Color Options:

Color_1 /Color_2 – changing the color of textures.

Emissive – increasing the brightness of the image. We recommend to select a value in range 1-150. It also depends on the color you choose. A negative Emissive value will result in black color.

Power_Color – mixing ratio "Color_1" and "Color_2". Mixing is done by "Texture".

- o Values 0-1 will give a greater value of " Color_2 "(0 will completely remove"Color_1").
- o A value of 1 distributes colors in strict accordance with "Texture".
- o A value greater than 1 will give more intensity for " Color_1"

## Mask_1: This is a mask that operates with shading the edge of the texture.

Inner_Power – offset of the gradient closer to the edge of the texture or to the value set in the "Inner_Y" field. The value 0 removes the gradient.

Outer_Power – it works like "Inner_Power" but operates on the outer edge and "Outer_Y" variable.

Inner_Y – the part of the texture where the inner gradient begins (measured from the outer edge). 1 or more means that there is no gradient. 0 means that the gradient is from the beginning to the end of the texture.

Outer_Y – works like "Inner_Y" but measured from the inner edge.
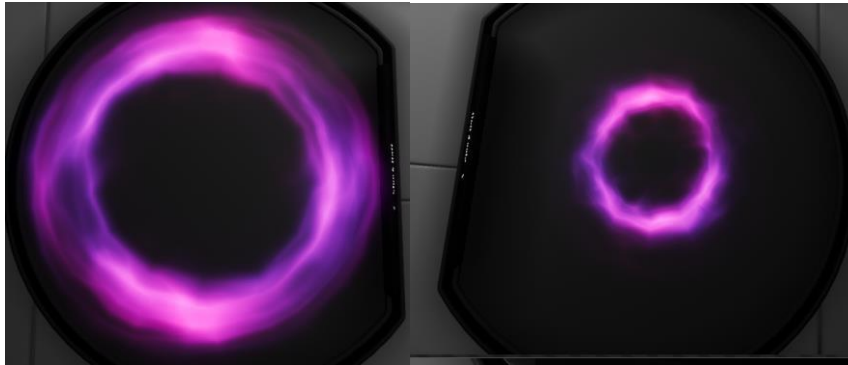
Mask_2:
Mask that allows you to add animation in the form of a moving wave to the texture.

Animate_Mask – enable or disable the wave animation.

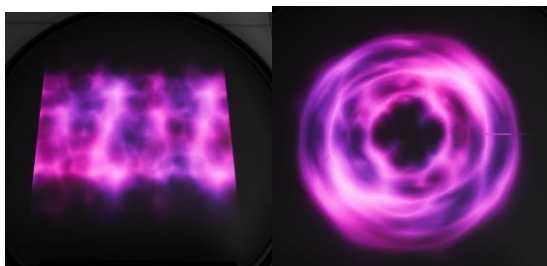*Animate_Speed* – the coefficient of speed of the wave animation.

Mask_Power – logarithmic scale for the amount of darkened texture. A higher value in this parameter will result in a narrower animation wave passing through the texture.

Radial:
– switch the texture orientation to a straight or radial position in UV space

Radial off.   *Radial on.*

Warning: the radial location of the texture requires more power from your gaming device. Therefore, if possible, it is better to remake UV to such as we have in "Disk" and "Shield Sphere" meshes. This is especially true for low-performance platforms like smartphones or Nintendo Switch.

Noise: A set of parameters responsible for mixing colors. By manipulating them, you can get more or less pronounced color spots on your material, thus getting new effects even from the same texture.

Multiply_1, Multiply_2, Power_1, Power_2, Power_3, Power_4 – it is very difficult to describe the specific impact of each of these parameters in text. Just try to manipulate them creating a different chaos of colors in your effects made with this material.
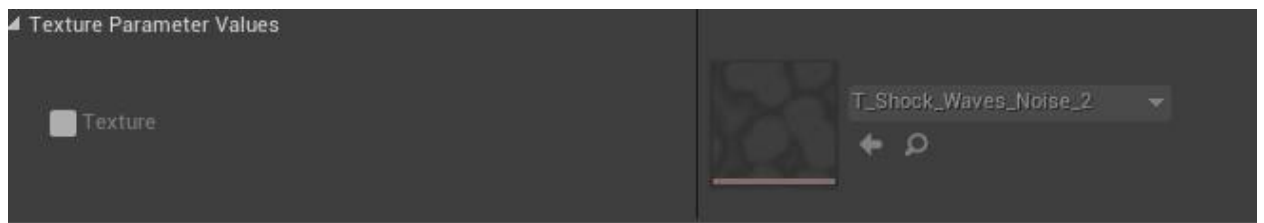
Texture Parameter Values.

Texture – a noise texture that overlaps itself several times in different positions. Then "Color_1" and "Color_2" are mixed using this texture, creating the desired effect.
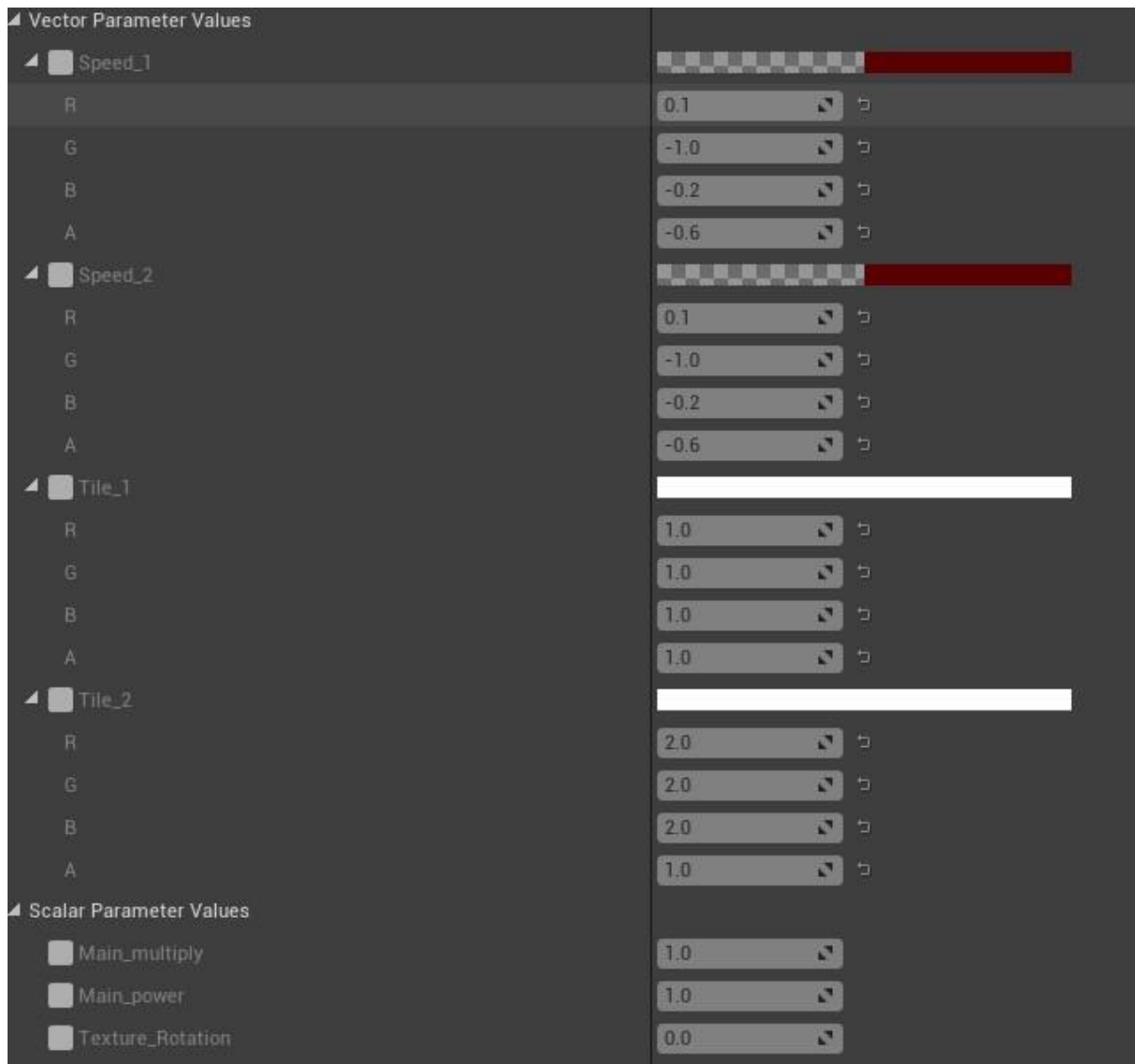
Vector Parameter Values – Responsible for the speed of each noise and tiling.

Scalar Parameter Values

Main_Multiply – general color intensity of material.

Main_Power – general darkening of the mix texture. Higher values will result in more holes in the texture and finer lines in various magic effects.

Texture_Rotation – Rotate the texture in the UV space. We recommend using the values 0, 90, 180, 270 to keep the texture seamless.

 For additional questions, write to
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