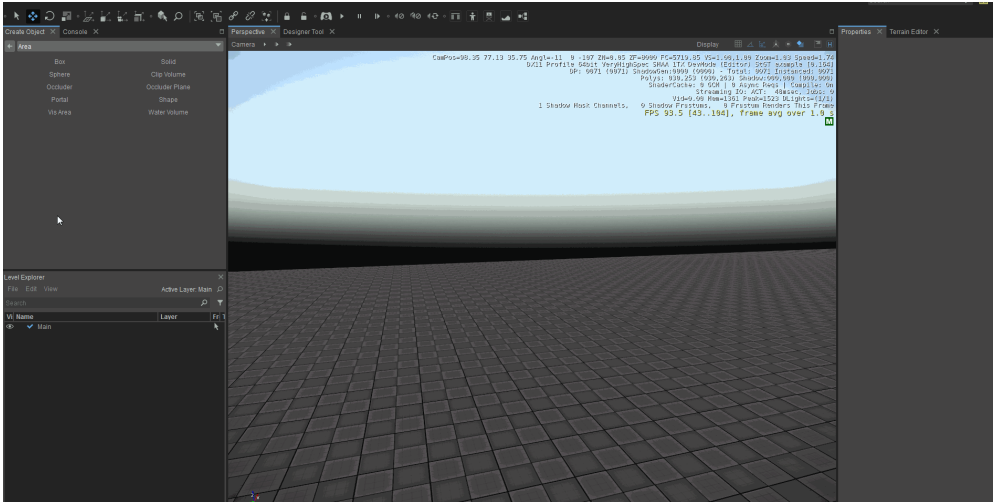


An Occluder Plane can be used to occlude objects behind the plane. This typically isn't required because occlusion is done automatically through the assets.



This object can be used as a fallback method.

Property	Description
Height	Specifies how high the occluder plane is.
Display Filled	Just for visibility in the editor this option defines if the plane should be rendered as filled or not.