Electricity Effect (URP & LWRP)

Introduction

If you want to use Electricity Effect in your game, then this asset is prefect for you. It will make your game model look full of electricity. This is a combination of shader and audio. You don't need to write any shader by yourself, you can easily achieve such a cool electricity effect. And it can be easily integrated into your project, The shader graph file exposes many parameters that you can adjust yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS：Only support URP（Universal Renderer Pipeline）and LWRP (Light Weight Renderer Pipeline)

Main features：

1. Easy to integrate into your project, no need to write any shader and code
2. Only support URP（Universal Renderer Pipeline）and LWRP (Light Weight Renderer Pipeline)
3. You can modify the attributes exposed by the shader and script to easily get the effect you want
4. Added 4 adjusted materials
5. Support Android, IOS, Windows and other platforms
6. Complete documentation, clear demo
7. Cheap

How To Use：

How To Run

Find demo.unity in the resource package and click Run. The path address is shown in the figure below:
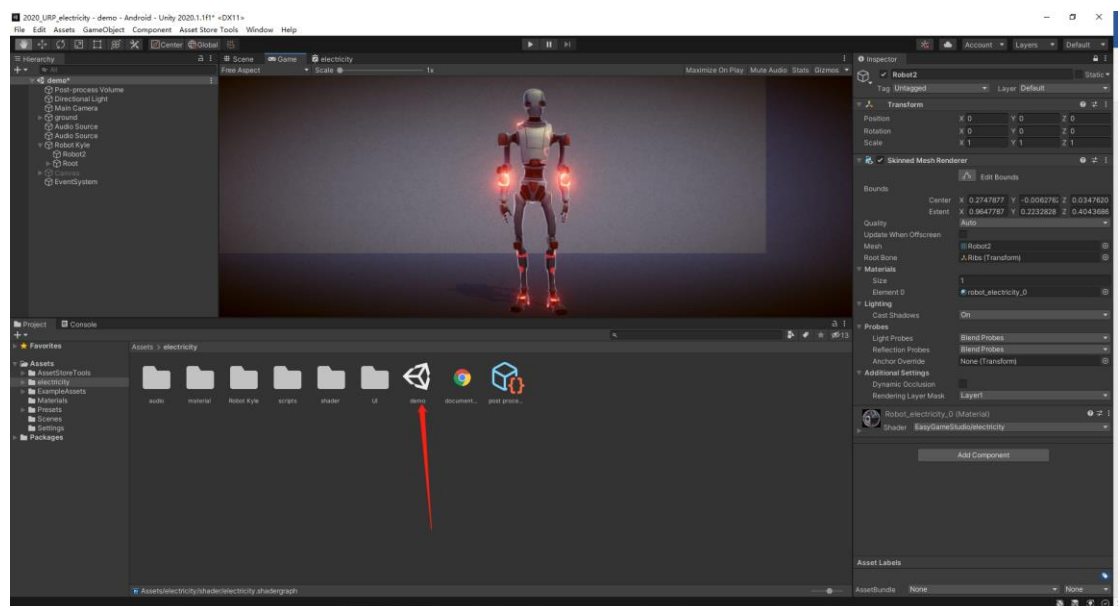
How to apply to your own game objects

1. This shader can only act on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components

2. Set the shader for the game object in the first step-"EasyGameStudio/eletricity" or EasyGameStudio/ eletricity ", as shown in the figure below:
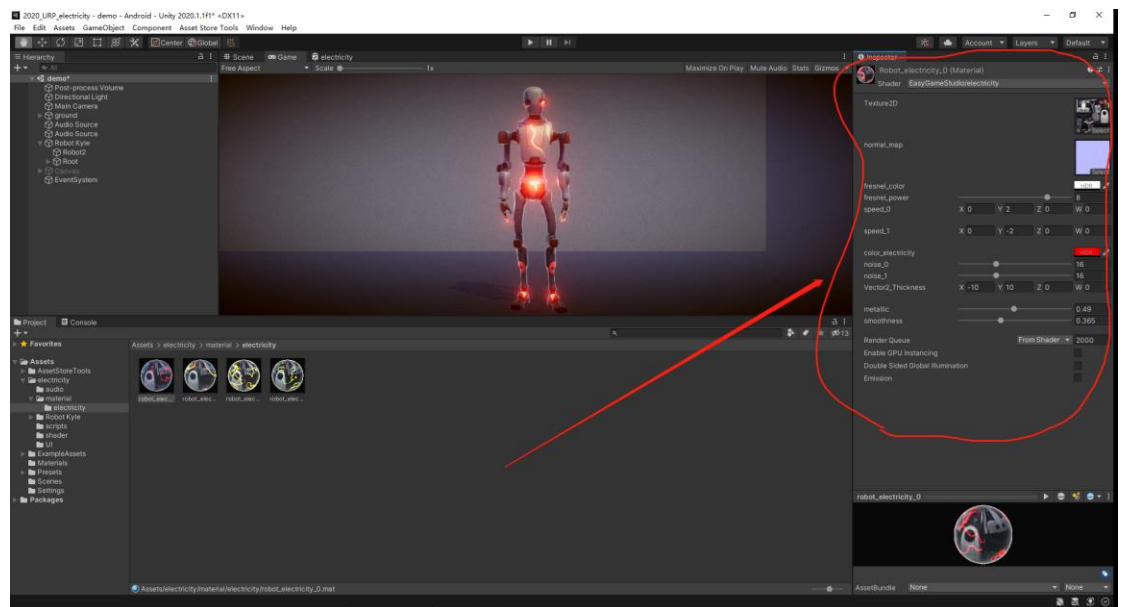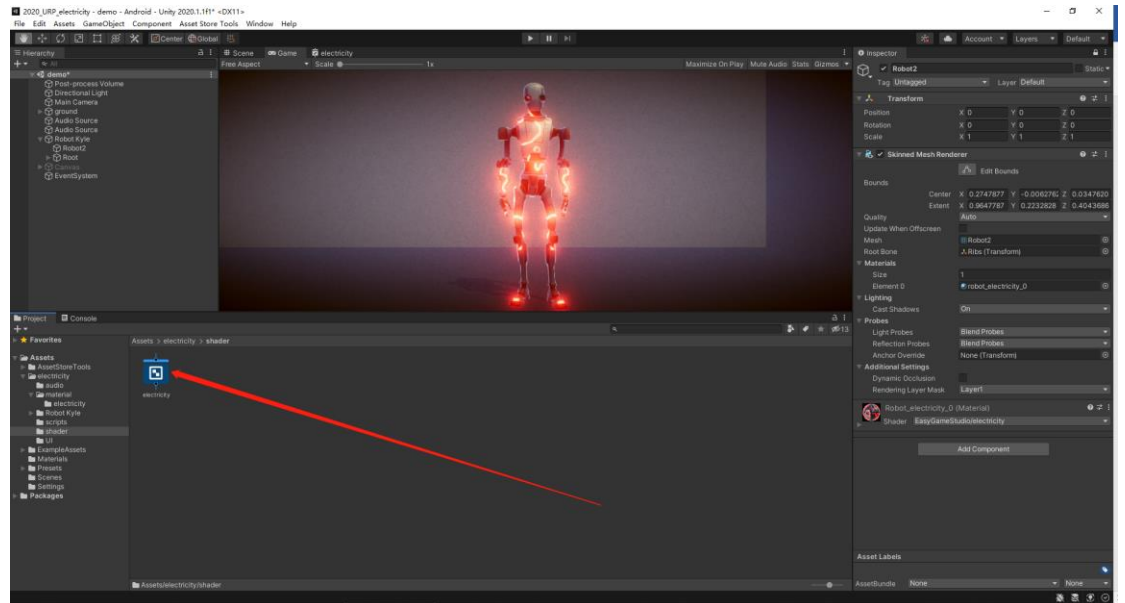
3. How to adjust the shader parameters to get the effect you want more: select the game object ,
expand the shader option, and try to modify the shader parameters, as shown in the figure below
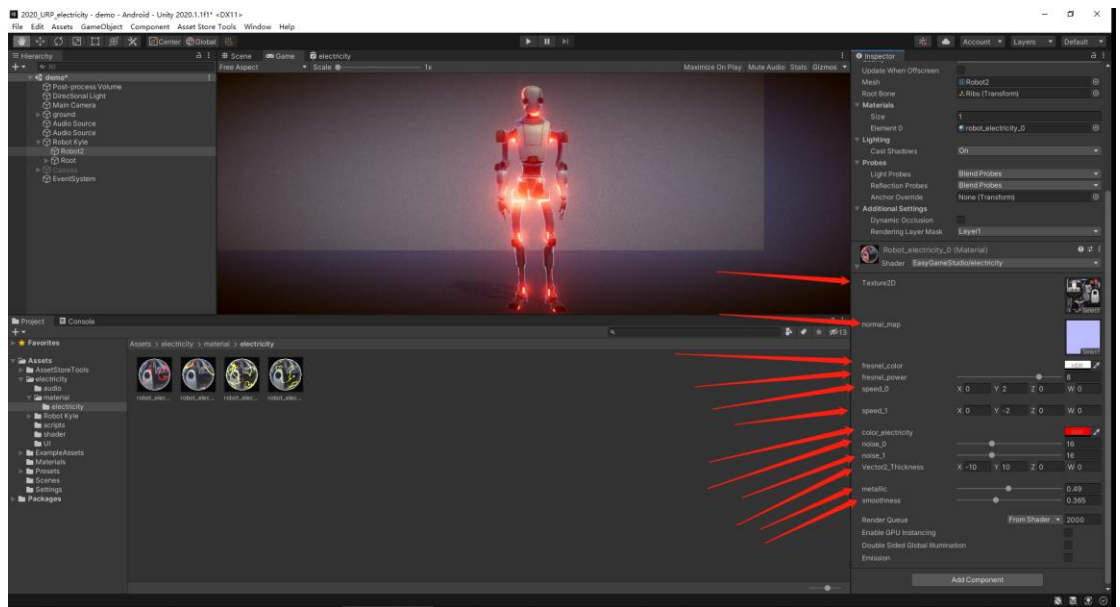
PS: In order to get better effect，it needs to be used together with post processing file

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

Email: sgzxzj13@163.com