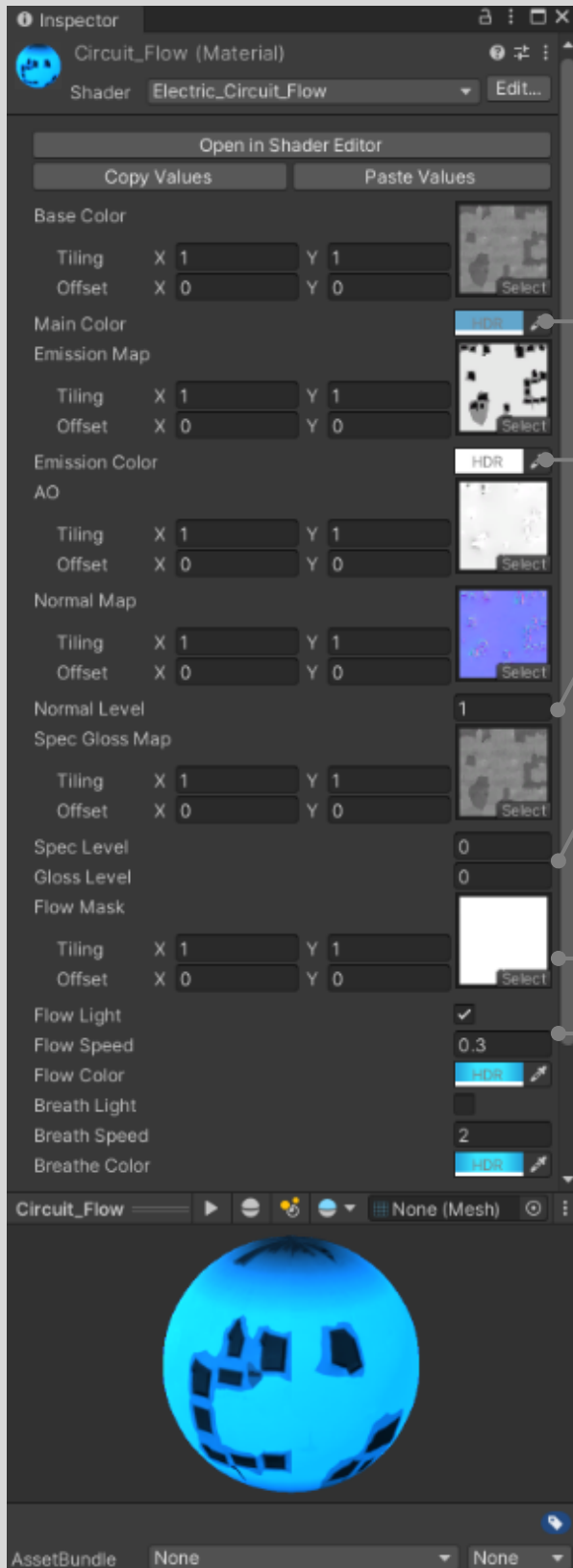Thank you very much for buying **Sci-Fi Electric Circuit** from Experience Lab Art on Unity!

This document is for the usage of shader Electric_Circuit_Flow and its Materials (Circuit_Flow, Circuit_IC_cube). Shader made using Amplify Shader Editor. 5 material texture slots for Base Color, Emission, Specular, Normal, and custom flow alpha mask. Each description is as follows:

Main Color Change the main texture color.

Emission Color Change Emission color.

Normal Level Normal depth.

Spec Level Specular level.
Gloss Level Gloss level.

Flow Mask It is the direction of the flow of the light bar, using the map to control the flow from top to bottom.

Flow Light Flow effect turn on or off.
Flow Speed Control flow speed.
Flow Color Flow emission color.
Breath Light Breath effect turn on or off.
Breath Speed Control Breath speed.
Breath Color Breath emission color.

Have fun adjusting! ☺