RoyTheunissen / **Aurora-Borealis-Unity** Public

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RoyTheunissen Updated header e5a7227 · last year 9 Commits

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Assets	Updated header	last year
Packages	Added the Curves & Gradients To Texture package.	2 years ago
ProjectSettings	Updated the .gitignore for Unity 2020.	2 years ago
.gitignore	Updated the .gitignore for Unity 2020.	2 years ago
LICENSE	Initial commit	2 years ago
Master.cginc	Added the Aurora Borealis effect as a standalone.	2 years ago
README.md	Updated README with more info & some nice visuals.	2 years ago
Utilities.cginc	Added the Aurora Borealis effect as a standalone.	2 years ago
csc.rsp	Added the Aurora Borealis effect as a standalone.	2 years ago
csc.rsp.meta	Added the Aurora Borealis effect as a standalone.	2 years ago

README MIT license
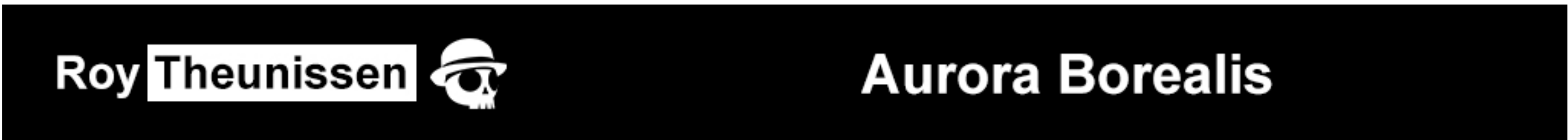
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Breakdown of my aurora borealis effect as inspired by Miskatonic Studios' approach

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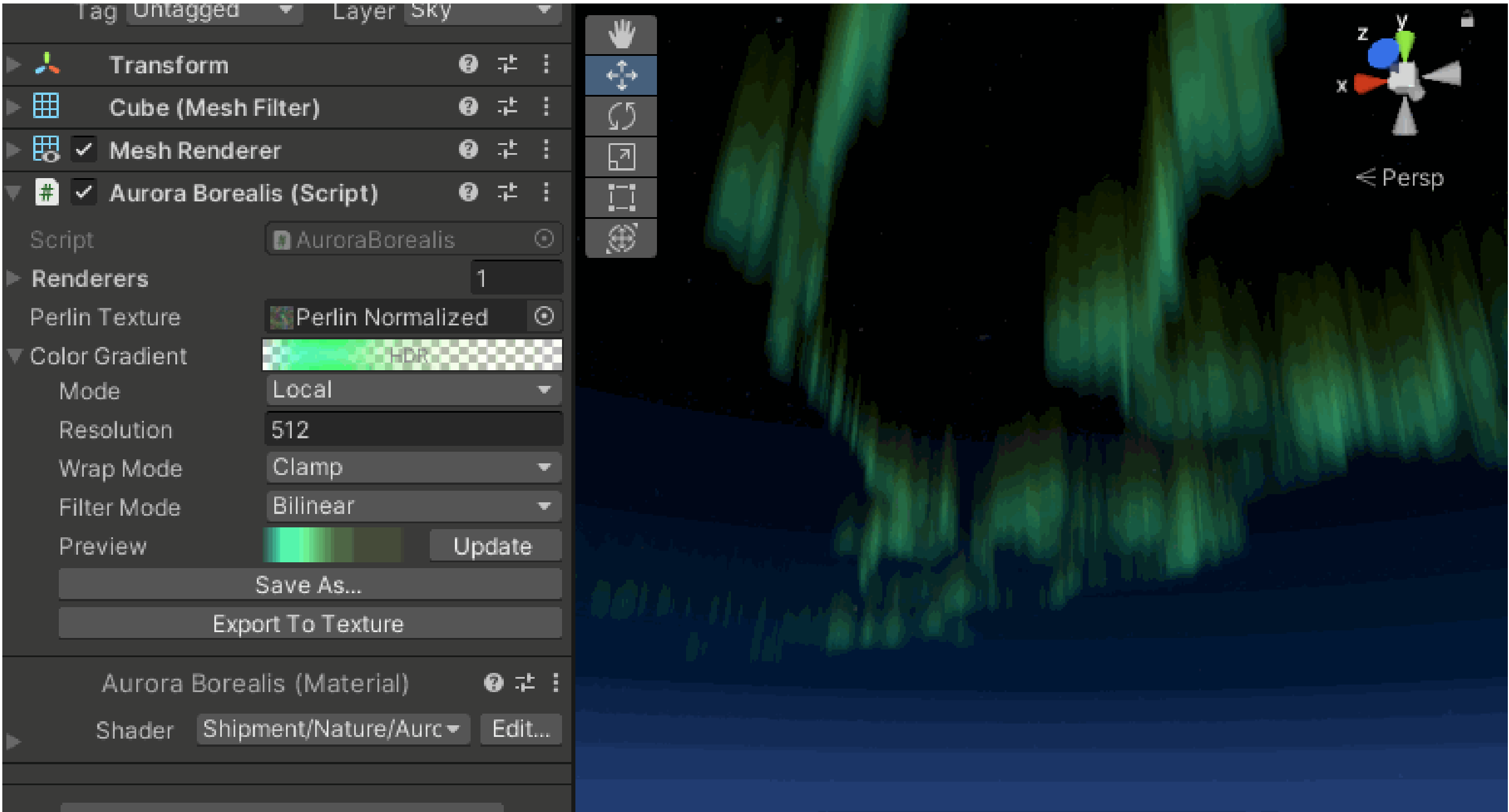
Contact

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About

Breakdown of my aurora borealis effect as inspired by Miskatonic Studios' approach

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⚖ MIT license

∿ Activity

☆ 5 stars

👁 2 watching

⑂ 2 forks

Report repository

Releases 1

🏷 v0.0.1 Latest
on Sep 17, 2022

Packages

No packages published

Languages

● ShaderLab 54.5% ● C# 36.2%
● HLSL 9.3%