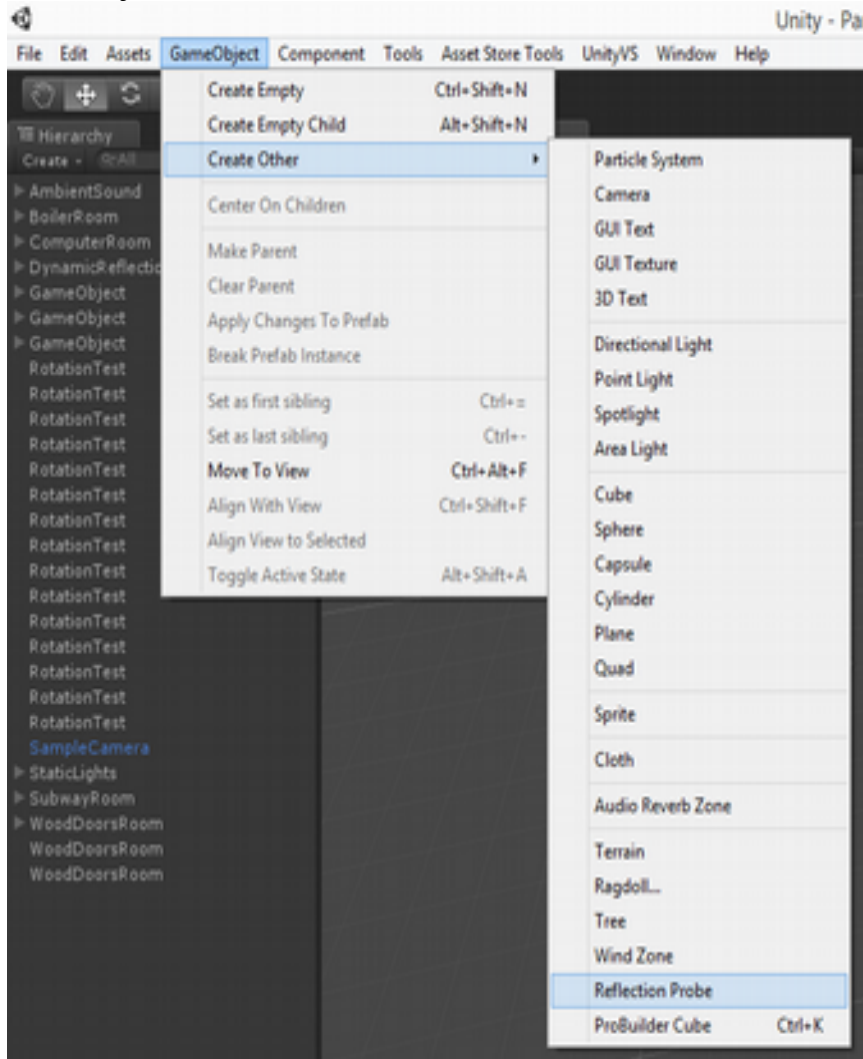
## Getting Started With Reflection Manager

**PLEASE NOTE:** *This tutorial assumes you are using the provided materials and shaders included in Reflection Manager, if you require custom shader code please see ReflectionManagerHelp.pdf*

Reflection Manager is a Unity plug-in that allows users to easily place “Reflection Probes” in their scene to bake fast, beautiful reflections. Placing these probes is similar to “Light Probes” included in Unity 4.x.

## Creating a Probe

To place your first Reflection Probe in your scene select  
GameObject->Create Other->Reflection Probe

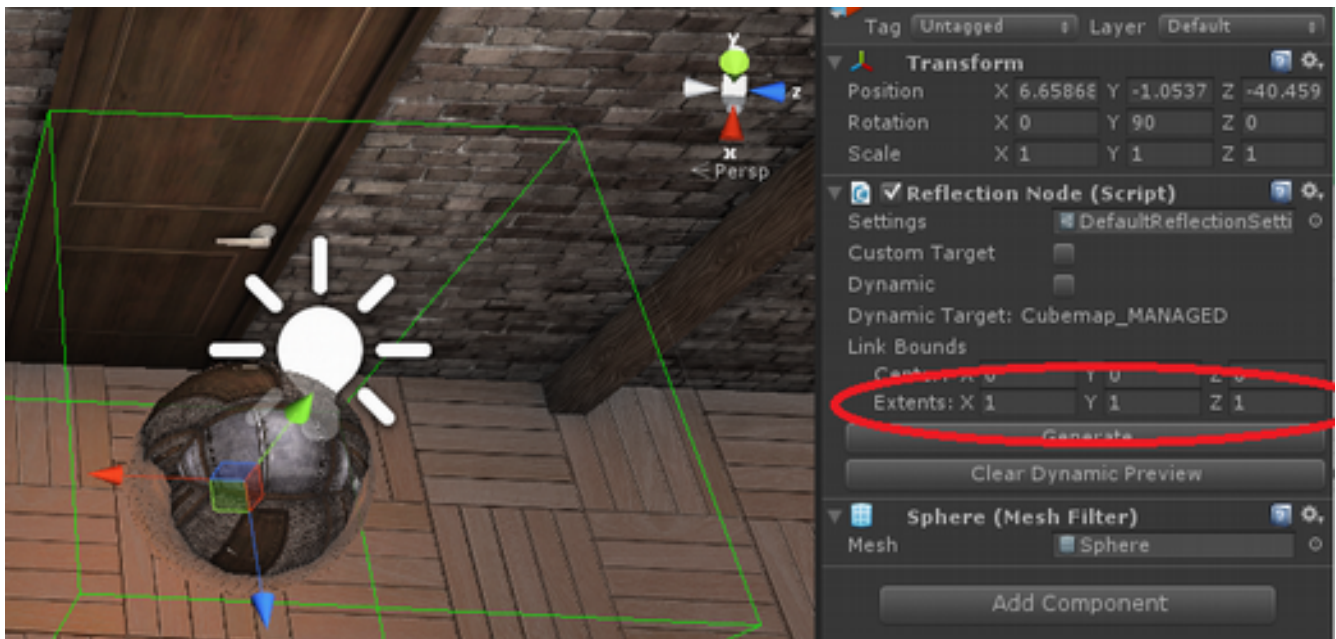


Place the probe in the center of the room you wish to add reflections to.  
Bake the probe by clicking Generate. You will now see a live reflection preview

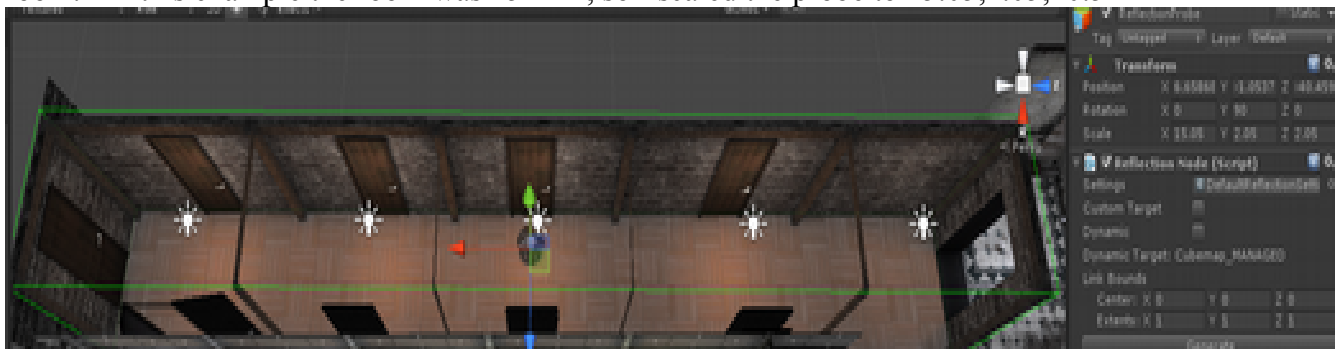


## Adding Link Bounds

To add parallax correction to this probe you will need to change the Link Bounds: Extents to be 1,1,1. You will now see a green preview box.



Resize the probe by using the scaling tool to fix the room. The box should be \*tiny\* bit larger than the room. In this example the room was 15x2x2, so I scaled the probe to 15.05,2.05,20.5



Now, if you preview the scene by jumping in, the surfaces inside the box will automatically receive reflections from the Reflection Probe, as well as parallax correction.

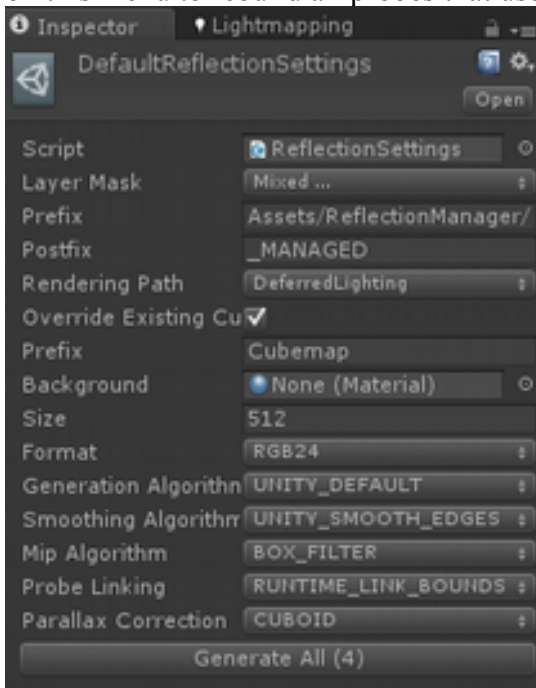
Please make sure you are using materials derived from:  
“Reflection Manager/Lighting Reflective” for static objects  
and

“Reflection Manager/Dynamic Lighting Reflective” for dynamic objects like players

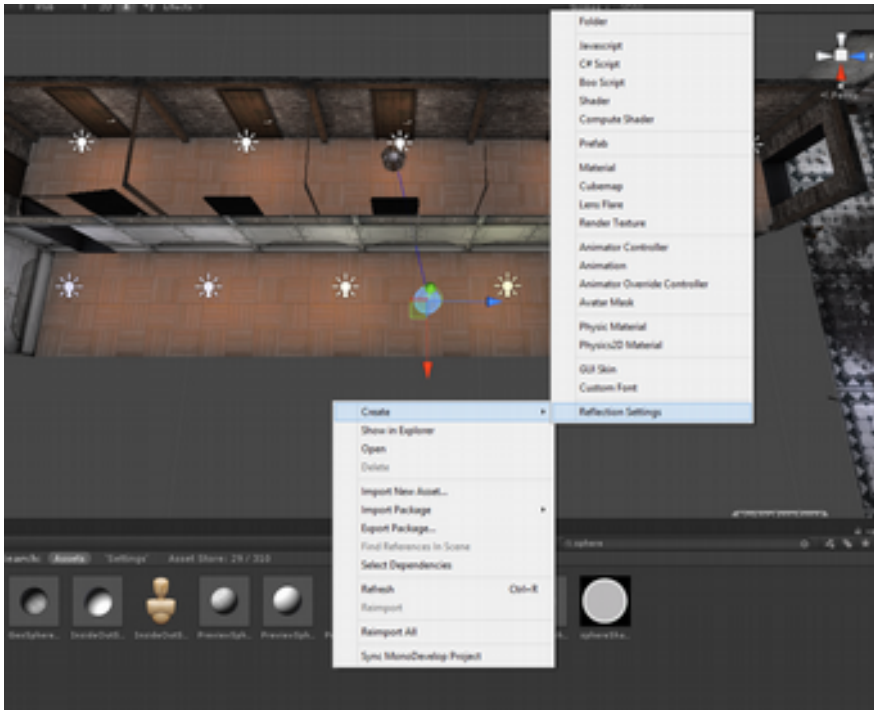
Static scene objects **MUST** be marked as static to receive reflections, and dynamic objects must have a special component attached (See “Dynamic Reflections” below).

## Settings Files

If you wish to adjust the resolution of the probe, double click DefaultReflectionSettings on the probe inspector. Probes share common quality settings files. Here you can configure and customize the generation of the probes. Set size to 1024 to increase the quality of your probe. Select Generate All() on this menu to rebuild all probes that use this setting file.



To create a new custom settings file, right click in the project view and select “Create->Reflection Settings”



## Dynamic Reflections

If you wish to have your dynamic objects link to reflection probes at run-time, add the component “Dynamic Reflection Linker” to them.

The Dynamic Reflection Linker component will link to the nearest probe, respecting the link volumes you have drawn in the previous steps. When transitioning between two probes, the fade will take “fade length” time (in seconds).

