

#### SephirothWipeSceneSwitching.shader

L A shader for a circular spreading effect. The effect is expressed by appropriately setting the value of the variable pow that appears in the shader.

L \_MainTex : This is the texture to be displayed. This is a screen capture before the scene changes.

L \_CircleValue : The radius of the current circle. The larger this value is, the wider the visible range of the next scene will be.

L \_FirstX \_FirstY : The center point around which the current circle extends.

#### SephirothFadeSceneSwitching.shader

L A shader for the fade effect.

L \_MainTex : This is the texture to be displayed. This is a screen capture before the scene changes.

L \_AlphaValue : The current transparency.

#### SephirothGrayScaleFadeSceneSwitching.shader

L A shader for effects based on grayscale images. The effect is expressed by appropriately setting the value of the variable pow that appears in the shader.

L \_MainTex : This is the texture to be displayed. This is a screen capture before the scene changes.

L \_GrayScaleTex : A texture of a grayscale image of the target.

L \_CircleValue : The degree of progression. The larger it is, the more the black parts of the grayscale image fade to white.