# ElectricShock_v0.5

Using an electric shock shader, the 3D model can be easily electrocuted

You can open the sample Scene in the ElectricShock/Scene folder.Learn how to use it in the game
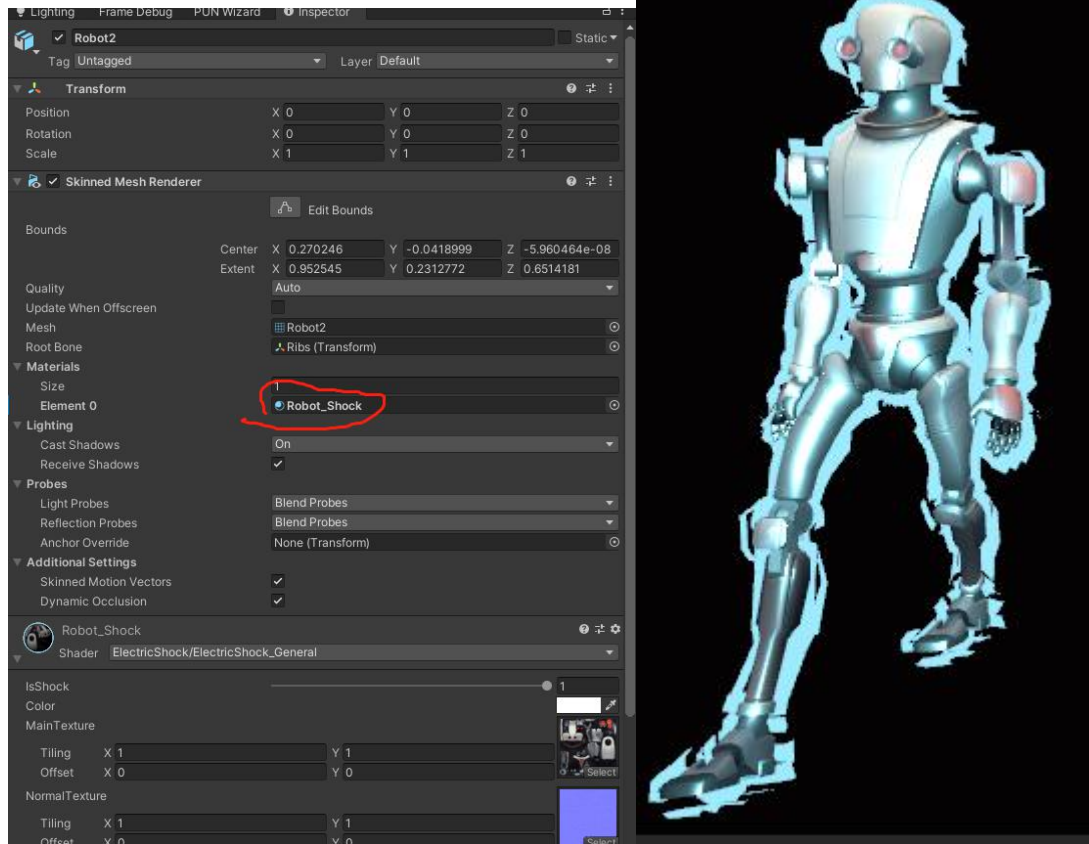
How to use the electric shock effect?

1. Under the Project window, right-click in any of your folders and create a new Material(Create>Material.)

2. Set the material shader to ElectricShock/ElectricShock_General
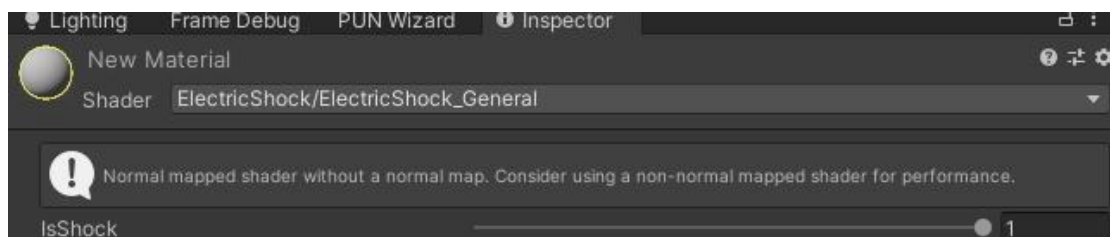
3. Assign your model texture and NormalTexture (if it has one) to mainTexture and normalTexture
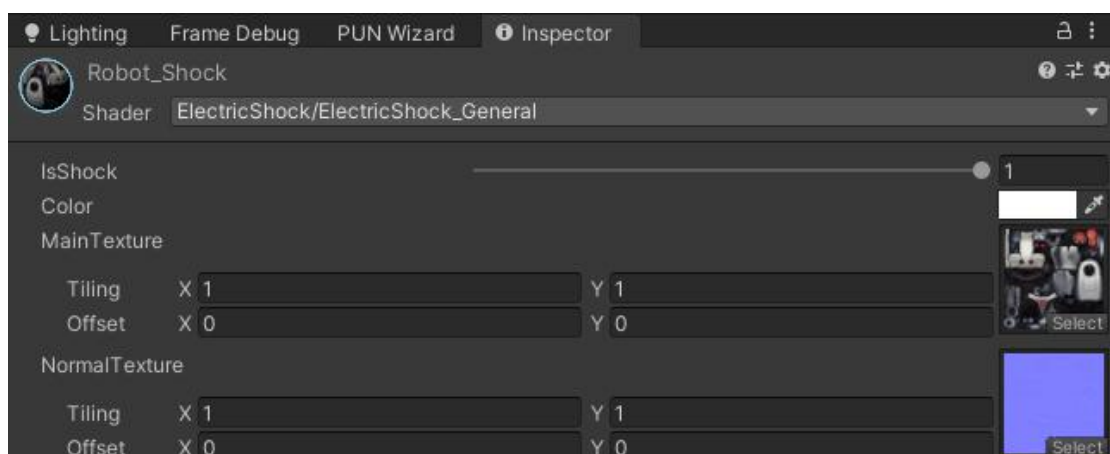
4. Finally, assign the Material to the renderer component of your model and run the game to see how it works.

PS:You can also change the shader of your Material directly to
ElectricShock/ElectricShock_General

Add a flickering light effect

You can use the included LightFlicker.cs script to create the flickering effect, as shown in the example scene:
(ElectricShock/Scene/ElectricShock_AnimationShake_LightFlicker)

ElectricShock_LightningLineDemo.cs is a simple implementation script for the Lightning Chain effect that uses Unity's built-in LineRenderer component. If you need a reference, you can check out the example scene:
(ElectricShock/Scene/ElectricShock_All)

ElectricShock_General has any parameters to customize the effect?
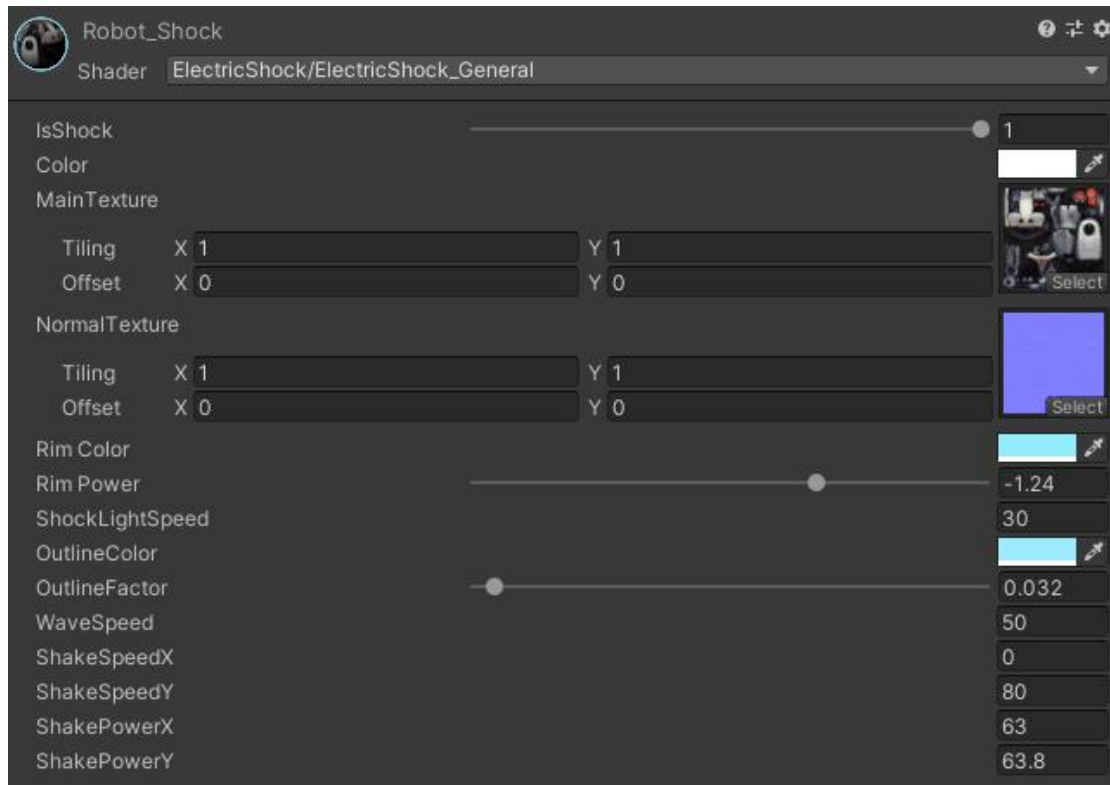
IsShock： The intensity of the current shock. This value is 0 to disable the shock

YourRenderer.material.SetFloat("_IsShock", 0);//Turn off electric shock

Color： Main color of the model

YourRenderer.material.SetColor("_MainColor", Color.red);//Change the main color

MainTexture： Main texture of the model

YourRenderer.material.SetTexture("_MainTex", texture);//Change the main texture

NormalTexture: Bumpmap texture of the model

YourRenderer.material.SetTexture("_BumpMap", texture);//Change the Normal texture

Rim Color: The color of the surface that shines

YourRenderer.material.SetColor("_RimColor", Color.red);//Change the RimColor

Rim Power: Intensity of surface flash

YourRenderer.material.SetFloat("_RimPower", 2);//Change the RimPower

ShockLightSpeed: The speed of the surface flash

YourRenderer.material.SetFloat("_ShockLightSpeed", 50);//Change the ShockLightSpeed

OutlineColor: The color of the edge of the shock

YourRenderer.material.SetColor("_OutlineCol", Color.red);//Change the OutlineColor

OutlineFactor: Thickness of the shock edge

YourRenderer.material.SetFloat("_OutlineFactor", 1);//Change the OutlineFactor

WaveSpeed: The speed at which the edge of the shock wriggles

YourRenderer.material.SetFloat("_WaveSpeed", 50);//Change the WaveSpeed

ShakeSpeedX: The velocity of the model's vibration in the X direction

YourRenderer.material.SetFloat("_ShakeSpeedX", 60);//Change the ShakeSpeedX

ShakeSpeedY: The velocity of the model's vibration in the Y direction

YourRenderer.material.SetFloat("_ShakeSpeedY", 60);//Change the ShakeSpeedY

ShakePowerX: Stability of the X direction vibration of the model

YourRenderer.material.SetFloat("_ShakePowerX", 30);//Change the ShakePowerX

ShakePowerY: Stability of the Y direction vibration of the model

YourRenderer.material.SetFloat("_ShakePowerY", 30);//Change the ShakePowerY

If you have any questions, please contact 260597816@qq.com