

## **Snow Run Solutions 2021**

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### **How To Use Portal Shaders**

- 1) Select Any Material from the “Materials” folder.
- 2) Place in any Sprite Renderer material field, sprites with the white surface will present better results. Alternatively, you can use sprite masks to create more complex visuals.

### **Shader “Twirl01” Properties Explanation**

Shader “Twirl” consists of a simple twirl warping effect applied to the UV. Four properties can be customized.

- 1) **MainTex** – The texture to be warped.
- 2) **Strength** – The strength of twirl warping.
- 3) **Speed** – How fast to warp/rotate.
- 4) **Color** – The base color to your portal using HDR mode.

### **Shader “Twirl02” Properties Explanation**

Shader “Twirl2” consists of a simple twirl warping effect applied to the UV. Five properties can be customized. This shader works very well with more cartoonish look games.

- 1) **MainTex** – The texture to be warped.

- 2) **Strength** – The strength of swirl warping.
- 3) **Speed** – How fast to warp/rotate.
- 4) **MixColorBase** – The base color to your portal using HDR mode.
- 5) **MixColor2** – The secondary color to your portal using HDR mode.