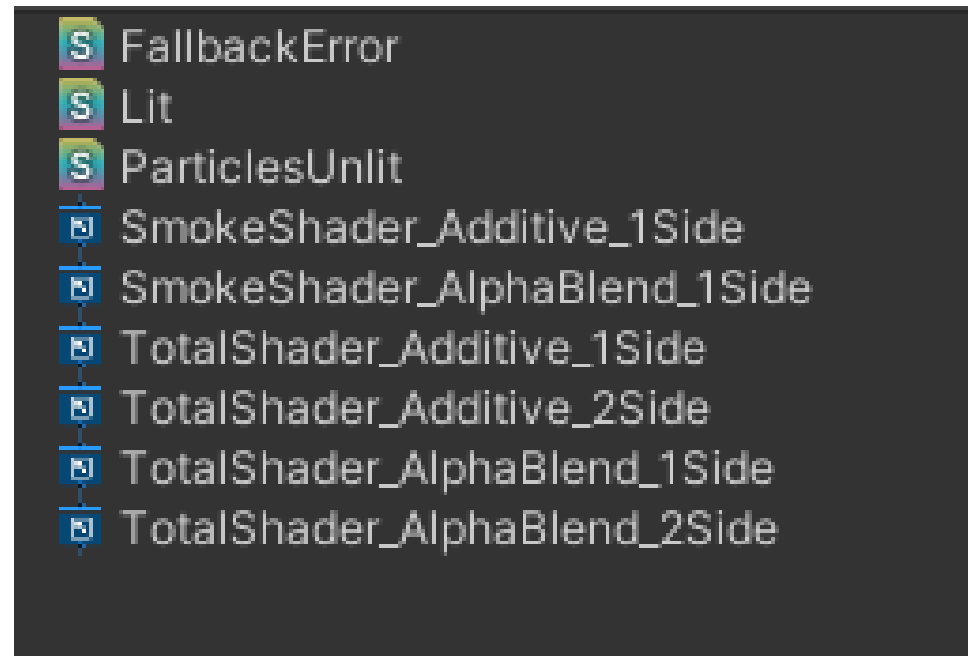


# How to use custom shaders



## Shader List

FallbackError

*Unity Built in shader*

Lit

ParticlesUnlit

SmokeShader\_Additive\_1Side

*ShaderGraph*

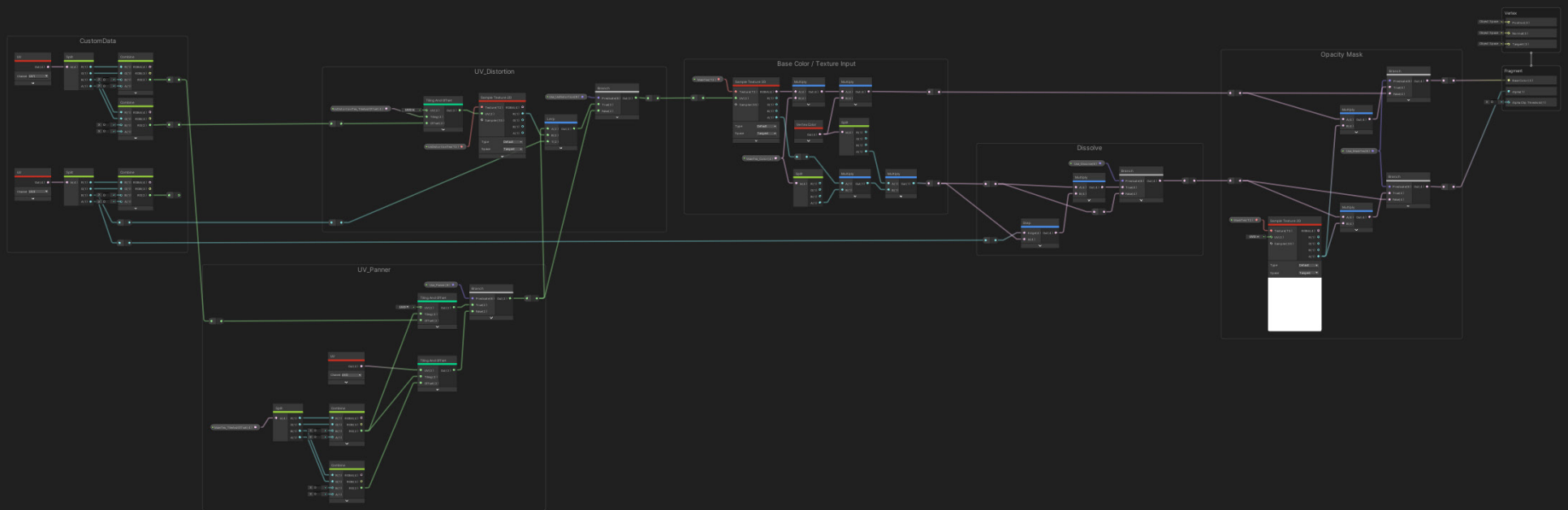
SmokeShader\_AlphaBlend\_1Side

Totalshader\_Additive\_1Side

Totalshader\_Additive\_2Side

Totalshader\_AlphaBlend\_1Side

Totalshader\_AlphaBlend\_2Side



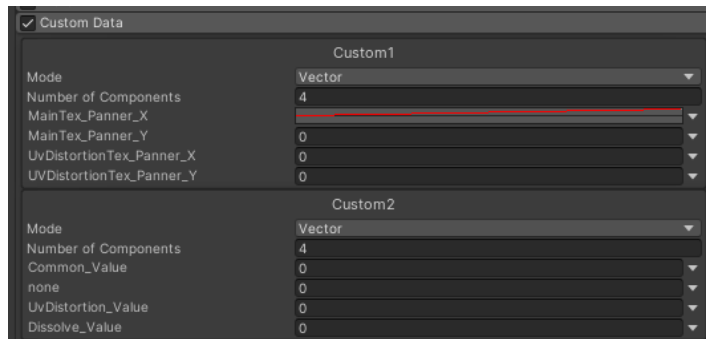
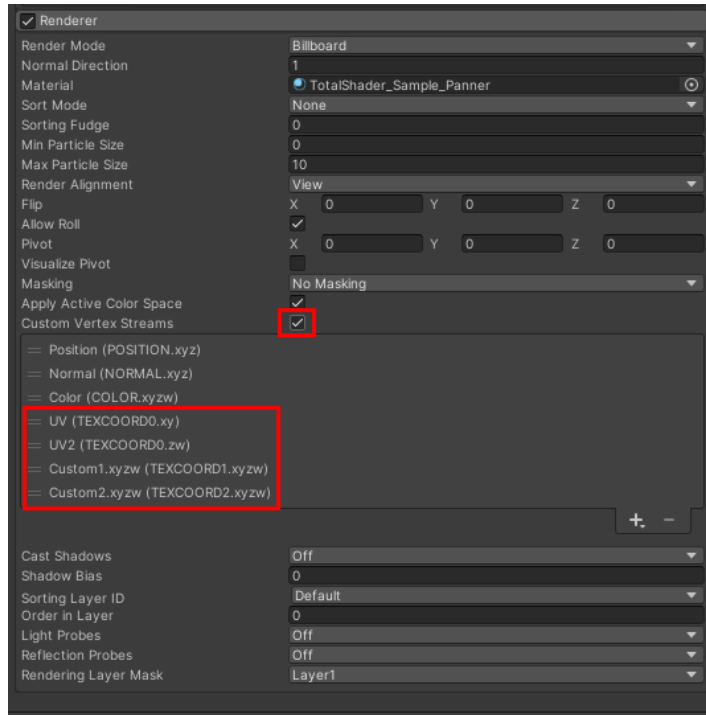
## TotalShader

Totalshader\_Additive\_1Side  
 Totalshader\_Additive\_2Side  
 Totalshader\_AlphaBlend\_1Side  
 Totalshader\_AlphaBlend\_2Side

*Uv Panner*  
*Uv Distortion*  
*Dissolve*  
*OpacityMask*  
*CustomData*

The shader's parameters are compatible with the particle system's custom data.





## ParticleSystem CustomData Setup

### 1. Renderer Module

- Enable Custom Vertex Streams
- Click the + button, Add Uv, Uv2, Custom1.xyzw, Custom2.xyzw

### 2. CustomData Module

Custom1

- Mode Vector
- Number of Components 4

Custom2

- Mode Vector
- Number of Components 4

MainTex\_Panner\_X (TotalShader)

MainTex\_Panner\_Y (TotalShader)

UvDistortionTex\_Panner\_X (TotalShader)

UvDistortionTex\_Panner\_Y (TotalShader)

Common\_Value (SmokeShader Value)

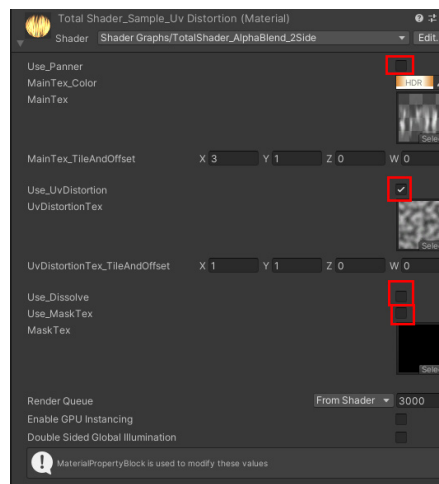
none

UvDistortion\_Value (TotalShader)

Dissolve\_Value (TotalShader)

### 3. Material & Shader

Toggle check the shader section depending on the shader function you want to use.



Please refer to the samples in the Asset/Prefab folder.