

Description

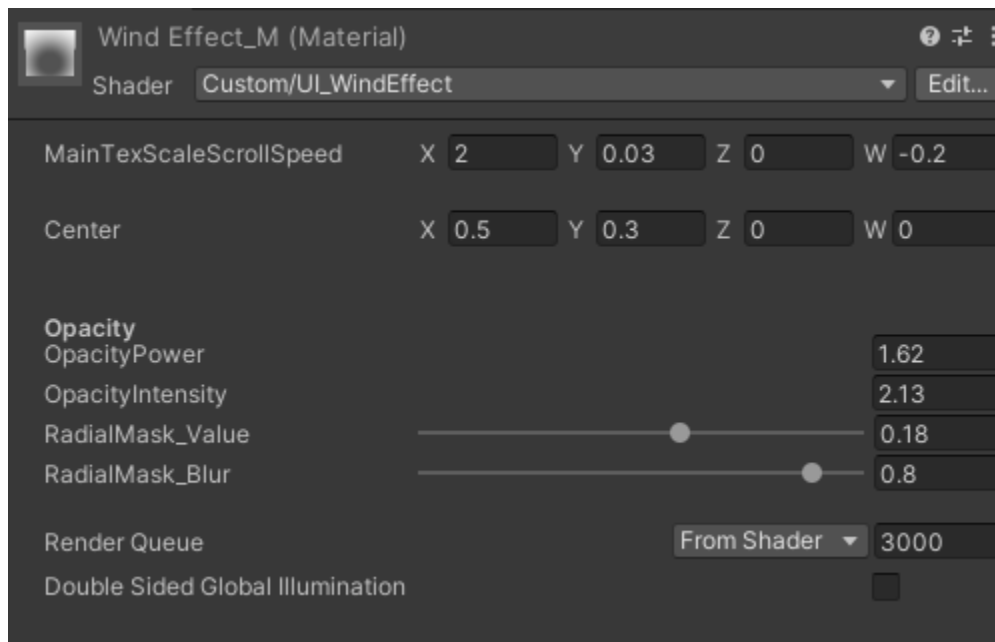
Wind/Speed/Speedline UI Effect Shader. Easy to use and compatible with all rendering pipelines. Lightweight and mobile-friendly.

How to use.

1. Create a material and assign the "UI_WindEffect" shader.
2. Assign the material to a UI image.

Shaders

Custom/UI_WindEffect



MainTexScaleScrollSpeed:

- x: How much to repeat the texture horizontally (left to right).
- y: How much to repeat the texture vertically (top to bottom).
- z: Speed at which the texture moves horizontally.
- w: Speed at which the texture moves vertically.

Center:

The starting point for a radial (circular) coordinate system in the texture's space.

Opacity Power:

This uses the `pow()` function to change how transparent the texture is. It raises the opacity value to a certain power, which can make the texture more or less transparent depending on the value used.

Opacity Intensity:

A multiplier that adjusts the overall opacity.

RadialMask_Value:

The radius of the circular mask applied.

RadialMask_Blur:

The amount of blur applied to the edges of the radial mask.