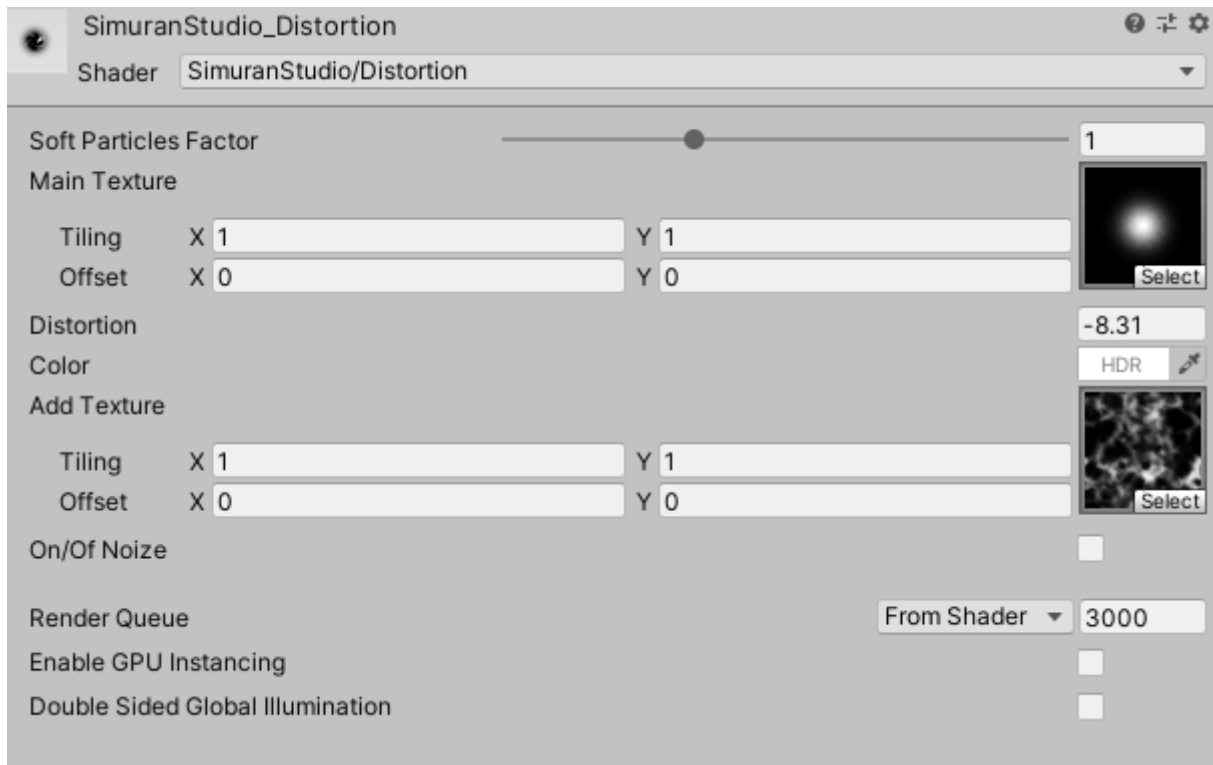# INSTRUCTIONS FOR MANAGING SHADER MATERIALS.

DISTORTION

The material is responsible for the distortion of textures.

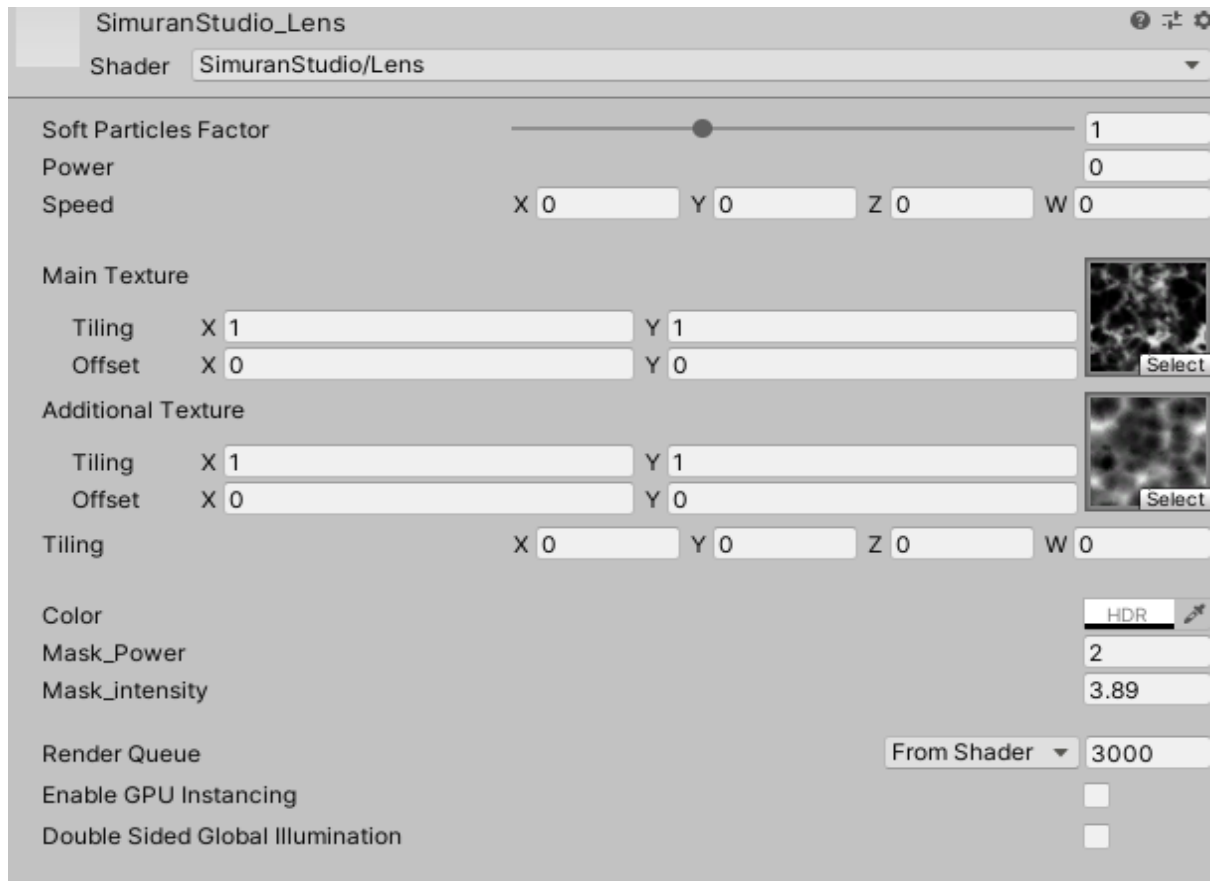**Main texture** - **The main texture on which there will be distortion.**

Distortion - **It's just a distortion.**

Color - **main color.**

Add texture- **additional texture for interesting distortion.**

On/Off noise - use for transparent distortion.

Only for build-in Lens

I use it as a transparent lens of space curvature.

Power – bending force.

Speed- rotational speed.
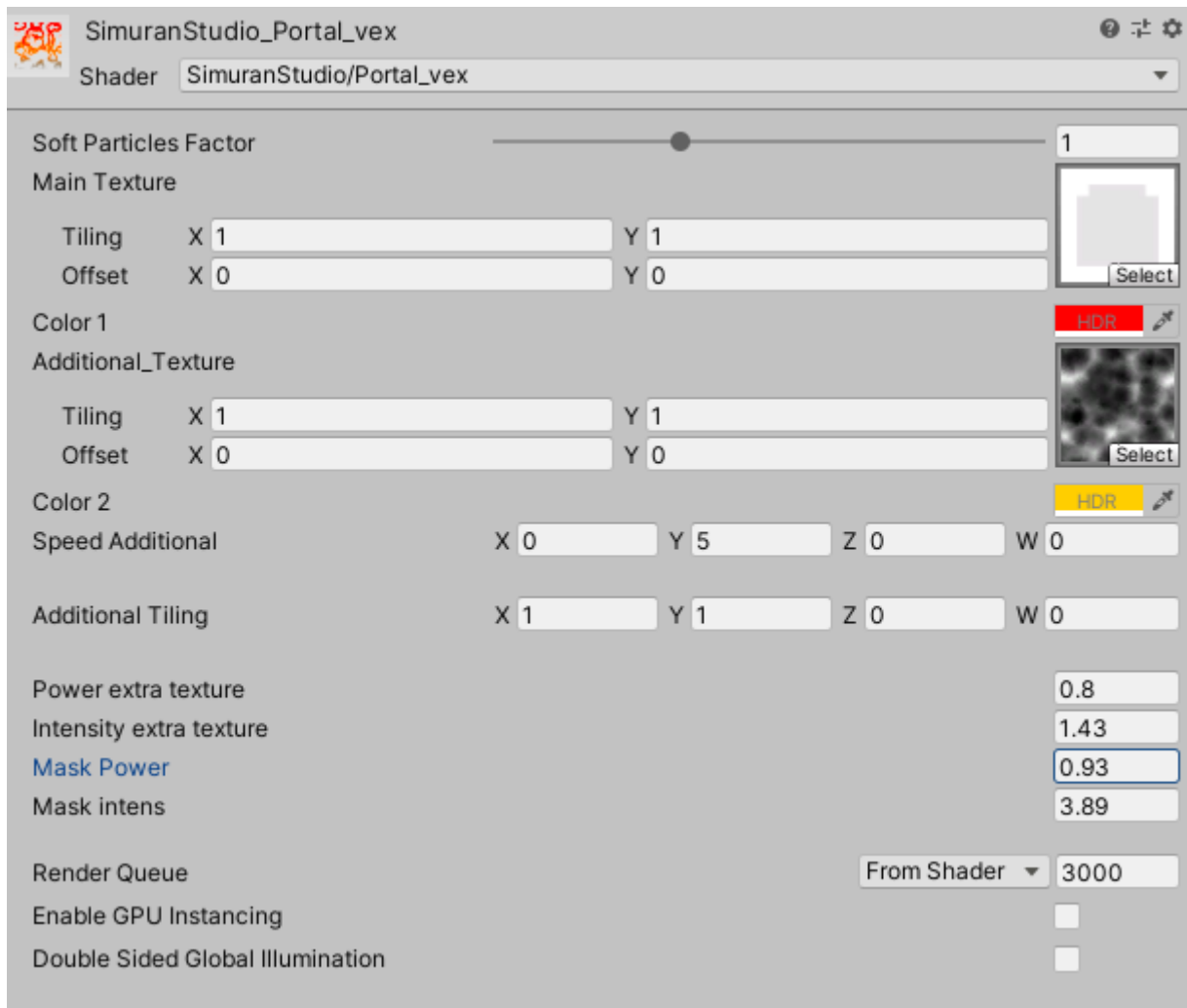
Main Texture –first texture.

Additional texture –second texture

Tiling –second texture tile.

Color –color for curvature.

Mask_power-transparency.

Mask_intensity –intensity.

Portal_vex

used for 10 portals to show the suction effect.

Main texture – first texture.

Color 1 – first color.

Additional tiling –second texture.

Color 2 – second color.

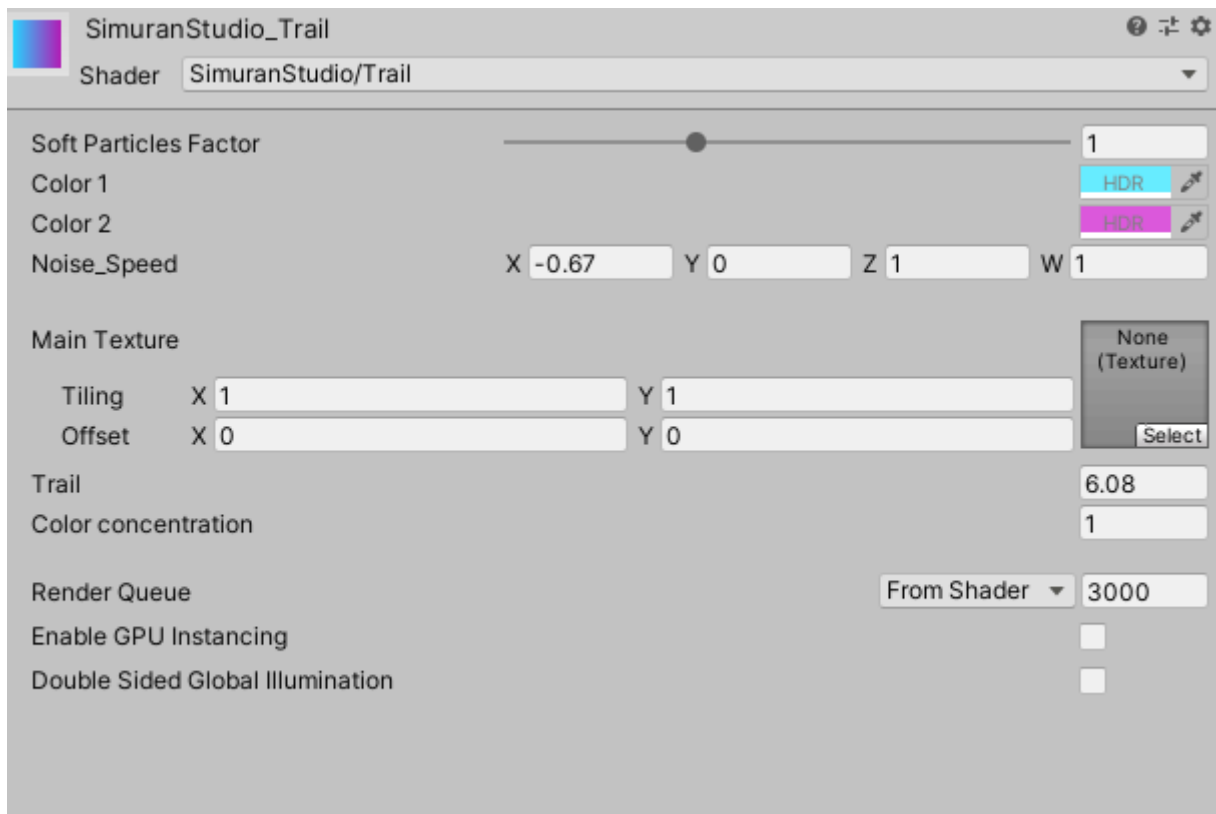**Speed Add – add texture speed.**

Add Tiling – Tiling.

Power extra texture-textural effect on each other power.

Intensity extra texture – texture-textural effect on each other intens.

Mask power – transparency.

Mask intens – intensity.

TRAIL

SimuranStudio_Trail				⊘ ⇄ ✿
Shader	SimuranStudio/Trail			▾

Soft Particles Factor	──────●──────	1
Color 1		HDR 🖋
Color 2		HDR 🖋
Noise_Speed	X -0.67 Y 0 Z 1	W 1

Main Texture		None (Texture)
Tiling	X 1 Y 1	
Offset	X 0 Y 0	Select
Trail		6.08
Color concentration		1
Render Queue	From Shader ▾	3000
Enable GPU Instancing		☐
Double Sided Global Illumination		☐

Color 1 - first color.

Color 2 - second color.

Noise_speed – movement speed tex.

Main texture – texture.

Trail – tail enlargement tex noise.

Color concentration - dominance of one color over another.
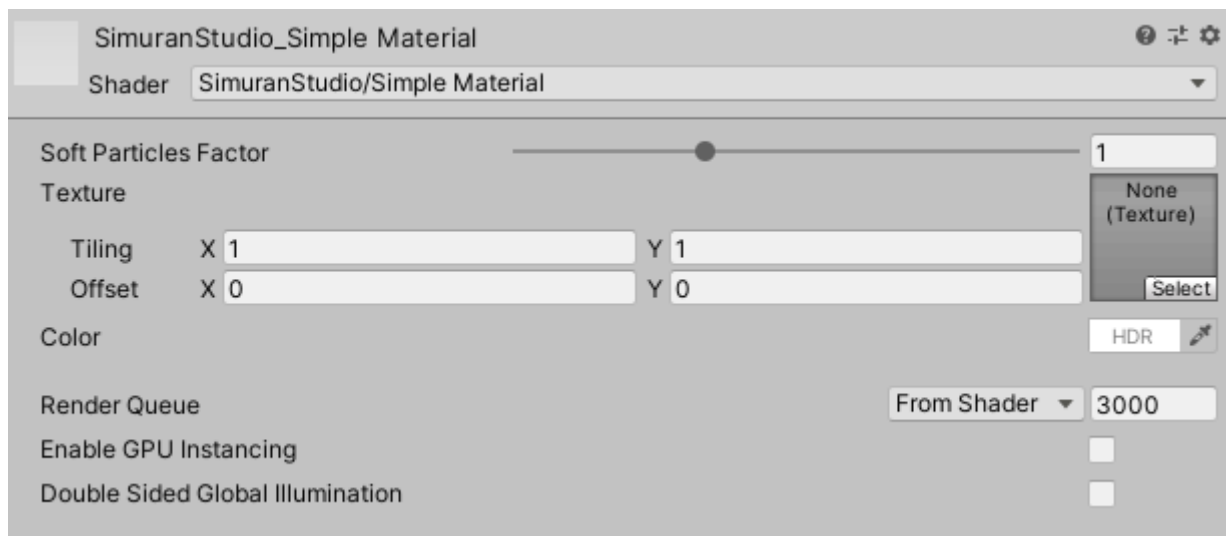
Twirl

Color 1 – first color.

Color 2x2 – color dominance.

Texture – Main texture.

Color 2 – second color.

Twirl - twisting.

Simple material

SimuranStudio_Simple Material

Shader | SimuranStudio/Simple Material

Soft Particles Factor — 1

Texture — None (Texture) / Select

Tiling X 1 Y 1

Offset X 0 Y 0

Color — HDR

Render Queue — From Shader ▾ 3000

Enable GPU Instancing

Double Sided Global Illumination

simple material with 1 texture and color change.