







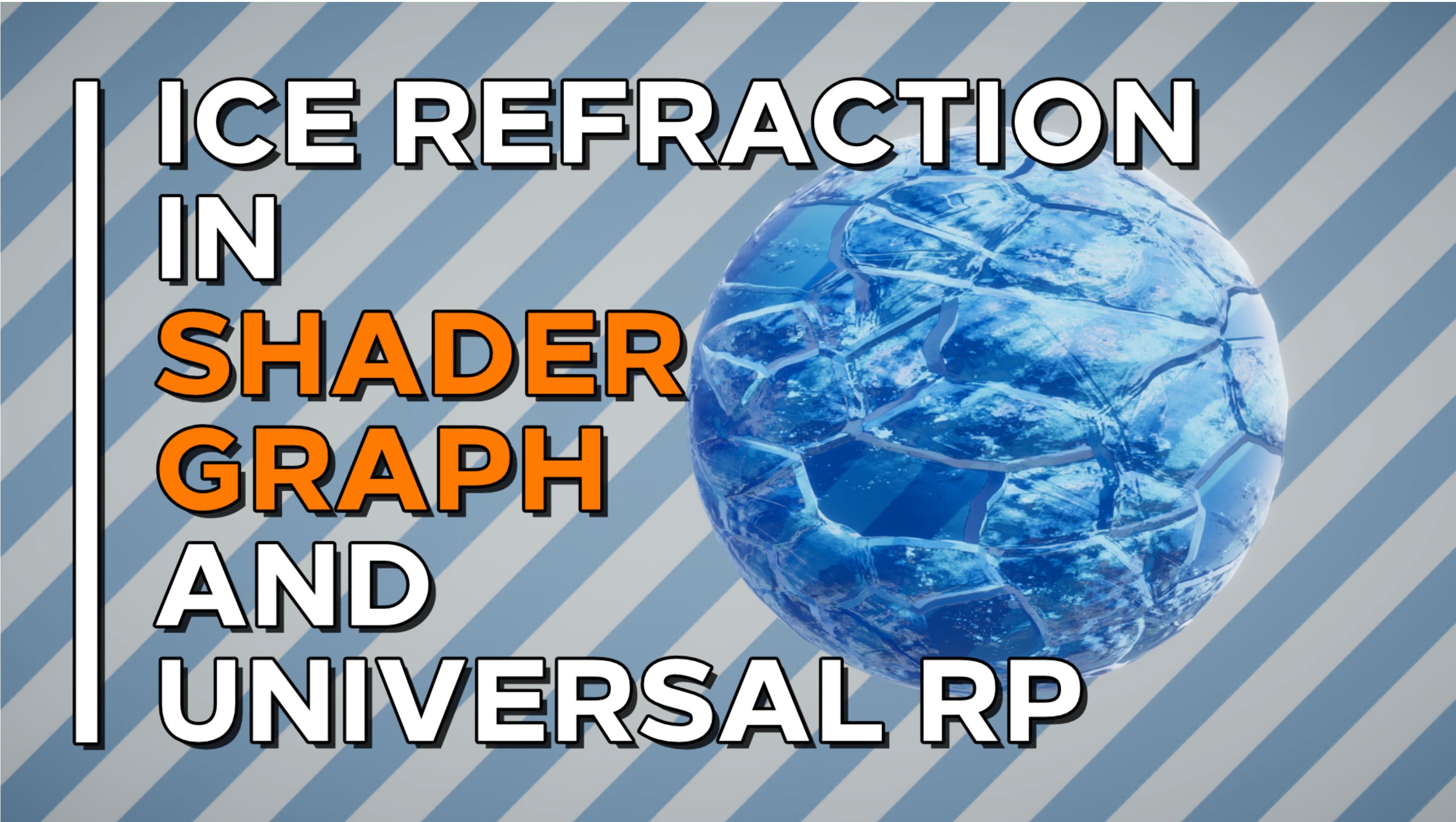
	daniel-ilett Updated README.md.	f0da9b8 on Jan 15, 2021	 3 commits
	Assets	Created ice shader.	15 months ago
	Packages	Created ice shader.	15 months ago
	ProjectSettings	Created ice shader.	15 months ago
	.gitignore	Initial commit	15 months ago
	LICENSE	Initial commit	15 months ago
	README.md	Updated README.md.	14 months ago
	banner.jpg	Updated README.md.	14 months ago

Ice Refraction in Shader Graph

An ice refraction shader made with Unity Shader Graph and URP.



Overview

This repository features a shader effect that turns any mesh into textured, refractive ice. The refraction is not physically accurate - it is just a quick and dirty approximation. [A tutorial for the project is available on YouTube](#)

Software

This project was created using Unity 2019.4.0f1 and Universal Render Pipeline/Shader Graph 7.3.1.

Authors

This project and the corresponding tutorial was created by Daniel Ilett.

Release

This project was released on December 24th 2020.

About

An ice refraction shader made with Unity Shader Graph and URP.

-  Readme
-  MIT License
-  24 stars
-  2 watching
-  3 forks

Releases

No releases published

Packages

No packages published

Languages

