Cyberpunk Cube 1 Documentation

1. We suggest using Linear color space which can be found from (Edit>Project>Settings>Players).

2. If you do not have post processing installed, we suggest install it from (Window>Package Manager). Click the All button and select "Post processing". After that, click the Install button.

3. Here is the custom shader that we use in this package.

4. You can change the listed value down below to suit your need.

    EmissionColorIntensity
    AlphaMin
    AlphaMax
    TextureNoiseValue1Scale

CT_ fukong01

Shader Xuqi/FlowEffect/Flow_OnlyEmission_Transparent ▾

Open in Shader Editor

Copy Values	Paste Values

TextureEmission

Tiling	X 1	Y 1	
Offset	X 0	Y 0	

Select

EmissionColorIntensity ────●──────────── 1

EmissionColor   HDR ⚲

TillingXY   X 1   Y 1   Z 0   W 0

UseAlphaOrRGB   ☐

SpeedXY   X 0   Y 0   Z 0   W 0

TextureColorRamp

None
(Texture)

Tiling	X 1	Y 1	
Offset	X 0	Y 0	

Select

UseGradientColor   ☐

GradientColorSpeed ───●────────────── 1

LeftRamp   ──●───────────────── 0

RightRamp   ──────────────────●── 1

使用透明度变化   ☑

勾选-时间透明变化，不勾-贴图采样透明变化   ☐

AlphaGradientSpeed透明度 ──●─────────── 1

AlphaMin最小值   ──●─────────────── 0

AlphaMax最大值   ─────────────────● 1

TextureNoise1

Tiling	X 1	Y 1	
Offset	X 0	Y 0	

Select

TextureNoise1ValueMin ─●────────────── 0

TextureNoise1ValueMax ────────────────● 1

Noise1TillingXY   X 1   Y 1   Z 0   W 0

Noise1SpeedXY   X -0.26 Y 0   Z 0   W 0

勾选_自定义透明度流动图 不勾_默认噪声   ☑

TextureNoiseValue1Scale ──●──────────── 1

Render Queue   From Shader ▾ 3000

Enable GPU Instancing   ☑

Double Sided Global Illumination   ☐

Global Illumination   Baked ▾