

Cool Ghost Shader

V1.01:

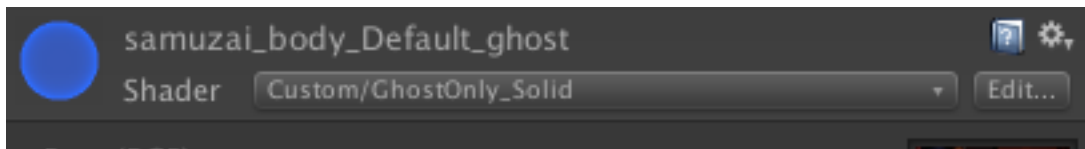
Fixed alpha blend issue on Unity5.

V1.0:

First release.

It simulates ghost effect, ray effect.

To use it, you only need to select a “shader” for your material. Like the following:



If you have any questions, please contact me via the following:

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