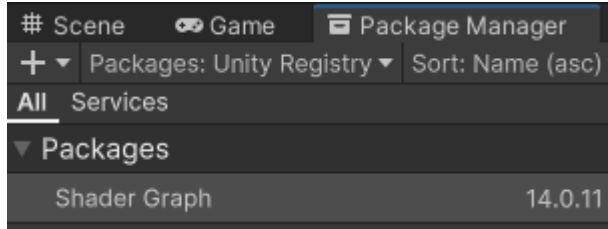


Documentation “Card Effects”

Version: 1.0

Requirements:

- Shader Graph from Unity Technologies Inc. (URP and HDRP should have this)



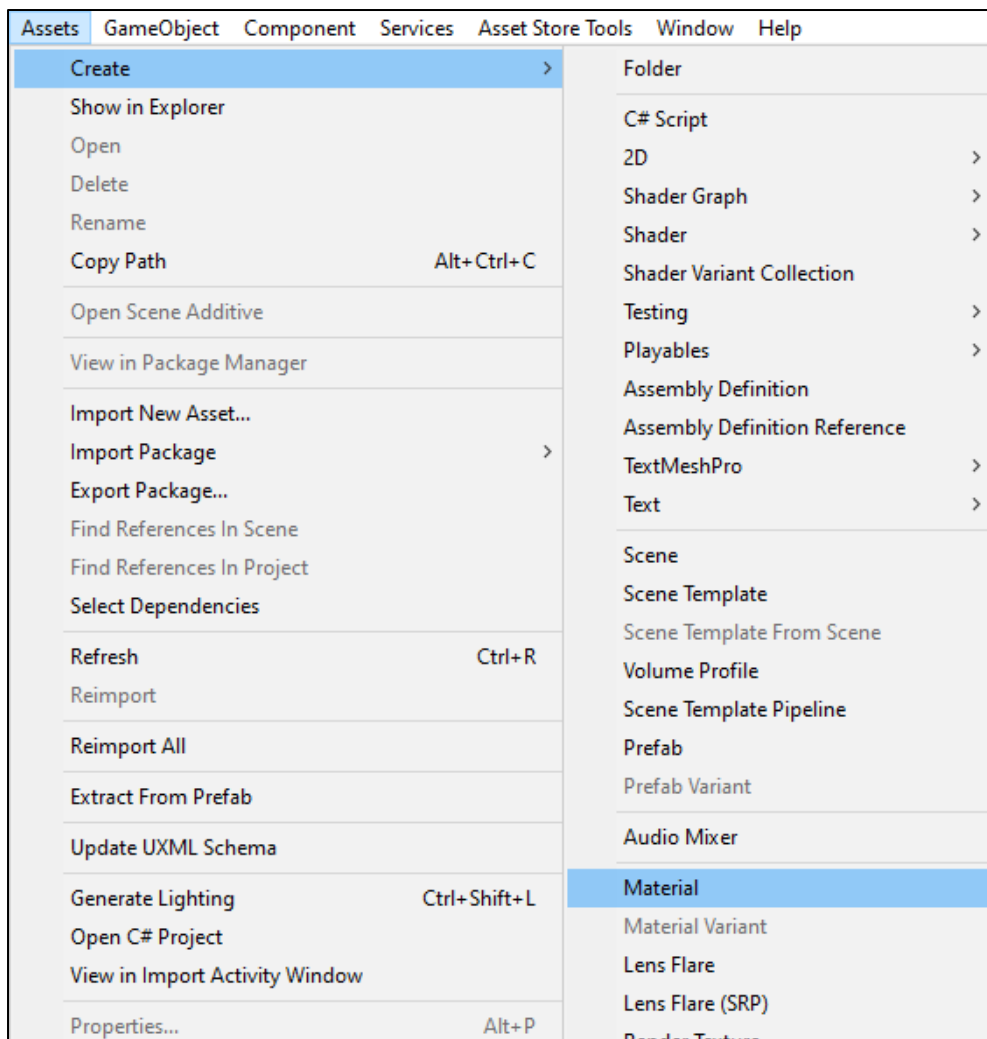
- our shaders
- texture of your cards
- optionally some textures for the pattern

Demo scene:

There are 3 demo scene – for each renderer pipeline one scene.
In the demo you can see our different shaders.

Using:

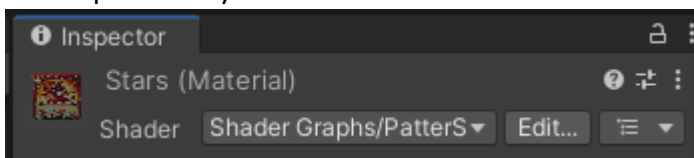
First you must create a material.



Then you must change the shader type to one of our shaders:

- PatterShader
- PrismaticShader
- SparkleShader
- TextCardShader
- GlowCardShader

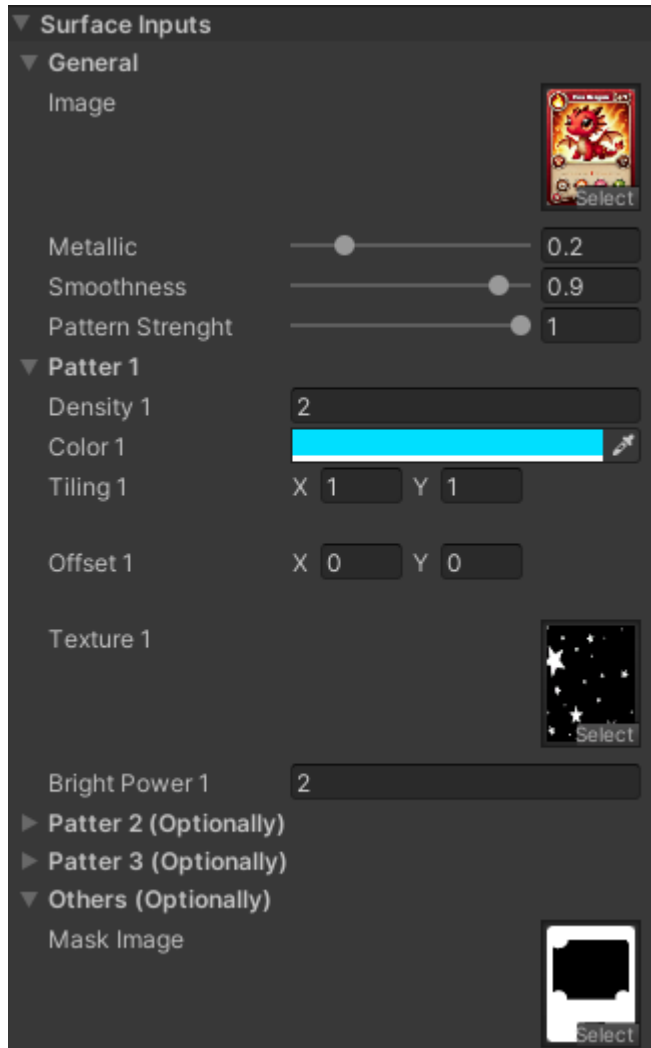
You will find this in the “Shader Graphs” group. As the last step in this form you must add your texture in the inspector of your material.



Each of our shader has different parameters.

Parameters:

PatterShader:



Image

→ The image of your card

Pattern Strenght

→ Set the strength of the effects

Patter 1 to 3 (1 must be set, 2 and 3 optionally)

Density

→ the higher the values, the more colors can be seen

Color

→ starting color

Tiling and Offset

→ changing the texture display

Texture

→ the texture for the pattern

→ if you don't want a texture, you should use our black texture

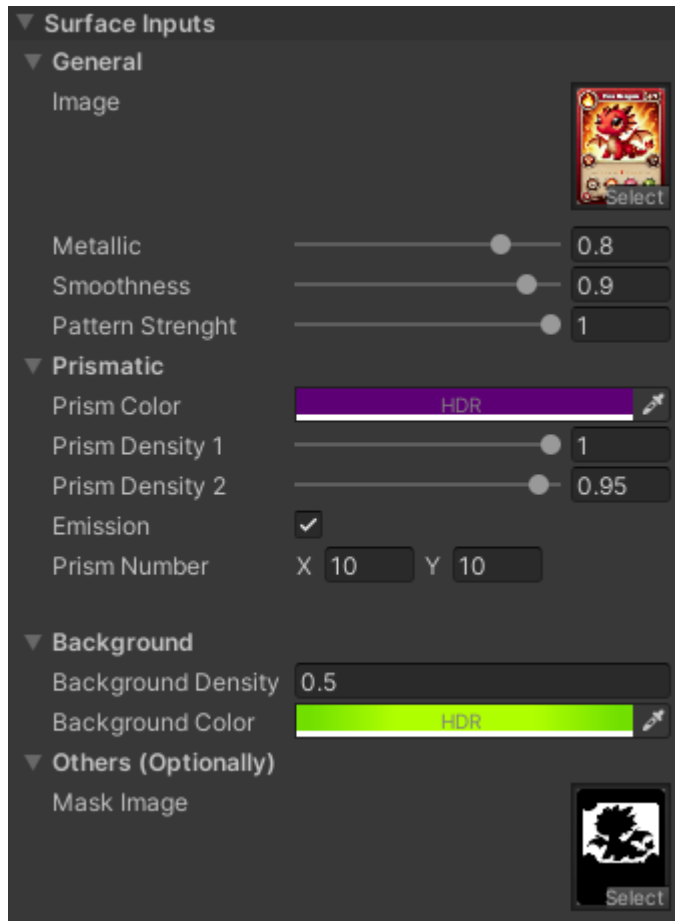
→ Without a texture, you will see the color

Mask (optionally)

→ Area where the effect should be seen

→ No mask -> complete card

PrismaticShader:



Image

→ The image of your card

Pattern Strenght

→ Set the strength of the effects

Prism Density 1 and 2

→ the higher the values, the more colors can be seen

Prism Color

→ color of the prisms

Emission

→ check -> using emission effect

Prism Number

→ number (row x column) of prisms

Background Density

→ the higher the values, the more colors can be seen

Background Color

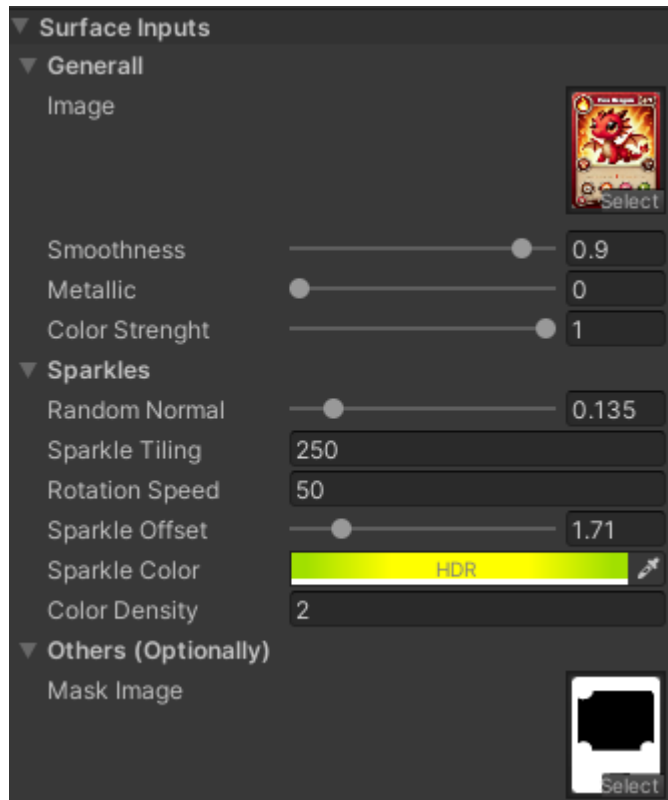
→ starting color for the background

Mask (optionally)

→ Area where the effect should be seen

→ No mask -> complete card

SparkleShader



Image

→ The image of your card

Color Strenght

→ Set the strength of the effects

Random Normal, Sparkling Tiling and Sparkle Offset

→ Set size and counts of sparks

Rotation Speed

→ Speed of sparkling effect

Sparkle Color

→ color of the sparkles

Emission

→ check -> using emission effect

Prism Number

→ number (row x column) of prisms

Color Density

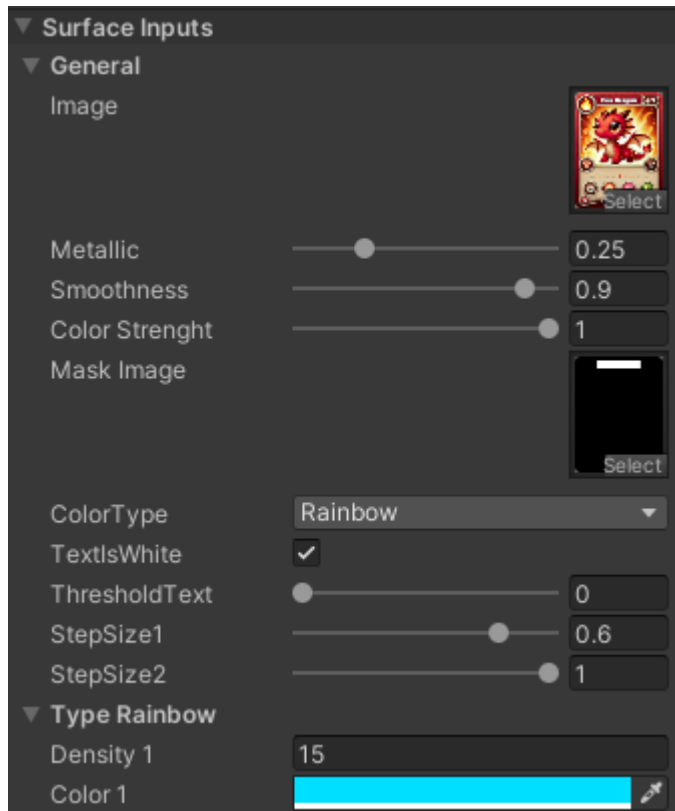
→ the higher the values, the more colors can be seen

Mask (optionally)

→ Area where the effect should be seen

No mask -> complete card

TextCardShader



Image

→ The image of your card

Color Strenght

→ Set the strength of the effects

Mask

→ Area of the text

ColorType

→ Color for the effect (Silver, Gold or Rainbow)

TextIsWhite

→ Set on if the text is white

→ Set off if the text is black

ThresholdText, StepSize 1 & 2

→ Finding text values

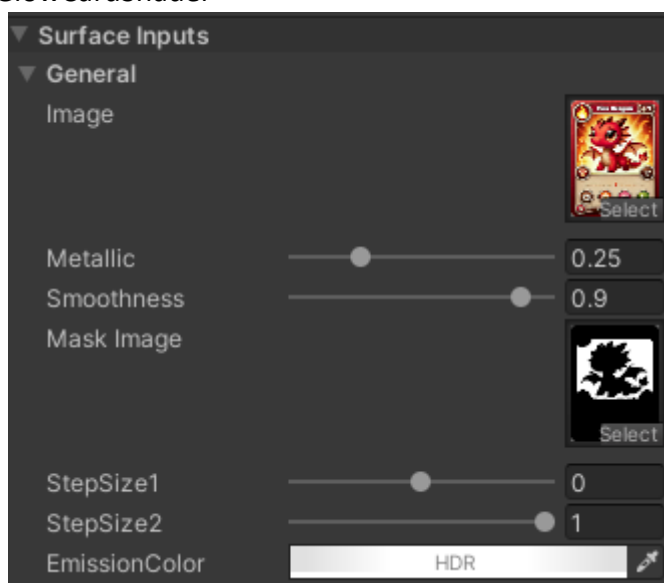
Density (only ColorType = Rainbow)

→ the higher the values, the more colors can be seen

Color (only ColorType = Rainbow)

→ starting color

GlowCardShader



Image

→ The image of your card

Color Strenght

→ Set the strength of the effects

Mask

→ Area of the glowing effect

StepSize 1 & 2

→ reduce the area

EmissionColor

→ color to add to the card

→ should be white