



Candle Flame Shader

4.21.2025 Version 1.0.0

Neko Legends
<http://nekolegends.com>

Overview

Tested and created with Unity 6. Older editors may not work with this shader.

💡 Candle Flame Shader (URP) — *Neko Legends Series*

🎮 Check out the [live web demo here](#).

🎁 This package is included in the [Neko Legends - All 3D & VFX Bundle](#).

🎲 True Per-Instance Randomness

Toggle on “**Use World-Pos Flicker Seed**” to automatically get into a unique flicker pattern

✨ *no two candles ever look the same*, even on the same material.

🎛 Manual Seed Control

Switch randomness off and dial in your own `_FlickerSeed` for perfectly **repeatable** flicker timing if that's what you're going for.

⚡ Ultra-Lightweight & Efficient

- No textures or look-ups
- Minimal arithmetic and branching keeps GPU cost low
- Optimized for URP and performance-sensitive projects

🔥 Customizable Flame Profile

- Scale, aspect, offset, and “almond” taper controls
- Two-tone gradient from base to tip

-  Adjustable blur radius & flame intensity

♥ Bonus: Included Models

This package comes with a variety of **candle models** to get you started right away:

-  candleFlame, candleFlameHalf. These are low poly flame surfaces.
-  candleHolder, threeArmCandleHolder
-  candleMelty, shortCandle, skullCandle

📦 Perfect For

Cozy interiors, festival lanterns, magical spell effects—or anywhere you need dozens of candles to flicker independently without killing performance.

Dependencies

Icon	Main Type	Asset Store And YouTube Links
	Scripts 3D Models Textures	Shared Demo Assets URP YouTube Video
	Shader	Cel Shader YouTube Video (Web Demo)

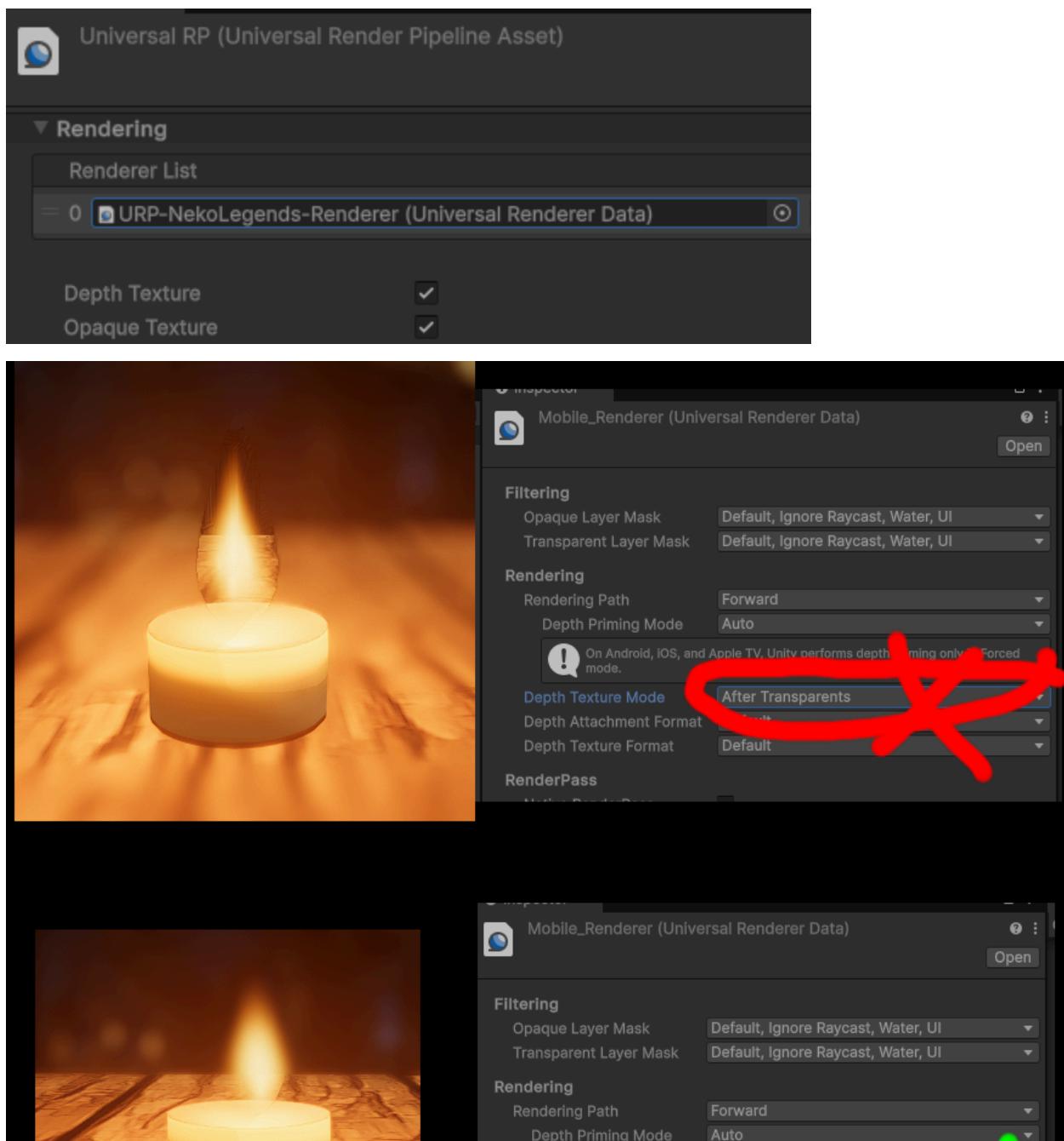
FAQ

Q: I'm getting script errors about: (are you missing a using directive or an assembly reference?)

A: Make sure to install the dependency: [Shared Demo Assets URP](#)

Q: There are strange transparencies when I have DOF on!

A: Make sure to enable Depth and Opaque texture in your render settings and set depth texture mode to "After Opaques"!



Support

Need some help or have burning questions? Reach out to me at
support@nekolegends.com

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!

