Shader: S_Bubble_Star_Particle_01

Description:
 This is a simple shader designed for use in particle effects. It includes five exposed properties that allow for easy customization and control over the texture and distortion effects.

Exposed Properties:

1. **MainTexture (Texture2D):** This property allows the user to assign a texture that will be used by the shader for the particle materials.

2. **MainTexture_color:** This property lets the user modify the intensity or color of the assigned texture.

3. **Distortion_intensity (Float):** This float property controls the intensity of the distortion effect applied to the texture's UV coordinates.

4. **Distortion_texture_scale (Float):** This float adjusts the scale of the noise texture used to create the distortion effect.

5. **Distortion_velocity_Y (Float):** This property controls the scrolling speed of the distortion texture along the Y-axis, affecting how the distortion moves.