

##Dissolve ShaderGraph##

##URP v10.3.2

#Developped by nott

##Description

All shaders are created in ShaderGraph.

You can achieve more extensions through subgraph.

For instructions on SubGraph, please open the shadergraph panel to view.

ATTENTION TO USER:

Directional dissolve needs to be achieved by controlling DissolveOffest or DissolveDirection.

Please confirm the coordinate system before use.

##PARAMETERS

#BaseColor

#BaseMap

#NormalMap

#NormalScale

#Tiling

#Offest

#R_Metallic, G_Occulsion,A_Smoothness

Channel packing consistent with Unity

#Metallic

#OcclusionStrength

#Smoothness

#OcclusionMap

#OcclusionStength

#RGB_SpecularMap,A_Smoothness

Channel packing

RGB SpecularMap

A Smoothness

#SpecularColor

#UseSpecularMap

Weight between SpecularColor and SpecularMap

#Dissolve The weight value of dissolving, 1 means all dissolving, and vice versa

#NoiseScale

Scaling of the noise mask

#NoiseUVSpeed

The flow velocity of the noise mask

#EdgeWidth

Dissolve boundary width

#EdgeColor

Dissolve boundary color

#EdgeColorIntensity

Color intensity of the border

#DissolveOffset

Dissolved offset point

#DissolveDirection

#DissolveDirectionScale

#DissolveDirection Is EulerAngle

The unit of DissolveDirection is Euler angle

#UseWorldSpace

The default is

LocalSpace

#UseWorldOrigin

It will only take effect when UseWorldSpace is turned on.

DissolveOffset origin is WorldOrigin

