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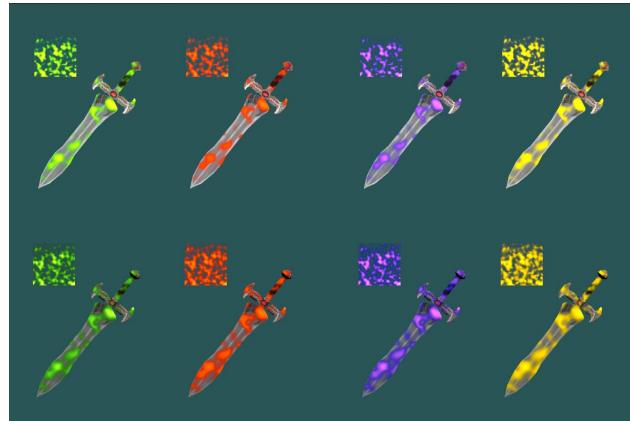
# Fire Effect In Object

- Introduce.
- Detail of Fire Shader.

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# Introduce

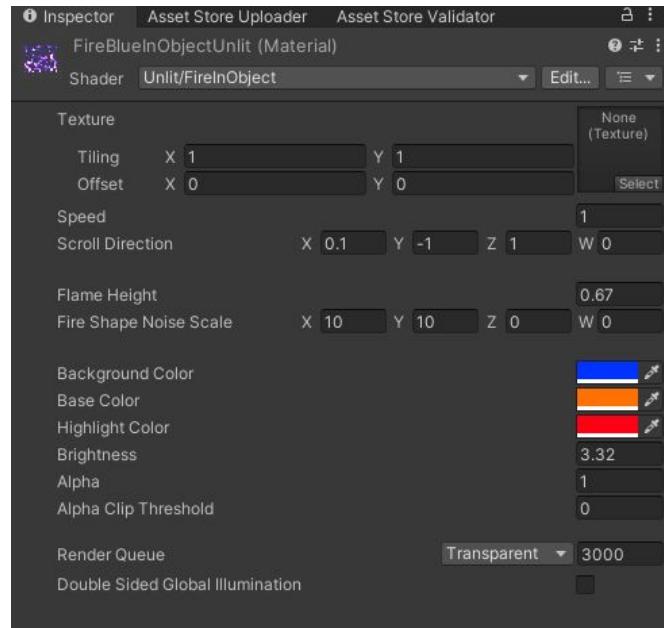
- The current package has only shaders Fire. In the future I will add another effect.
- This shader will allow you to mix an overlay effect onto the object.
- In the package I have demo on sword and basic sphere Unity.



# Detail of Fire Shader

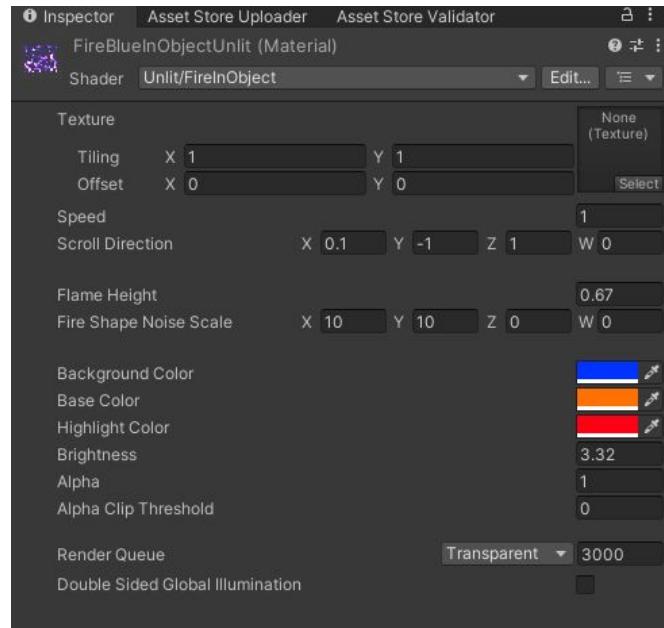
The two Fire Shaders will have the same properties, except the illuminated shader will interact with light. Here are the properties and their explanation:

- Speed is speed move of fire.
- Scroll Direction have (x,y) is vector scroll of first noise of fire shape, and (z,w) is vector scroll second noise of fire shape - noise offset of twirl affect.
- Flame Height limit the height of fire in object.



# Detail of Fire Shader

- Fire Shape Noise Scale have x is scale of noise 1 and y is scale of noise 2.
- Some Color - Background, BaseColor, HighlightColor are color mix of fire.
- Brightness is brightness of color after mix.
- Alpha is alpha of fire.
- Alpha Clip Threshold control alpha can display.



Below I present a paid upgrade to the property. This version will have more shaders in urp environment and more electric effects. Thanks again for your interest!

<https://assetstore.unity.com/packages/vfx/shaders/elemental-effect-shader-in-object-335022>





I'm glad you're interested in this property. Please rate so I can improve it. Thank you!

If you have any questions, please review asset or contact me by email:

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