# Thanks!

Congratulations and thanks for acquiring **Cyber Effects – Shield**!

Check for other awesome assets on my friend's page bit.ly/DeveloperPage-Elvis and know more about the developers behind the development of this visual effects series: twitter.com/ivangarciafilho and https://twitter.com/elvismdd.

Demo scene

The demo scene requires you to download and install Unity's Post processing stack from package manager, however, even with some missing scripts, It' should run, even without all the juiciness of the post effects!
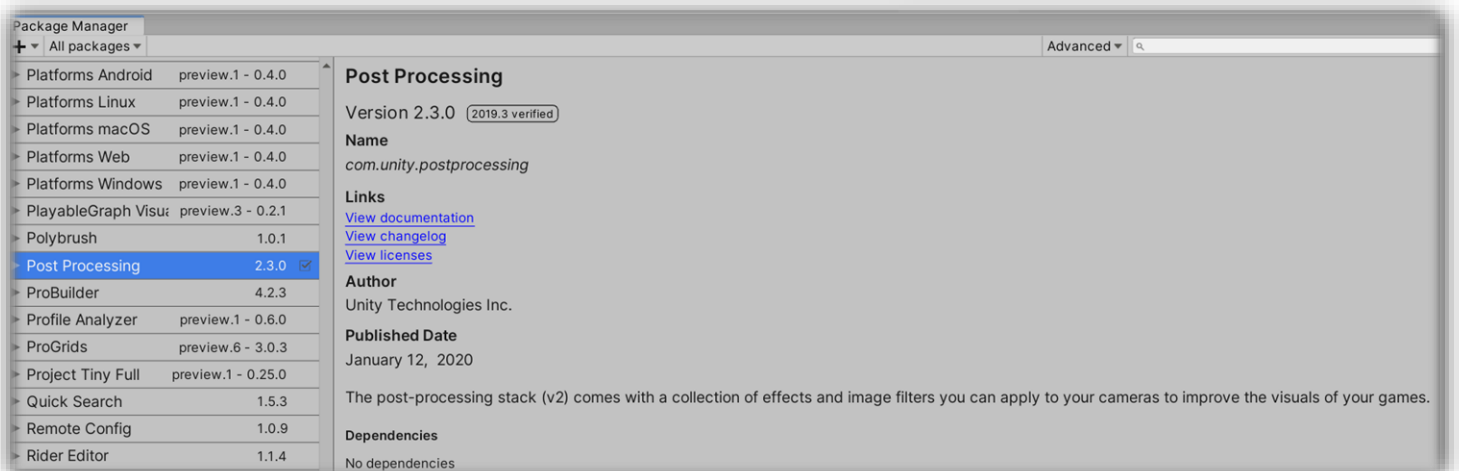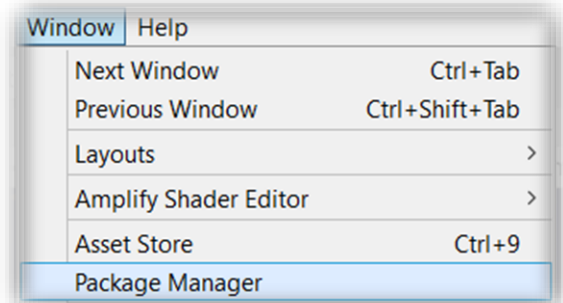
Shader

It's made entirely using [Shaderforge](#) and soon on shader graph for URP and Amplify shader editor so you can choose between which of the editors you have available, however, do not expect achieving the same results across the different shader editors.

Most of the parameters are self-explanatory and mixed you can achieve different results through every possible combination.

The way this shader work, is "moving" inwards and outwards the detached faces of the sphere made of hexagons and pentagons.

The noise texture adds variation to the surface color and allows the faces to be lifted non-uniformly.

The normal map handles the refraction distortion across the surface of the cells.

Instead of prefabs for shield variants, there is a folder called "presets" that holds all the possible shader parameter combinations, however, do not forget, that Unity's preset files, can not be switched on runtime nor try to read from their values and then copy one by one, they are entirely EDITOR ONLY beings.