<u>Simple Text Shader</u>
by Leo Traub

<u>Quickstart</u>
Simply create a new Material and set the Shader to ToastsText --> Text Texture (or one of the other variants). Now assign your texture under "Albedo Texture". It looks better, when the texture does seamlessly loop and the wrap mode of the texture is set to Repeat (or Mirror). For a simple animation you can set the "Albedo Speed" in the Material settings, which refers the speed, that the texture should be moving with.

For more advanced Animations take a look at the different Shader Variants and at the Property Guide (properties are sorted by importance).

<u>Shader Variants</u>
Text Texture: Very simple Shader, that only allows to set a (moving) Texture on Text. Recommended to mobile use.

Text Texture Distort: Advanced Shader, that allows multiple layers of distortion. Can be used for all kinds of Text animations, but is a bit more costly on the GPU side.

Text Blink: Shader variant, that allows a blinking motion of the text. The text will be altering between two states of visibility. The color of the Text can be changed over Time, so that it can adapt to the blinking rate.

Text Time Distort: Shader variant, where the distortion factor of the letters is changing over time.

<u>Tips</u>
Different materials might be necessary for different Font sizes! Make sure that the Tiling and Distortion factors adapt to the size of the letters!

If you do not always want to enter Play Mode in order to see your shader settings, you can go to the Albedo Speed property and click on the "w" value of the vector. This value is not used by the shader, so it does not matter, whether you modify it. The trick is: As long as you are modifying any value on a material, Unity will update the preview window, meaning that you can see the shader in motion even if you are not in Play Mode. Simply click on the w value of Albedo Speed (Do not use any other w value of any other vector!) and drag your mouse across the screen for as long as you want!

Sometimes it looks cool to put one or multiple Outline Components on your Text Objects (See example Text "Fire with Glow" or "Waves" in the Demo Scene)

Distortion Formula: uv_new = uv_old + (distortValueFromTex – distortValues.Z) * distortValues.W

<u>Thanks</u>
Thanks for buying my Asset! I hope you can use it in many different scenarios to give your fonts a unique look. Good luck with your future projects!!

Property Guide

Albedo Texture: Main Texture of the text. Set the tiling and offset here. Depending on the scenario the tiling value need to be different sometimes (eg aspect of 1:2)

Albedo Speed: Speed of the Albedo Texture. Defines how the texture is moving across the letter. Only the X and the Y value actually do something.

Distortion Albedo: This texture distorts the uv coordinates of the Albedo Texture but does not influence the shape of the letter. The red channel of a pixel defines the horizontal offset. The green channel defines the vertical offset.

Distortion Albedo Values:
X/Y: Speed of the distortion Texture (effects usually look good if the speed is not exactly the same as the Albedo Speed)
Z: Normalizes the distortion Texture, should usually be set to 0.5 (if the median color value of the texture is 0.5 = grey)
W: Distortion Scale (usually looks good with a value between 2 and 10 for Albedo Distortion)

Distortion Font: This texture distorts the uv coordinates of the Font Texture and thereby changes the shape of the letter. Set the tiling and offset here. High tiling numbers will make the outline of the letters chaotic, while low tiling numbers will move the entire letters. The red channel of a pixel defines the horizontal offset. The green channel defines the vertical offset.

Distortion Font Values:
X/Y: Speed of the distortion Texture (effects usually look good if the speed is not exactly the same as the Albedo Speed)
**Z:** Normalizes the distortion Texture, should usually be set to 0.5 (if the median color value of the texture is 0.5 = grey), but it might need to be adjusted so that the letters are as close to their base position as possible
W: Distortion Scale (usually looks good with a value of 1) If you set the distortion scale too high, you will see other letters leak into the space of the current character, because Unity is rendering all characters into the same texture. It can help to set a background (an Image Component) to your Text

Tint: You can either adjust the Color of the text here or on the Text component.

(Only Time Distort Shader) Distortion Scale: Scale of the Distortion. Good values from 1 to 3

(Only Time Distort Shader) Distortion Swing Frequency: The frequency at which the distortion is getting activated
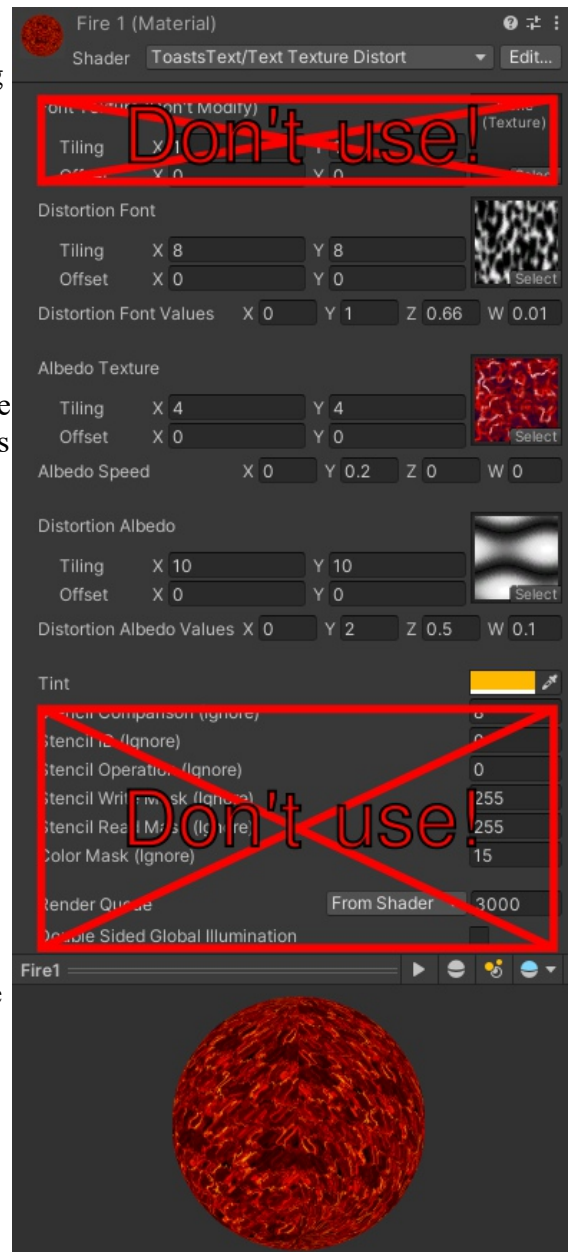
(Only Blink Shader) Blink Frequency 1/2: The blink frequency defines the rhythm of the blinking motion. You can imagine two sine curves with different scales like shown in the figure below. Set the values differently to get a more chaotic blinking, set them equal to get a more regular blinking.

(Only Blink Shader) Blink Min/Max: The min and the max define the minimum and the maximum alpha value of the blinking texture, like shown in the figure below.
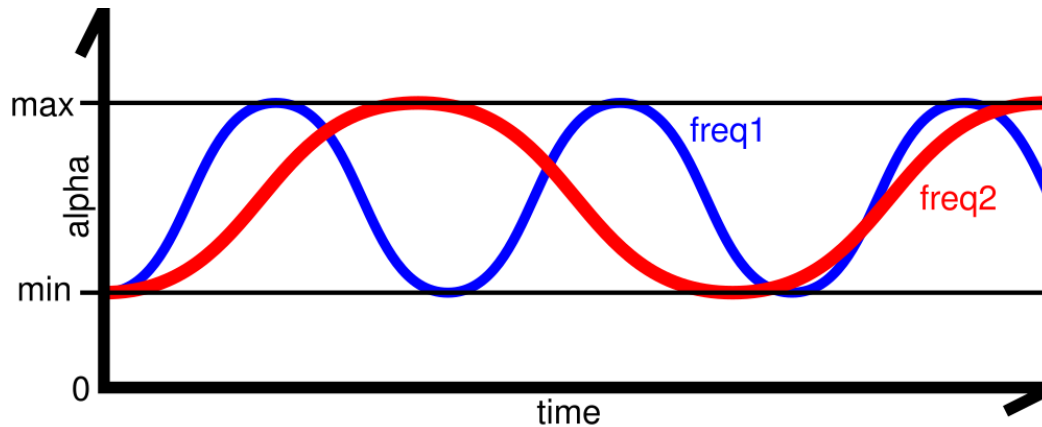
(Only Blink Shader) Tint Over Time: A Texture, that defines how the color of the entire text is changing over time. This can be used for blinking in different colors, rainbow blinking or other color ramps.

(Only Blink Shader) Tint Over Time Speed: Defines how fast the color from the Tint Ramp is changing.