Guide to "Node Based – Teleporter"

This version of the asset is compatible with Universal Render Pipeline (URP) now

Note: For the URP version, before using the shaders, kindly configure the URP properly in your project. Follow the link the below.
https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@7.1/manual/InstallURPIntoAProject.html

A very simple and user-friendly teleport shader can be used in every project. For your characters, static objects or may be for the NPCs in your projects.

There are 2 different folders with Standard and URP scenes in the project (Inside scenes folder) –

1. Scene - Standard_Pipeline
2. Scene – URP

In the same way, materials and shaders folder have their respective shaders and materials according to the pipeline. There is a Post process prefab for the URP in the prefab folder to make the scene more appealing.

About the scenes:

Node Based – Teleporter: If your project **requires a constant animation** of fade in and out, then simply use the contents (shader and material) of this scene.
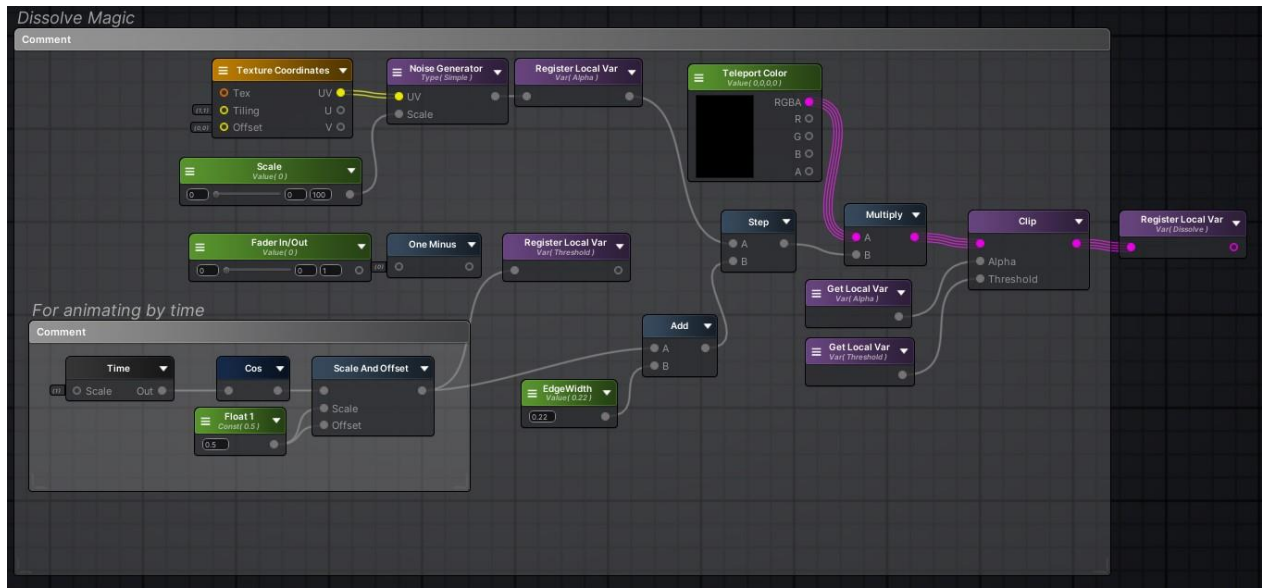

Figure 1: Animating by Time

Node Based - Teleporter (with button): If your project **needs to have a button to control the fade in/out** of a particular object then use the contents of this scene (shader and material).

Figure 2: Animating by Button

Kindly checkout the attached videos below the asset in order to understand vividly. The package uses Amplify shader which is available on Unity Asset store to create this simple yet attractive cool effect. More updates and effects will be added by next month.

NOTE: The scene uses Post processing package from the package manager for enhancing the looks. Effects being used are bloom and vignette.

I hope you like this asset and don't forget to enjoy life!!!!