


 main 









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Code 

	peewee Credited simon broggi for the gist	0417387 on Mar 20	 7 commits
	Assets	Credited simon broggi for the gist	2 months ago
	Packages	Base Commit	2 months ago
	ProjectSettings	Base Commit	2 months ago
	.gitignore	Base Commit	2 months ago
	LICENSE	Initial commit	2 months ago
	README.md	Update README.md	2 months ago

About

Universal Render Pipeline Shaders for Smoke Lighting (Normal, 6-Way + ASTA Workflows) for VFX Graph and Shuriken

-  [Readme](#)
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Releases 1

 **First Release!** Latest

on Mar 20

Packages

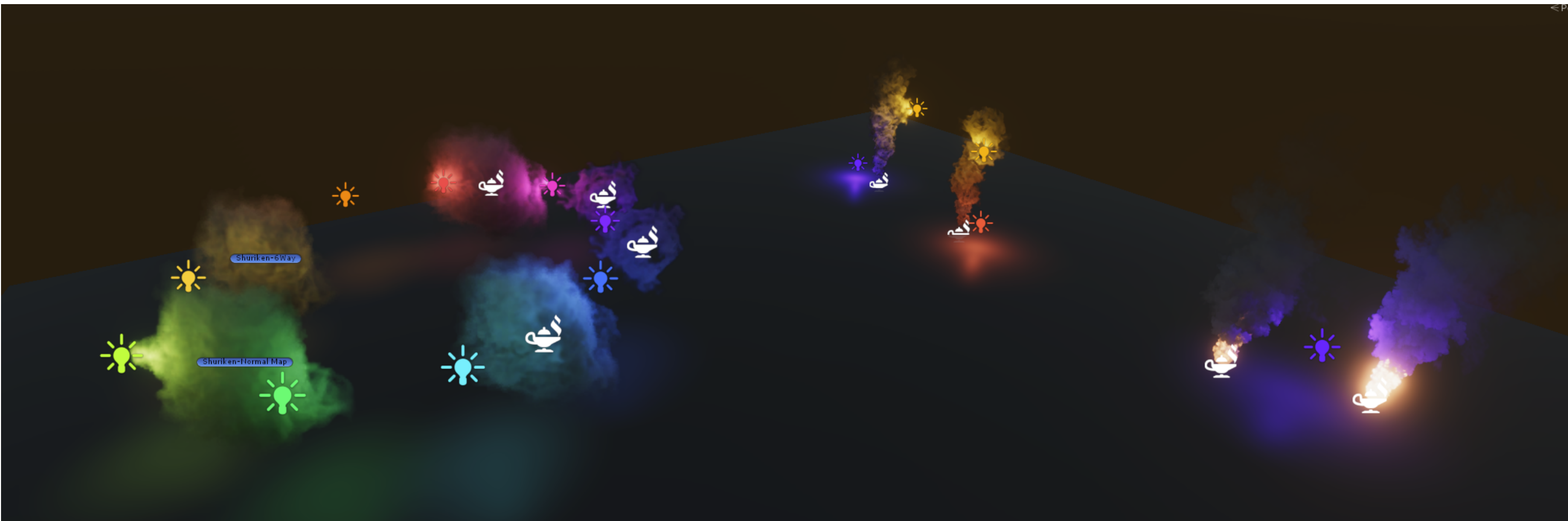
No packages published

Languages



README.md

Unity Smoke Lighting Workflows for Universal Render Pipeline



This project is a proof of concept of most common workflows for Smoke particles lighting:

- Unity 2021.2
- Universal Render Pipeline (Forward)
- Usage for VFX Graph and Shuriken

It supports the following workflows :

- Normal-Based with custom attenuation ramp
- 6-Way Lightmaps (RLT+BBF)
- ASTA (Ambient, Scattering, Temperature and Alpha) Workflow for explosions