Ghost Effect (URP & LWRP)

Introduction

If you want to use ghosts or transparency effects in your game, then this asset is prefect for you. You don't need to write any shader by yourself, you can use this package directly to achieve the effect that you want, and it can be easily integrated into your project. The graph shader file exposes many parameters that you can adjust yourself. Allows you to adjust a variety of different ghosts and transparency effects yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS：Only support URP（Universal Renderer Pipeline），LWRP（Light Weight Renderer Pipeline）

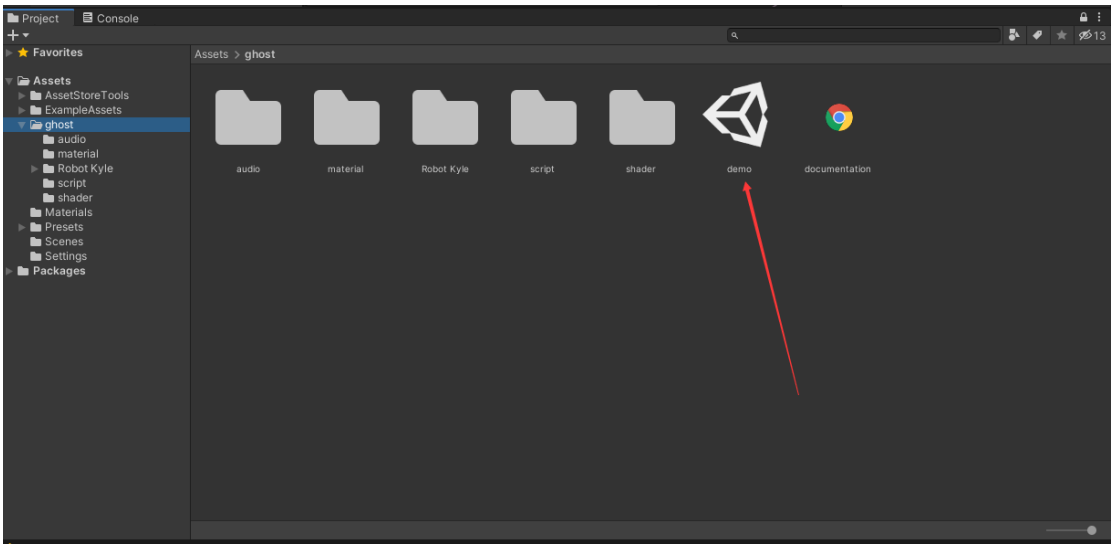
Main Feature：

1. Easy to integrate into your project, no need to write any shader and code
2. Only Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
3. You can modify the attributes exposed by the shader graph to easily get the effect you want
4. Provide you with 3 adjusted materials
5. Support Android, IOS, Windows and other platforms
6. Complete documentation, clear demo
7. High efficiency
8. Cheap price

How To Use：

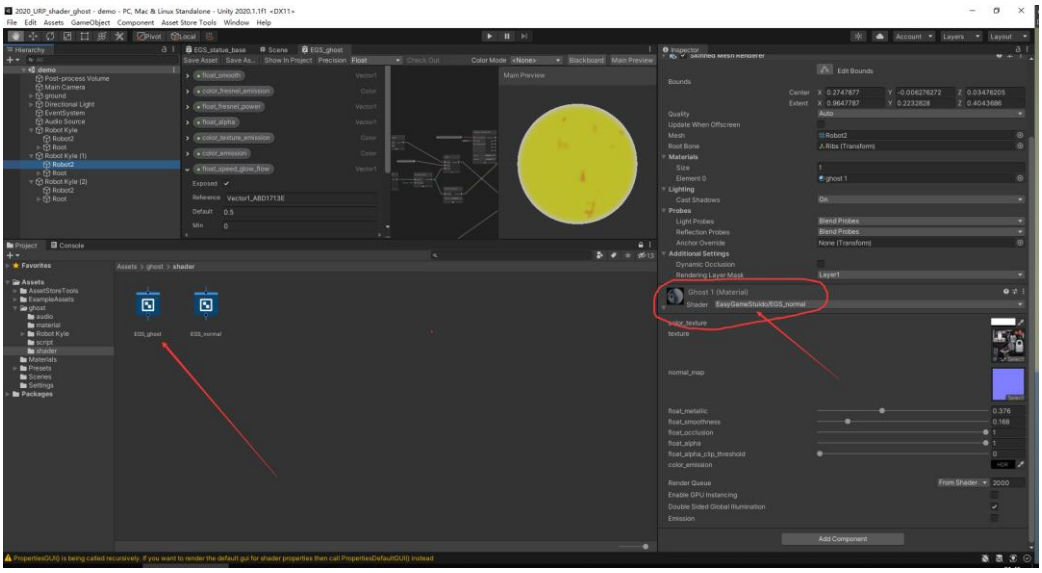
How To Run

Find demo.unity in the resource package and click Run. The path address is shown in the figure below:

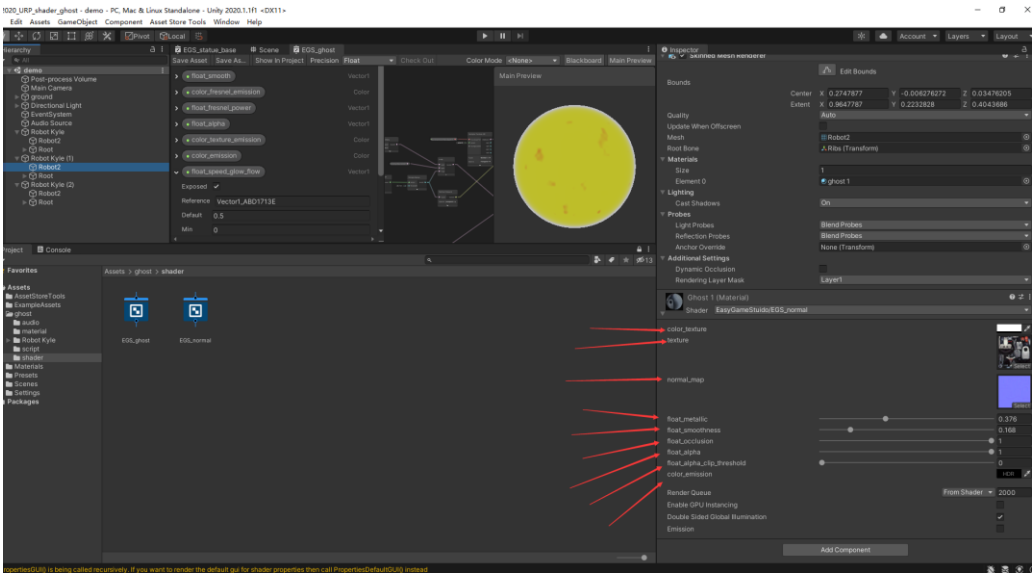


How to apply to your own game objects

1. This shader can only act on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components
2. Set the shader for the game object in the first step-"EasyGameStuio/EGS_Ghost", as shown in the figure below:



3. How to adjust the shader parameters to get the effect you want more: select the gameobject, expand the shader option, and try to modify the shader parameters, as shown in the following figure:



PS: It needs to be used together with post processing, the post processing effect file that comes with the URP project is used in the demo

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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