SHAPES FX PACK VOL.2

Documentation

Wonderful Big Pack of Shapes FXs for your sci-fi/Cyberpunk/Fantasy Games (environment, Gameplay, etc.)

Content:

- Shader/Material with exposed parameters (with custom GUI on Unity).
- 21 Geometry Models (HiRez / LowRez).
- +100 Material instances with a Really Awesome and good-looking settings.
- Endless Possibilities.
- Good Performances.

Render Pipeline:

- **Standard**
- **URP**
- **HDRP**

/---------------/ SHAPES FX V2 PACK /---------------/

[Surface Diffuse]

⊙| Diffuse Map |

| Diffuse Color Mult

[Animation Mask]

⊙| Animation Mask Map |

| Mask Tiling   1
| Panner_X   1.5
| Panner_Y   2

[Color Setting]

| Mask Color   HDR
| Interior Color Mult   5

[Wires]

|| Activate Wires   ✔
| Wires Color   HDR
| Wires Color Mult   100

[Hue Variation]

| HueVariationMult [Surface]   0.177
| HueVariationMult [Lines]   0.186

[DISPLACEMENTS]

| Wires_Push   14.6

<---------------[Slices Displacement]--------------->
|| Slices Displacement   ✔
|| Displacement [Smooth / Hard]   ✔

<---------------[Slices Rotation]--------------->
|| Slices Rotation   ☐

For any Question : **contact@orangedkeys.com**

Web Page : https://www.orangedkeys.com/shapesfxpackvol2