STAR PACK 1.0

Advanced Sparkle System for Unity

Author: Andtech

Nomenclature

The Star Pack sparkle shader uses special *Glow Mask* textures to render particles. *Glow Mask* textures use the following encoding:

- The red channel represents colored, glowing areas.
- The green channel represents white, bright areas.
- The blue channel is reserved for future use.
- The alpha channel is used for transparency.

See the provided textures located under `Assets/Star Pack/Runtime/Textures/` for several examples.

Getting Started

Create a Sparkle Material

1. Create a new material using the Star Pack shader.
    - Choose the shader "Andtech/Star Pack/Particle Standard Glow".
2. Customize the material using the inspector.
    - You must use a properly encoded *Glow Mask*.
3. Create a new particle system.
4. Find the "Renderer" module on the particle system. Then, assign the material to the particle system's "Material" setting.
5. If your material uses the Twinkle Effect, enable "Custom Vertex Streams". Add "StableRandom.x" to the vertex stream (Random > Stable.x). Ensure that the data is passed to `TEXCOORD.z`.
6. The particle system is ready to use.

Create a Custom Glow Mask

1. In your preferred graphics design software, create a new texture.
2. In the red channel, paint where you want colored, glowing areas.
3. In the green channel, paint where you want white, bright areas.
4. Export the image.
5. Import into Unity.
6. Add this texture to the "Glow Mask" property on your Star Pack material.

Troubleshooting

Materials aren't rendered with soft particles

- Enable Soft Particles in `Edit > Project Settings... > Quality Settings > Rendering > Soft Particles`
- Remember: Soft Particles require using Deferred Lighting or making camera render the depth texture.