Dissolve & Disintegrate 2

0.This shader supports Shader Graph.

1.This shader has normal and Smoothness and Metallic

2.This shader allows you to dissolve with a noise texture.

3.You can use the effect by adjusting Parameter(Amount, Width, Color)

4.You can test by adjusting the dissolve speed through the included script.

5.Add the Character's Skinned mesh renderer to the Shape-Mesh of Particles.

6.If you want the particles to collide with the floor, check the Collision section.