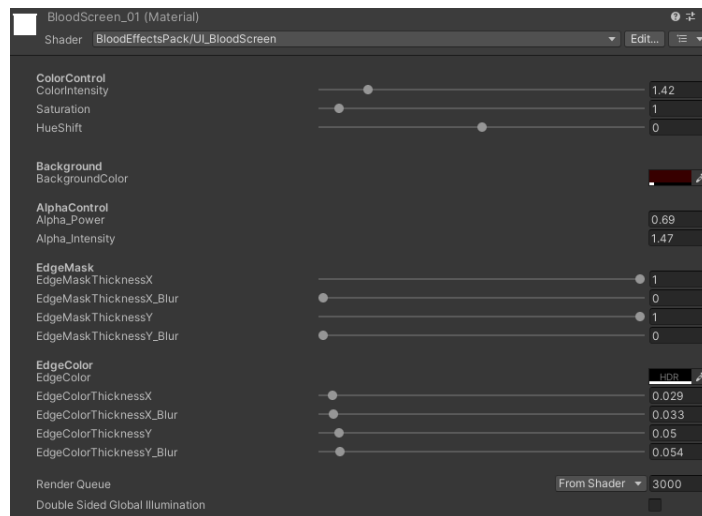# Blood Effects Pack - UI Effect

Description

A simple and efficient UI shader for creating blood screen effects. Perfect for horror or action games to enhance immersion with customizable blood visuals.

Shaders

BloodEffectsPack/UI_BloodScreen

ColorIntensity:
Adjusts the intensity of the Color parameter.
Saturation:
Adjusts the saturation.
HueShift:
Adjusts the hue shift.

BackgroundColor:
Controls the background color.

Alpha_Power:
Adjusts the power of the alpha channel.
Alpha_Intensity:
Controls the intensity of the alpha channel.

EdgeMaskThicknessX:
Adjusts the horizontal thickness of the edge mask.
EdgeMaskThcknessX_Blur:
Controls the blur level for the horizontal edge mask thickness.

EdgeMaskThicknessY:
Adjusts the vertical thickness of the edge mask.
EdgeMaskThcknessY_Blur:
Controls the blur level for the vertical edge mask thickness.

EdgeColor:
Sets the color of the edges.
EdgeColorThicknessX:
Adjusts the horizontal thickness of the edge color.
EdgeColorThcknessX_Blur:
Controls the blur level for the horizontal edge color thickness.
EdgeColorThicknessY:
Adjusts the vertical thickness of the edge color.
EdgeColorThcknessY_Blur:
Controls the blur level for the vertical edge color thickness.