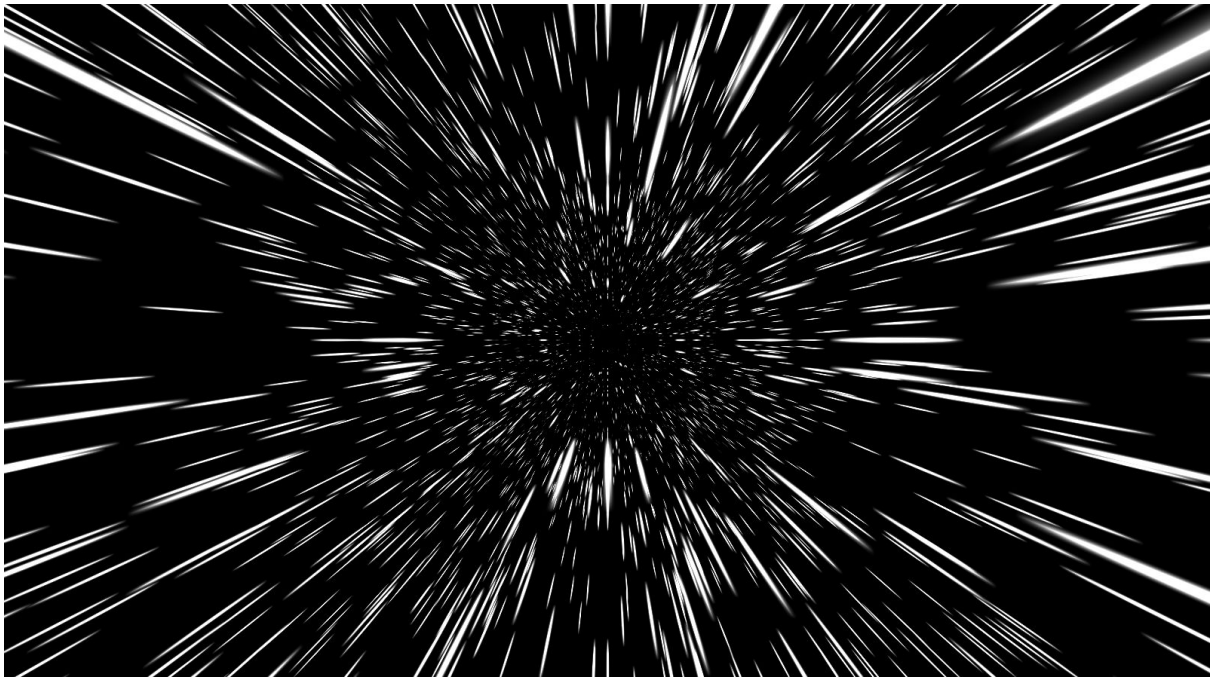
Interstellar Shader v 1.00



Thank you for purchasing Interstellar shader, I really appreciate your support. I hope you will have great fun using this package in your project. If this document is not efficient to help you started feel free to email me at - theadambielecki@gmail.com

Shader features

Space color - Adjust space and ambient color (black as default)
Stars Color - Adjust stars color (white as default)
Field of view - Field of view setting (0.77 as default)
Speed - Set speed of shader (7.62 default)
Zoom - (0.1 as default)
Stars count - Set how many stars are visible (29.2 as default)
Start - Play with this setting to set initial state when scene is loaded with Interstellar shader(0.31 as default)
Stars Length During Warp - Length of stars (0.387 as default)
FadeIn - Increase the value to get fade in effect when shader is loaded for the first time

Loading screen setup

If you would like to use shader as inter scene between initial and destination scene you have to follow few steps.
If you get stuck you can always refer to Initial Scene and check how things have been setup.

Let’s say you have SceneA and SceneB and you want to load SceneB after SceneA and have interstellar shader running in between.
In SceneA drag and drop SceneLoader from prefabs into SceneA (this is the object that will exists for all scenes through the game and values can be manipulated via other scripts, such as Shader duration (how long interstellar shader scene will run), scene to be loaded (your destination scene name) and Scene During Load (Interstellar by default).
Make sure you select IsPersistant bool value on Scene Loader script, otherwise object will not be available in new scene.

If you want to play with camera settings while jumping through scenes chenge the settings on Interstellar Manager script that is attached to Interstellar Camera object.

Destination Camera Fov - if different than field of view camera change fov depending on Acceleration Speed variable and Acceleration Multiplier