Content :

- Geometries: the Meshes used in this package.
- Materials: Materials Used in the package.
- Prefabs: Prefabs used in the scene.
- Scene :the Demo Scene for the this Package.
- Shader: the main shader (can be edited with Amplify).
- SCRIPTS:
  - Rotator.cs/ShowCase.cs : For showcase Purpose.
  - ExampleTarget.cs : Simple animation for the Target Dynamic influencer.
  - SC_EffectControl.cs : the script for the dynamic influencer.