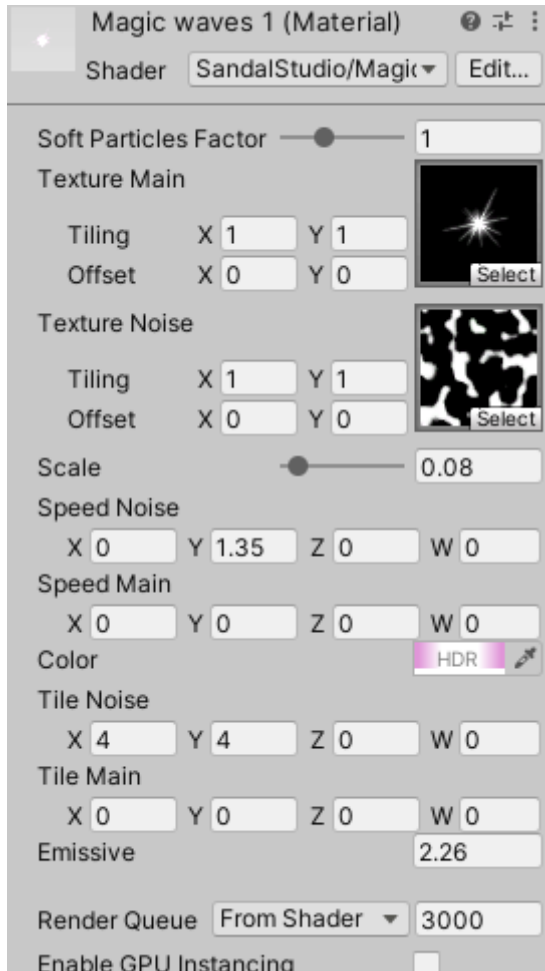


# shader manual

## - Magic waves



**Texture Main** – 1 Texture.

**Texture Noise** – 2 Texture.

**Scale** – Depth of distortion.

**Speed Noise** – Speed 2 Texture.

**Speed Main** – Speed Main Texture.

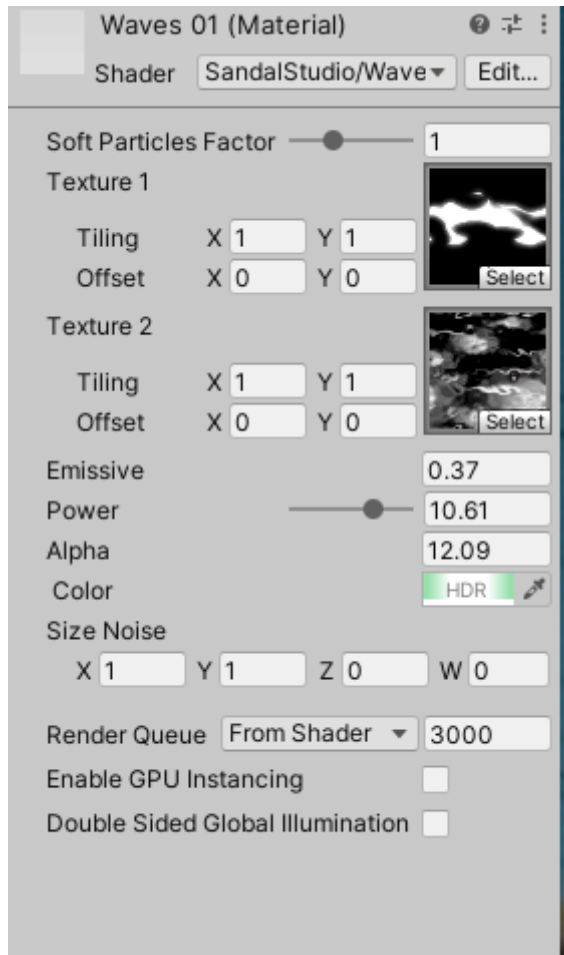
**Color** – Color.

**Tile Noise** – Scale Noise.

**Tile Main** – Tile Main.

**Emissive** – Contrast.

## - Shader Waves



**Texture 1** – 1 Noise.

**Texture 2** – 2 Noise.

**Emissive** – Contrast.

**Power** – Strength of the first texture on the 2nd texture.

**Alpha** – Transparency.

**Color** – Color.

**Size Noise** – X/Y for auras you can increase and decrease Y for fast or slow animation.

If you have any questions write [sandalVFX@gmail.com](mailto:sandalVFX@gmail.com)