

Bottle Shader

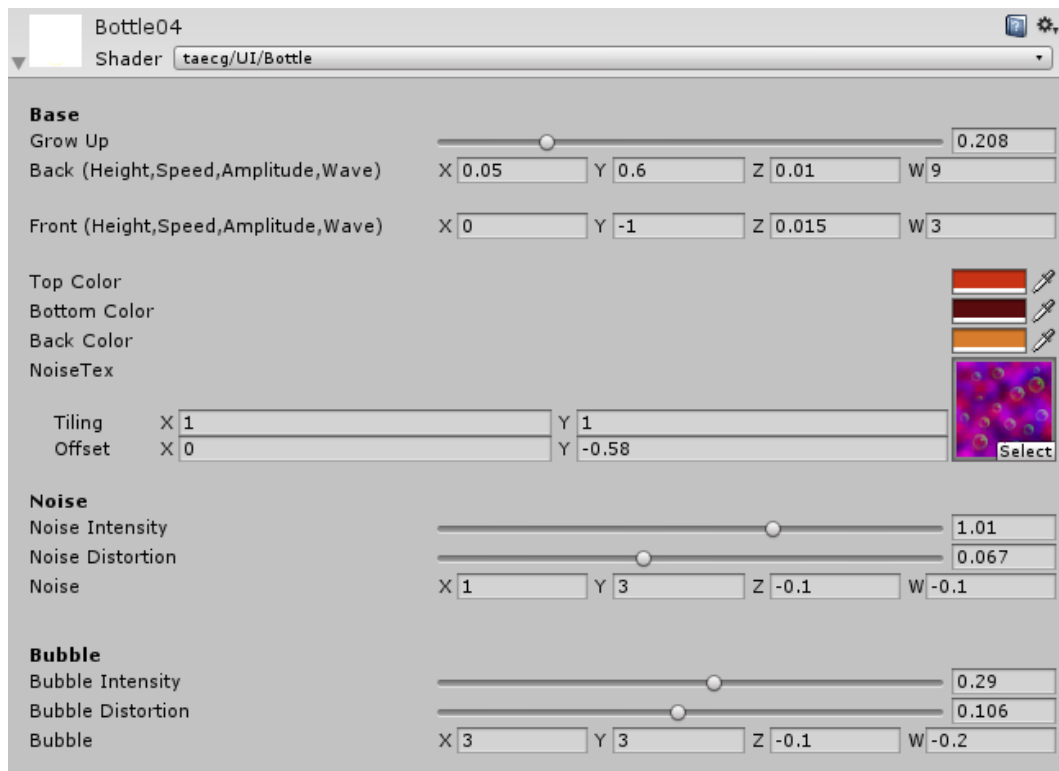
V1.0.0

By taecg



Shader Parameter

taecg/UI/Bottle



Grow Up

Growth range of liquid.

Back(Height,Speed,Amplitude,Wave)

The parameters of the water surface,.

Height=Height of water surface

Speed=The speed at which water moves

Amplitude=Amplitude of water surface

Wave=Wave Number on Water Surface

Front(Height,Speed,Amplitude,Wave)

The parameters of the water body,.

Height=Height of water body

Speed=The speed at which water body moves

Amplitude=Amplitude of water body

Wave=Wave Number on water body

Top Color

The color of the top of the water body

Bottom Color

The color of the bottom of the water body

Back Color

The color of the water surface

NoiseTex

Water texture mapping

R channel is the texture of Noise part, G channel is the texture of Bubble part, and channel B controls Noise and Bubble's distortion.

-----Noise-----**Noise Intensity**

Strength of R-channel texture in Noise texture.

Noise Distortion

Distortion of R-channel texture in Noise texture.

Noise

X= Repetition on the x-axis

Y= Repetition on the x-axis

Z= The moving speed on the x-axis

W=The moving speed on the y-axis

-----Bubble-----**Bubble Intensity**

Strength of G-channel texture in Noise texture.

Bubble Distortion

Distortion of G-channel texture in Noise texture.

Bubble

X= Repetition on the x-axis

Y= Repetition on the x-axis

Z= The moving speed on the x-axis

W=The moving speed on the y-axis

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