



Galaxy Shader

11.27.2023

Version 1.1.0

Neko Legends

<http://nekolegends.com>

Overview

Welcome to the Neko Legends - Galaxy Shader package, a key asset in your game development toolbox. The components of this package are as follows:

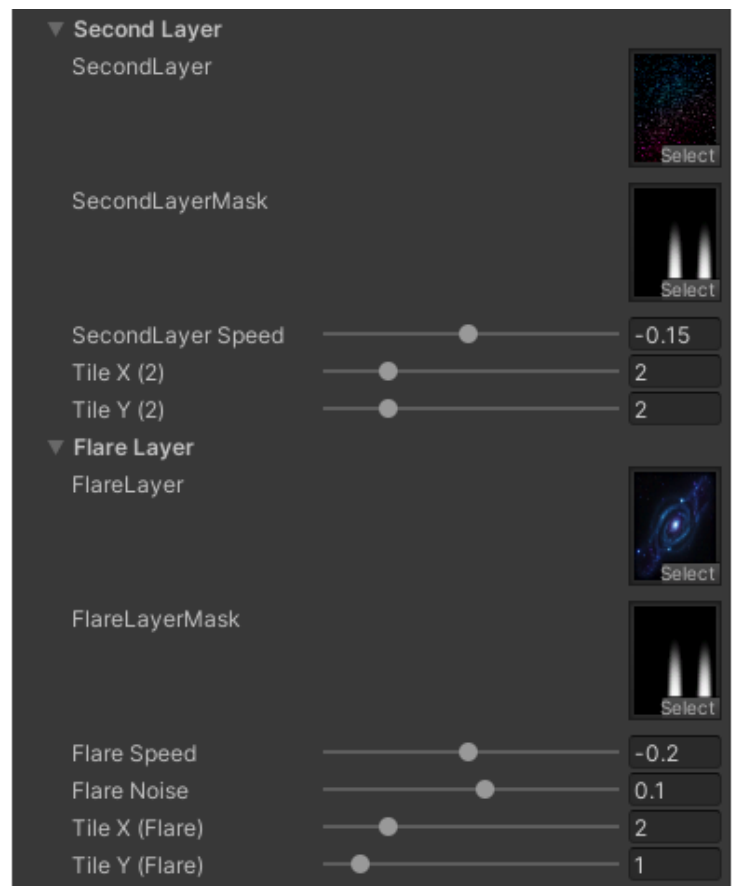
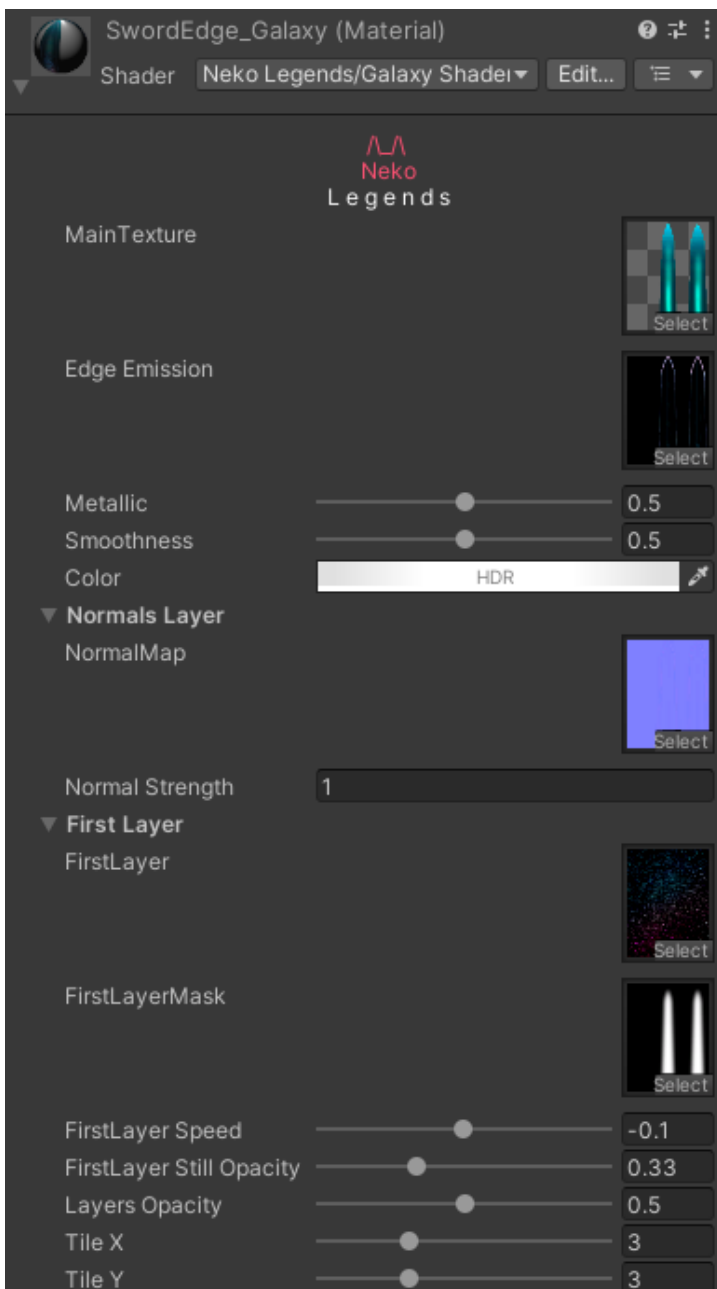
- 1) Galaxy Shader: This is a custom URP shader that's been designed without particles to help optimize GPU usage and performance.
- 2) 3D Models: The package comes with three 3D models — a giant sword, a tuxedo cat, and a gold coin. Each model has five material presets, showcasing the capabilities of the Galaxy Shader.
- 3) Demo and Performance Scenes: To help you understand and measure the shader's impact on performance, a demo scene and a separate performance scene are included in the package. The demo scenes will not work unless the free [Shared Assets Demo](#) dependency is installed.

This manual will guide you through the details of each component, enabling you to make full use of the Neko Legends - Galaxy Shader package in your projects.

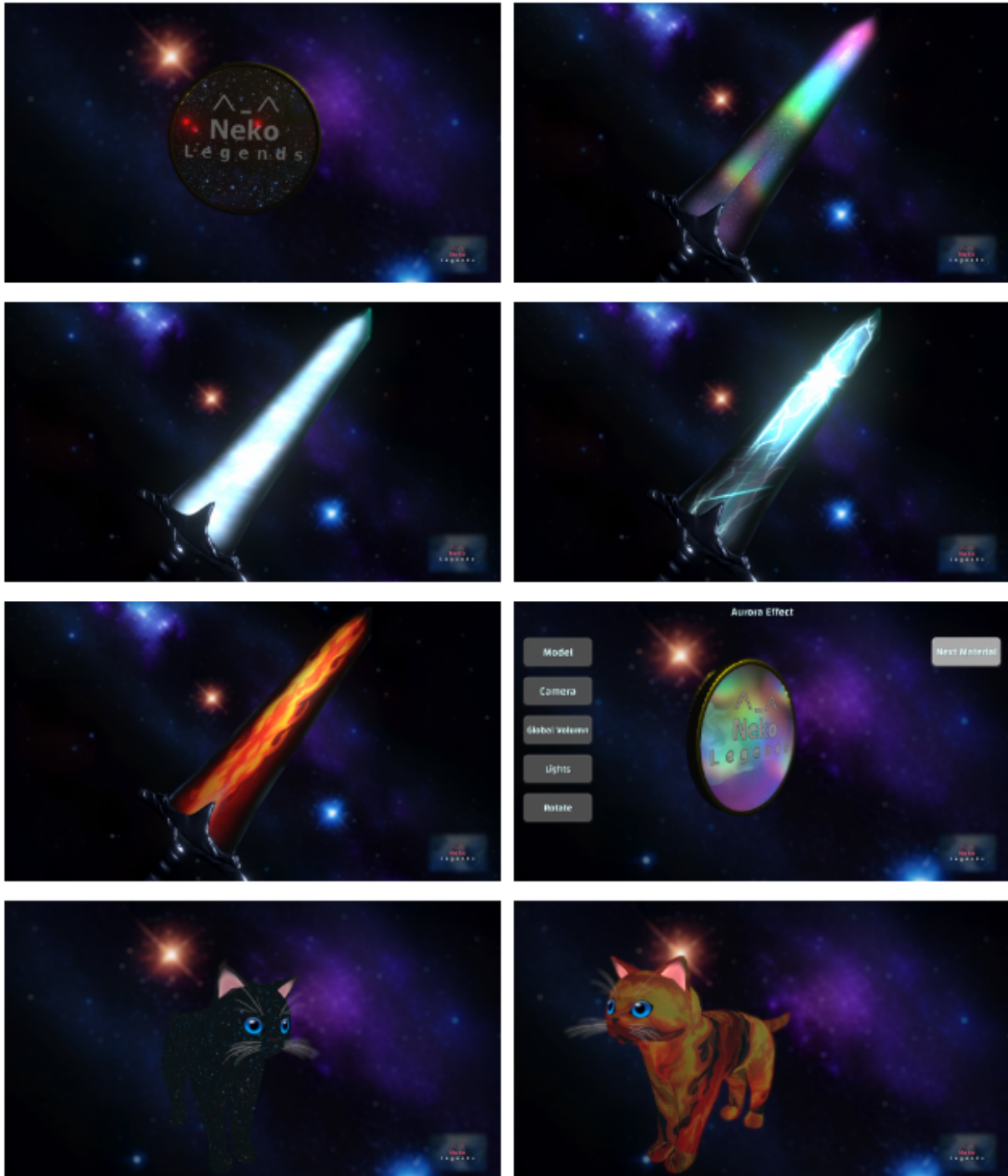
Tested on **Unity 2021.3.31f1** and **Unity 2022.3.14f1**.

Shader Properties

I. The best way to learn about the shader properties and what they do is play with it. Included are materials with textures, masks, and sliders ready for you to explore: Galaxy, Aurora, Fire, Ice, and Lightning. Dive in, tweak textures, masks, and sliders to unleash your creativity and generate unique visual effects with ease.



II. The following are some examples of the various effects and models that are pre-made for you.



Support

Need some help or have burning questions? Reach out to me at support@nekolegends.com

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!

