Object shadow using a child

Assets



Code

```
orxObject_CreateFromConfig("CannonObject");
```

Config

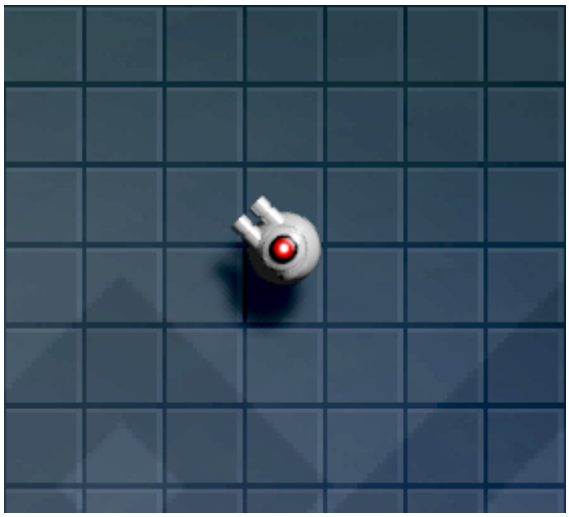
```
[CannonObject]
Graphic         = CannonGraphic
Smoothing       = true
Position        = (-80, -80, -0.1)
AngularVelocity = 100
ChildList       = CannonShadow

[CannonGraphic]
Texture = cannon.png
Pivot   = (18.5, 26, 0)


[CannonShadow]
Graphic          = CannonShadowGraphic
Position         = (-20, 20, 0)
IgnoreFromParent = position.rotation

[CannonShadowGraphic]
Texture = cannon-shadow.png
Pivot   = (24, 33, 0)
Alpha   = 0.5
```

Result



From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/objects/object_with_shadow?rev=1550755839

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