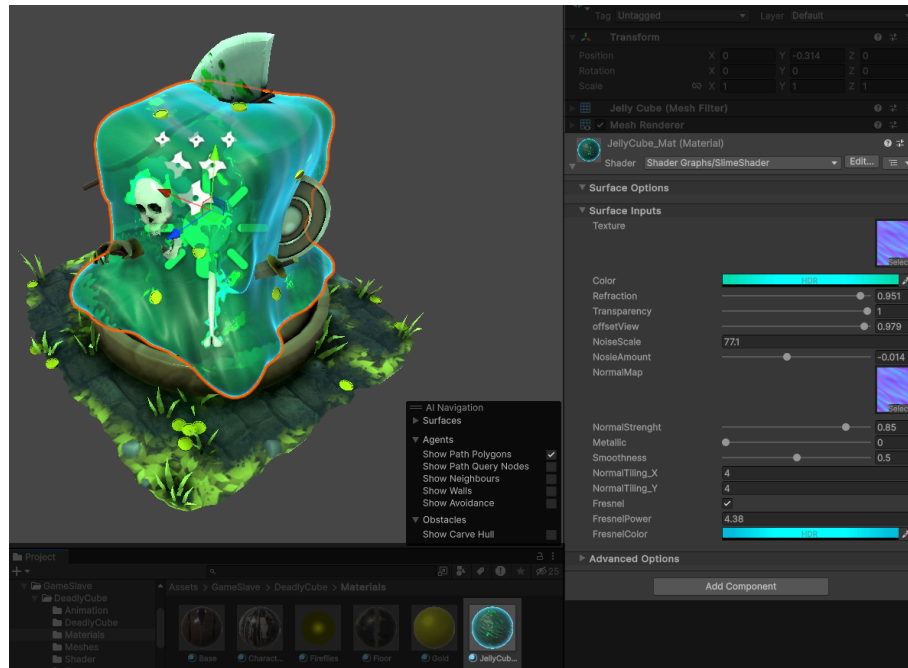


GAME SLAVE

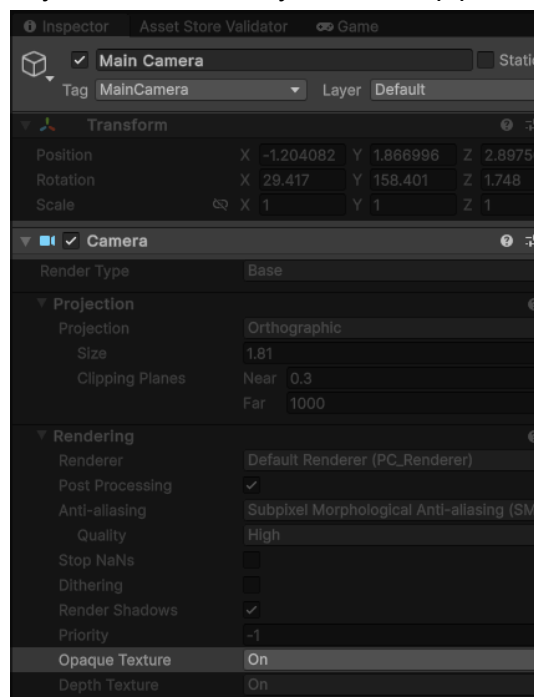
Slime Shader/Material

To create a new Slime material, simply create a new material and apply the "Slime Shader" to it. Then, adjust the parameters to suit your needs and apply it to any 3D object in your scene.



Refraction

You can adjust the "Refraction" of your Slime material. For this to work, ensure the "Opaque Texture" feature is active on your camera or in your render pipeline.

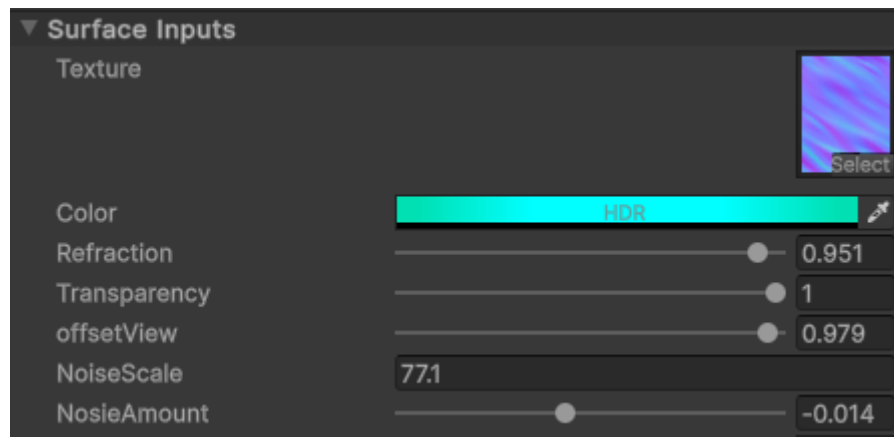


Color: Adjust the color of your material. You can use the HDR feature to adjust the brightness of your object.

Transparency: Determines how translucent the material is.

Offset view: Allows you to modify the refraction position of your material.

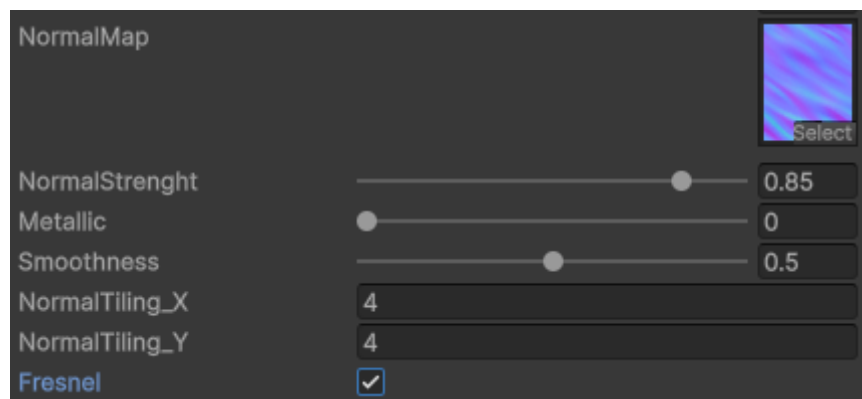
“Noise Scale” and “Noise Amount”: These parameters allow you to add distortion to your refraction feature.



NORMAL MAP

You can connect a Normal Map for your material and adjust its strength with the “Normal Strength” parameter.

You can also use “**Normal Tiling**” to adjust the size of your normal texture.



RIM LIGHT

Fresnel Toggle: If you want some rim light on your material, just turn on the “Fresnel” toggle to activate it.

Fresnel Power: Use this parameter to adjust the intensity of the rim light effect.

Fresnel Color: Choose a color. This also has the HDR color option.

