PixelPulse – Documentation

Flame

Why use the Flame shader?

The flame shader is specifically useful for any type of fire. That being in a hearth, a torch or a on a candle. The possibility of usage depends on how you set it up.

Fig. 1 - Flame shader used in a hearth

Multiple adaptations can be made to recreate the fire you like.

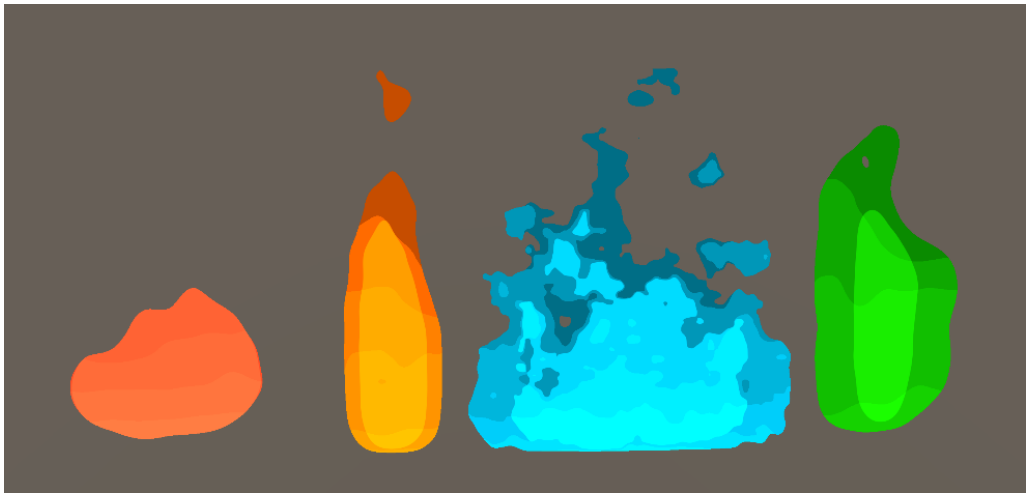

Fig. 2 - Examples of custom flames

How to use it?

To create the flame material, the process is the same as explained in (Shaders > Carpet > How to use it?).

Once the material is linked to a plane (2D surface) you can modify the following parameters:

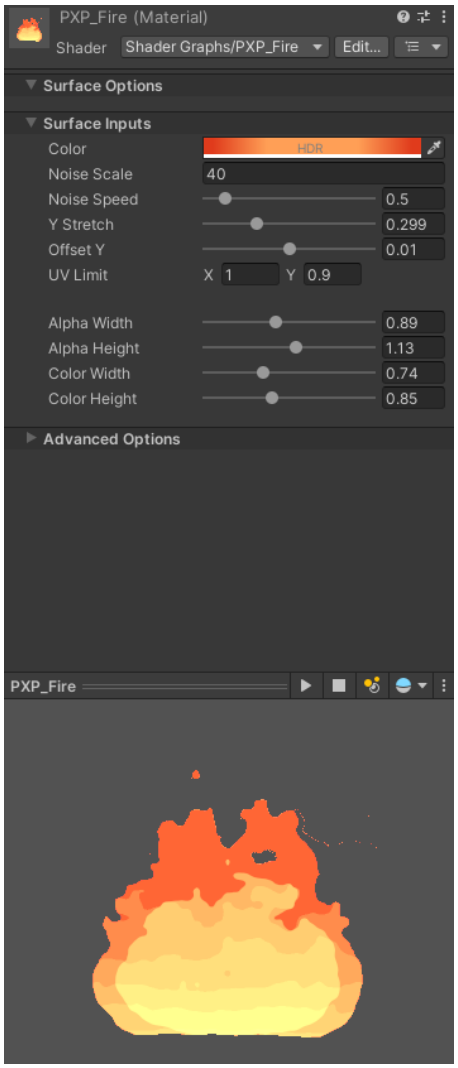

Fig. 3 - Inspector on the Flame material

- **Color** is the flames color in HDR (enables emissive modification).
- **Noise Scale** changes how “deformed” the flame is.

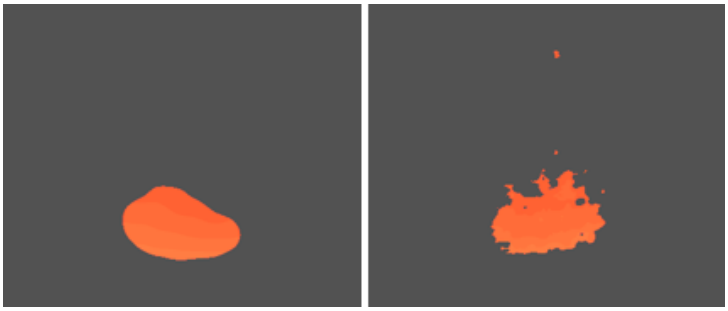

Fig. 4 - Flames with Noise Scale at 12(left) and 75(right)

- **Noise Speed** changes the speed at which the flame “dances”
- **Y Strech** controls how stretched the fire is.
- **Offset Y** replaces the flame on the Y axis of the plane used for it.
- **UV Limit** defines (in %) the limit of reach of the shader
- **Alpha Width** sets the scaling of the flame on the X value of the plane.

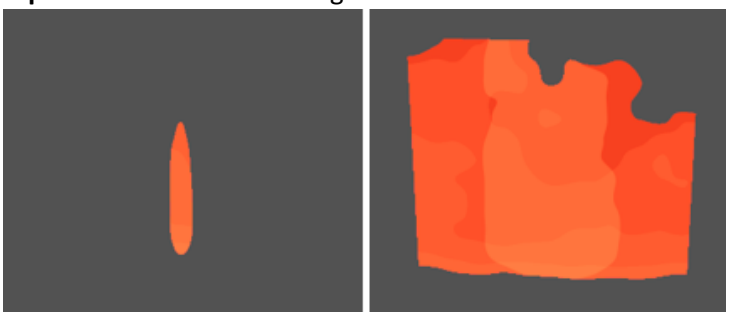

Fig. 5 - Alpha Width of Flame at 0.1(left) and 2(right)

- **Alpha Height** sets the scaling of the flame on the Y value of the plane.

Fig. 6 - Alpha Height of Flame at 0.1(left) and 2(right)

- **Color Width** changes the lighter part of the flame on the X axis.
- **Color Height** changes the lighter part of the flame on the Y axis.

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Stylized Fire and Props

and wishes you all the best for your project.