Substance Orb (1.0)

Documentation

1. Creating material.
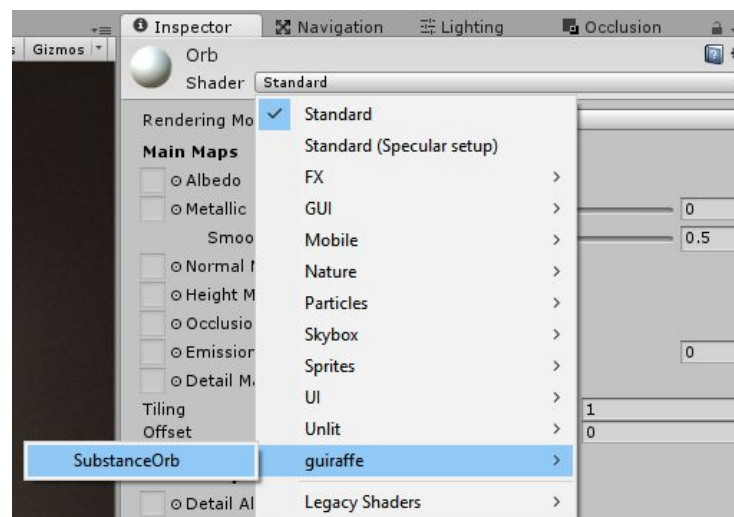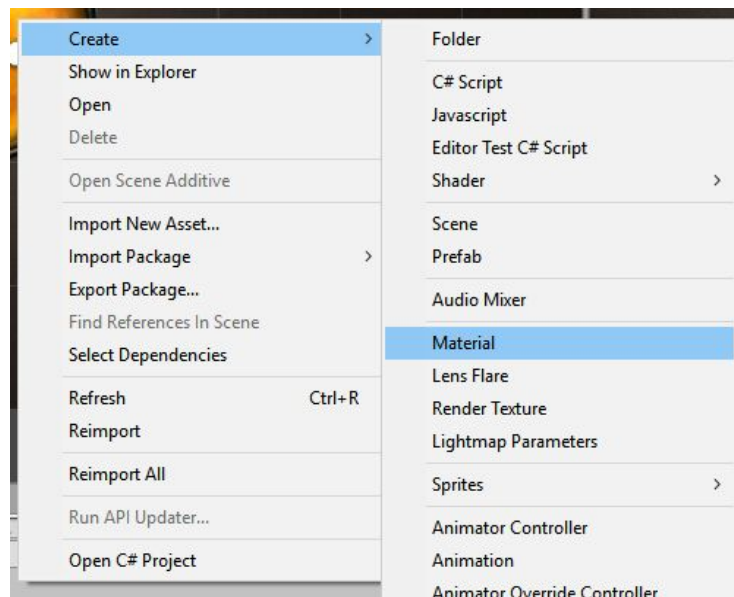
2. Shader parameters.

Fill rate - how much of a substance is in the orb. Use this for HP/Mana/etc. as a progress bar.

Surface color - color of the surface (seen only when *Fill rate* is somewhere between 0 and 1). Looks best when perfectly matched with *Accent* and *Base* colors (you should set them first).

Accent color - accent color of a substance. Looks better when it's lighter than *Base Color*.

Base color - base color of a substance. Looks better when it's darker than *Accent Color*.

Particles (1, 2) multiplier (1, 2) - alpha value, that each particle layer is multiplied by. Use this if you want to change visibility of those layers.

Smoke/Particles (1, 2) tiling - tiling of smoke and particle textures. Use this to change scale of those layers.

UV+A map - special texture for alpha, and UV transformation. I recommend using this only to change Orb type to Half (left/right). See textures (included in this asset) below:

3. Animation scripts.
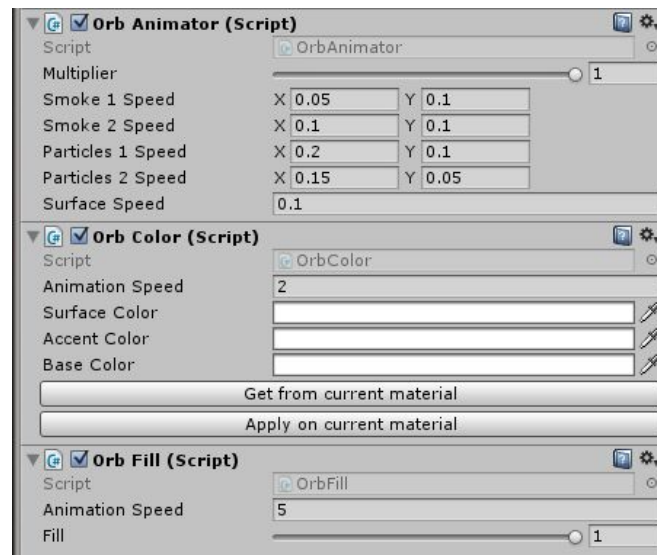
Orb Animatior - attach this script to a renderer with Substance Orb material. This will result in an beautifully animated orb (runs only at runtime).

Orb Color - attach this script to a renderer. Use this to change all colors of the shader at runtime.

Orb Fill - attach this script to a renderer. Use this to change *Fill rate* of the substance at runtime.

Oskar Kuligowski

okuligowski@gmail.com

https://www.facebook.com/guiraffe/