SHG_CampFire Shader Documentation

This shader is used for fire animation and when applied on "material" can be found by the path "Shader Graphs/SHG_CampFire".
Below is a description of the shader parameters:

MainTexture
The main 2D image to which the animation will be applied. It is recommended to use a black-and-white image, because the black color will be replaced by an alpha channel.
Field type: File picker.

Color
The color imposed on the image. For maximum approximation to the classic fire effect, it is recommended to use dark shades of red or orange. Field type: Color picker.

Power
The intensity of image distortion. The minimum value is "0" (Animation is stopped). Maximum "1" (High and intense fire). Field type: Slider.

Detail
The level of detail. The higher the value, the more programmatically generated flames. The minimum value is "1". The maximum is "20". Field type: Slider.

Threshold
The value that moves the transparency border from bottom to top. The minimum value is "-1". The maximum is "0". Field type: Slider.

Opacity
The overall transparency of the image. The minimum value is "0" (Completely invisible). Maximum "1" (Fully visible). Field type: Slider.

Пример