

Thank you very much for buying **Sci-Fi Ball Robot** from Experience Lab Art on Unity!

This document is for the usage of shader 'Flow' and 'Animation_Image', Shader made using Amplify Shader Editor. 'Animation_Image' is the sprite texture used in Ball Robot's eye expression, 'Flow' is used in the shell surface effect of Ball Robot. Each description is as follows:

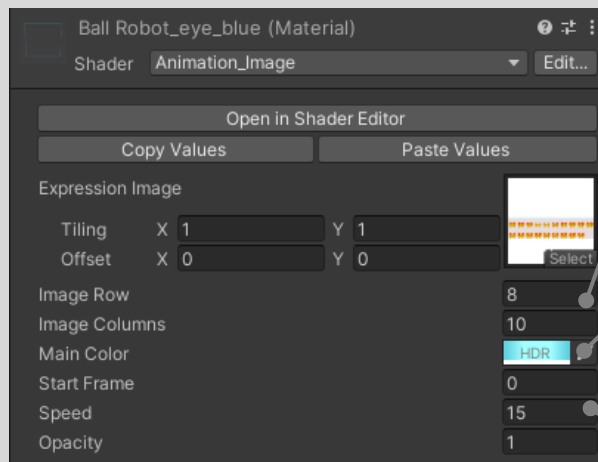


Image Row The number of rows run horizontally.

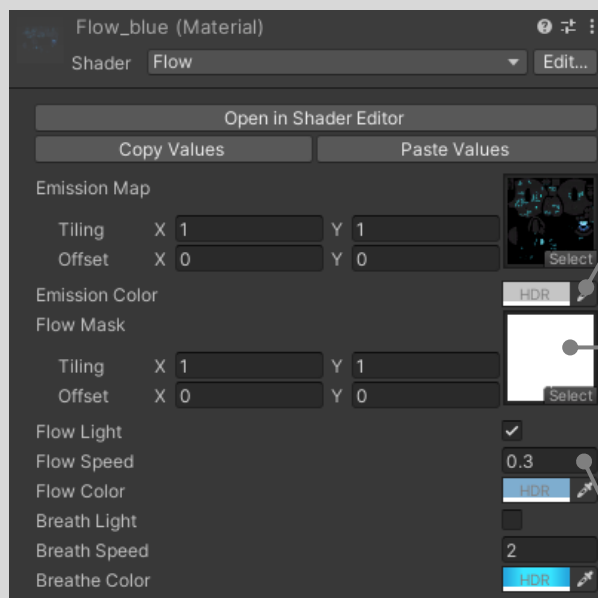
Image Columns The number of columns run vertically.

Main Color Change the main texture color.

Start Frame Starting Number, 0 is frame 1.

Speed Frame playback speed.

Opacity Change the Opacity of the main texture.



Emission Color Change Emission color.

Flow Mask It is the direction of the flow of the light bar, using the map to control the flow from top to bottom.

Flow Light Flow effect turn on or off.

Flow Speed Control flow speed.

Flow Color Flow emission color.

Breath Light Breath effect turn on or off.

Breath Speed Control Breath speed.

Breath Color Breath emission color.

Have fun adjusting! 😊