

DOCUMENTATION

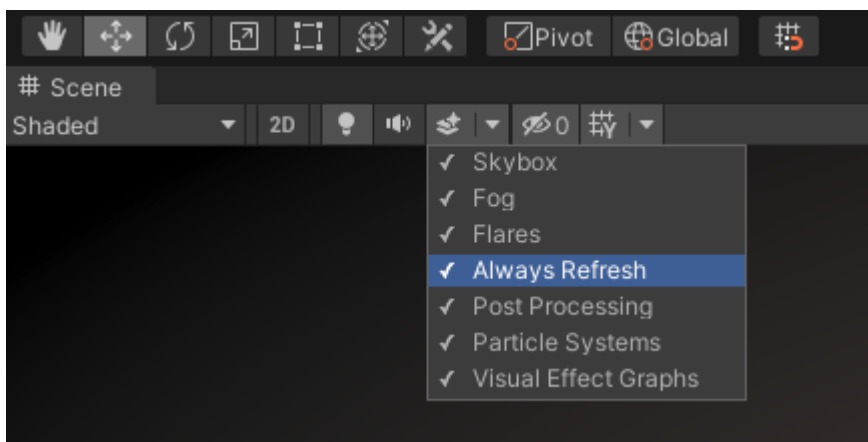
Hi there! Thanks for the purchase!

This shader comes with some default configuration values, but if you want you can change them and customize the shader to your liking!

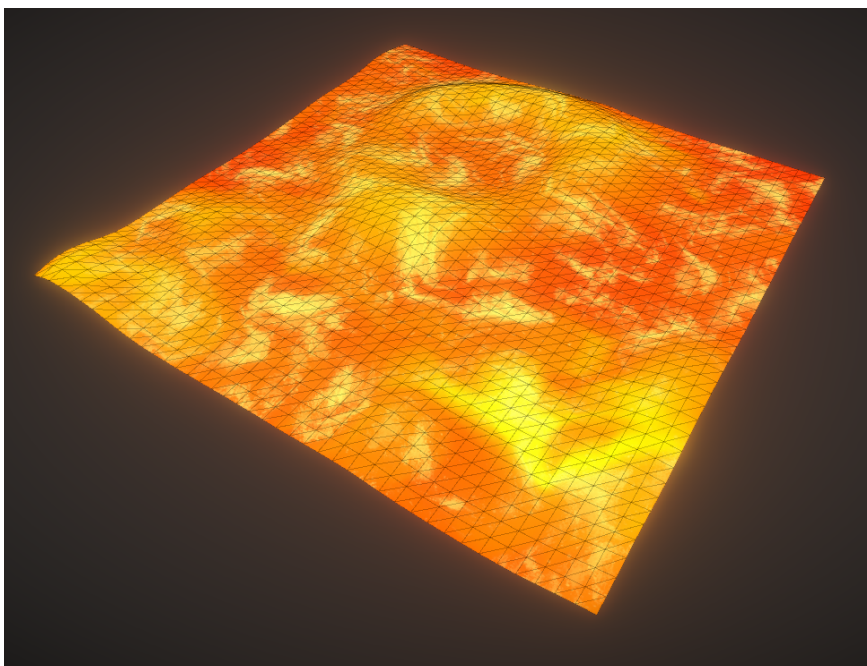
To use the shader you just need to create a plane in Unity or import a plane and drag the material(MagmaShader/Materials/Magma).

Important!!

If you want to see the shader working in the editor, you must press the "Always refresh" option in the editor.



The movement of the mesh will depend on the number of subdivisions that the plane has. A mesh with no subdivisions will not move, and a mesh with more subdivisions will have smoother motion.



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