2D Shadow Effect

Description

This chapter briefly describes how to use the 2D shadow effect.

> Ensure that this effect is supported by the device platform in use.

2D Configure a Shadow Effect

Shadow Effect

By using Candera::ShadowBitmapBrushBlend, a colored shadow can be applied to a bitmap.

Following properties of the shadow can be configured:

- Color (including alpha value)
- Scale (the shadow size related to the bitmap)
- Position Offset (related to the bitmap)

Following is an example of a grey colored shadow, with a scale of 70% and an offset of 80/80 related to the bitmap:



Refer to SceneComposer User Manual about how to configure a ShadowBitmapBrushBlend effect in a 2D scene.

Modify 2D Shadow Effect Properties

Access Shadow Effect

To modify the shadow effect properties, first the shadow effect needs to be retrieved from its render node:

```
    // Get and cast first effect of render node
    Effect2D* effect2D = renderNode->GetEffect(0);
    ShadowBitmapBrushBlend* shadow = 0;
    if (effect2D != 0){
        shadow = (ShadowBitmapBrushBlend*) effect2D;
    }
    // End Get and cast first effect of render node
```

Set Shadow Color

Specify a color with a red, a blue, a green and an alpha component and apply the color to the Shadow Effect.

Example:

```
Color::Data c;
c.alpha = 0.5f;
c.blue = 0.0f;
```

```
c.green = 0.0f;
c.red = 1.0f;
shadow->ShadowColor().Set(c);
```

Set Shadow Scale

For the shadow's scale you need the scale X and Y value. Add the two values to a Vector2 and set the shadow's scale.

Example:

```
Float shadowScaleX = 0.7f;
Float shadowScaleY = 0.7f;
shadow->ShadowScale().Set(Vector2(shadowScaleX, shadowScaleY));
```

Set Shadow Position Offset

It is possible to change the position of the shadow by changing its offset to the node. Therefore you need a Vector2 with the X and Y offset values again.

Example:

```
Float shadowPosOffX = 5.0f;
Float shadowPosOffY = 7.0f;
shadow->ShadowPositionOffset().Set(Vector2(shadowPosOffX, shadowPosOffY));
```

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