Active Jelly Documentation

---Stylized Sky Shader---

To Use:

- Open the light settings window (`Window > Rendering > Lighting Settings`).
- Drag any of the stylized sky materials from `Stylized Sky/Materials` into the "Skybox Material" slot under the "Environment" dropdown.

Options:

-Sun Disc

1.Color - color of the sun disc

2.Multipplier - sun brightness factor

3.Exponent - sun exponent

-Sun Halo

1.Color - color of the sun halo

2.Exponent - sun halo brightness factor

3.Contribuition - amount of light located in the sun halo

-Horizont Line

1.Color - color of the horizont line

2.Exponent - horizont line brightness factor

3.Contribuition - amount of light located in the horizont line

-Sky Gradient

1.Top - top color of the sky

2.Bottom - bottom color of the sky

3.Exponent - sky brightness factor

---Jelly Shader---

-Setup

To set up Jelly shader you just have to select a material and change the shader to “JellyShader”. That simply it is.

-Configuration

1.Main:

- Enable Instancing - Enable unity´s build in instancing feature.
- Color - The main tint of the albedo color.

- Albedo (RGBA) - Main albedo texture. If no albedo texture is set the vertex colors will be used. You can also adjust the tint of the albedo. A higher value reduces the refraction visibility.
- Normal map - Here you set up your normal map. A normal map is very recommend to get a nice looking refraction.
- Emission - Simply set up your emission color.
- Tiling & Offset - The tiling and offset will be used for the albedo, normal map.

2.Render

- Distortion - The amount of distortion for the refraction and reflection.

3.Specular

- Color - The color tint of the specular.
- Shininess - Influences the size of the specular.
- Intensity - Controls the intensity of the specular.

4.Rim

- Color Color tint of the rim effect.
- Size This increase or decrease the amount of rim on the surface.
- Intensity This controls the intensity of the rim effect.