

# Unity Ghost Shader

## Overview

This Unity project contains a ghost shader implemented using Shader Graph. The shader is compatible with both the Universal Render Pipeline (URP) and Built-in Render Pipeline in Unity.

## Features

Ghostly transparency effect

Ethereal color tinting

Optional distortion effect

Optional glowing emission effect

## Compatibility

Unity version: 2019.4.30f1 or higher

Universal Render Pipeline (URP) version: 10.0.0 or higher

## Installation

Clone or download the project repository.

Open the project in Unity.

## Usage

Open the GhostShaderGraph in Unity's Shader Graph.

Adjust shader properties such as transparency, color, distortion, and emission to achieve the desired ghostly effect.

Apply the ghost shader to materials in your scene by creating a new material and assigning the GhostShaderGraph to its shader property.

## Compatibility Notes

URP Compatibility: The ghost shader is designed to work with the Universal Render Pipeline (URP). Ensure that your project is using URP and that the URP package is installed.

Built-in Render Pipeline: If you're using the Built-in Render Pipeline, you can still use the ghost shader by modifying the shader to remove URP-specific nodes and features.

## Credits

This shader was created by SilverShader. Feel free to modify and use it in your projects.

## License

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