Portals work on all 5.x unity versions with any rendering mode.

Portal 1,2,3 it's a simple teleport platforms with simple particle systems and some sctipts.

Portals 4,6,9 it's a teleport circles with a window to another world. This window based on a mesh with a skybox and mask. U can easy change skybox to another.

Portals 5,5_1 it's a gates with different textures.

Portals 7 - portal with a broken stone circle. Parts of this circle moves with a script - u can build ur own portal with ur meshes.

Portals 8,10,11 simple static portal circles with a different effects.

All portals easy to scale. Easy to recolor.

All scripts and shaders files u can find in "ScriptsAndShaders" folder.

All not standart shaders u can find in root /Portals.

For easy using any portal just drag and drop prefab to the scene.

For any questions write to erm.vladislav@gmail.com

For good demo download

https://www.assetstore.unity3d.com/en/#!/content/51515

and use bloom and AO with next prefereces.