Dissolve Effect URP

Introduction

This is a simple dissolving or flame effect. If you don't want to write a shader, but need to achieve an unparalleled dissolving flame effect, then this asset is prefect for you. It contains a dissolving shader graph file, and combined with a script to achieve the dissolving and flame animation effects. Solved the problem that the shader dynamic effect can only be played repeatedly. And it can be easily integrated into your project. There are many configuration parameters that can be adjusted by yourself. You can use these parameters to adjust more and more cool effects. Because of the cool effect achieved by using shader, all performance loss is small, and the mobile platform can also run perfectly.

PS：Shader Graph only support URP（Universal Renderer Pipeline)

Main Feature：

1. Easy to integrate into your project, no need to write any shader or code
2. Only Support URP (Universal Renderer Pipeline)
3. The script controls the shader to create dynamic effects, don't worry about it, like other shader effects, it can only be played in a loop
4. You can modify the attributes exposed by the shader and script to easily get the effect you want
5. The shader properties that can be configured are: speed, noise scale, emission color, edge size, AlphaClipThreshold
6. Support Android, IOS, Windows and other platforms
7. Complete documentation, clear demo
8. Cheap

Instructions：

How To Run

Find demo.unity in the package and click Run. The path address is shown in the figure below :
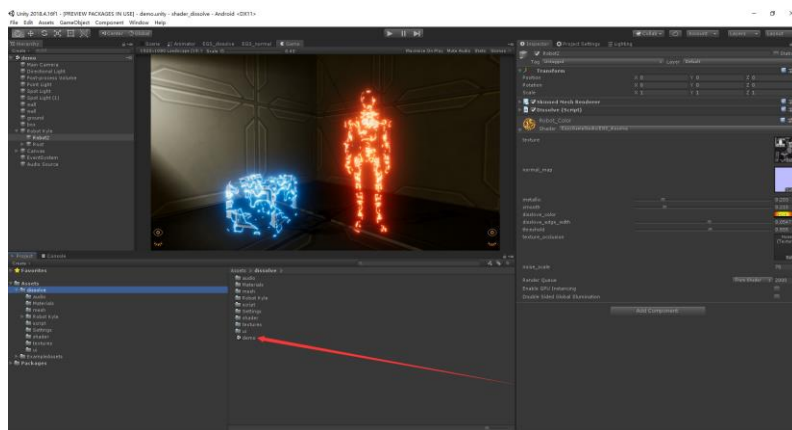

How to apply to your own game objects

1. This shader can only use on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components

2. Set the shader for the game object in the first step-"EasyGameStuio/EGS_dissolve", as shown in the figure below:
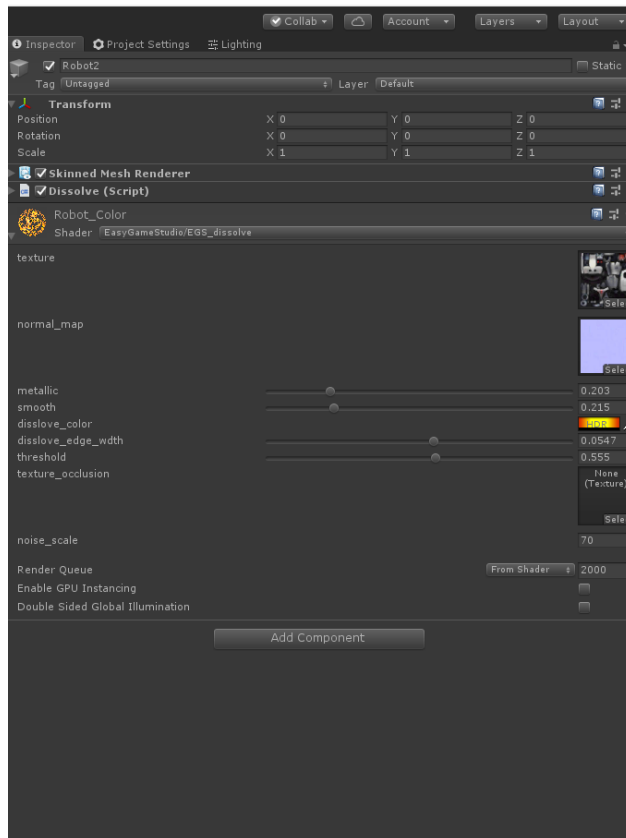

3. Shader: The parameters exposed in "EasyGameStuio/EGS_dissolve" can be adjusted to the effect that you want. The name of each parameter represents the meaning of the parameter. You can refer to the demo video to adjust, as shown in the following figure:
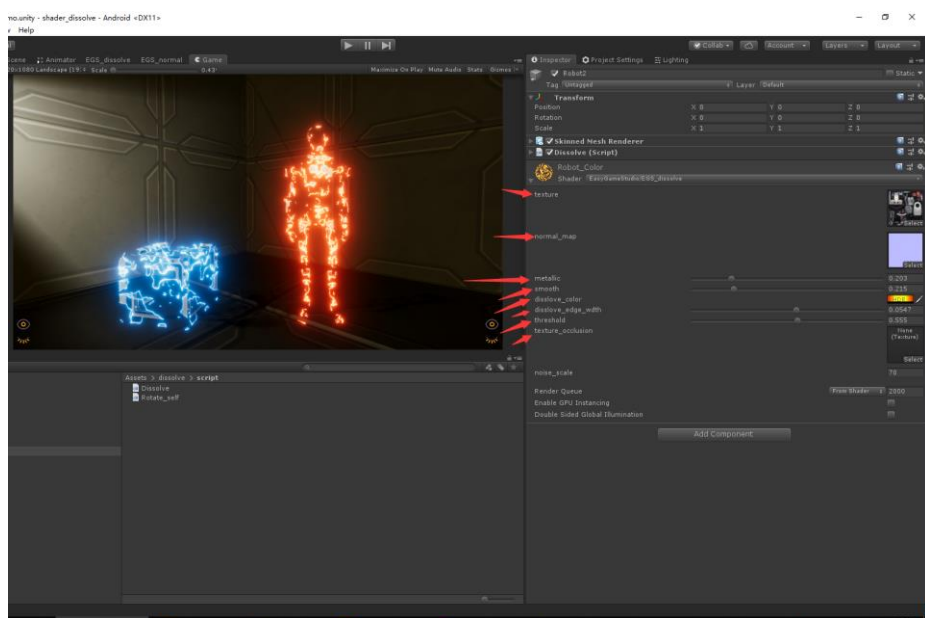
4. If you need to play animation display or hidden animation, you need to add a script to the above

game object, and then call the "show" and "hide" functions in the script. The parameters exposed in the script can adjust the animation Play speed, as shown in the figure below :
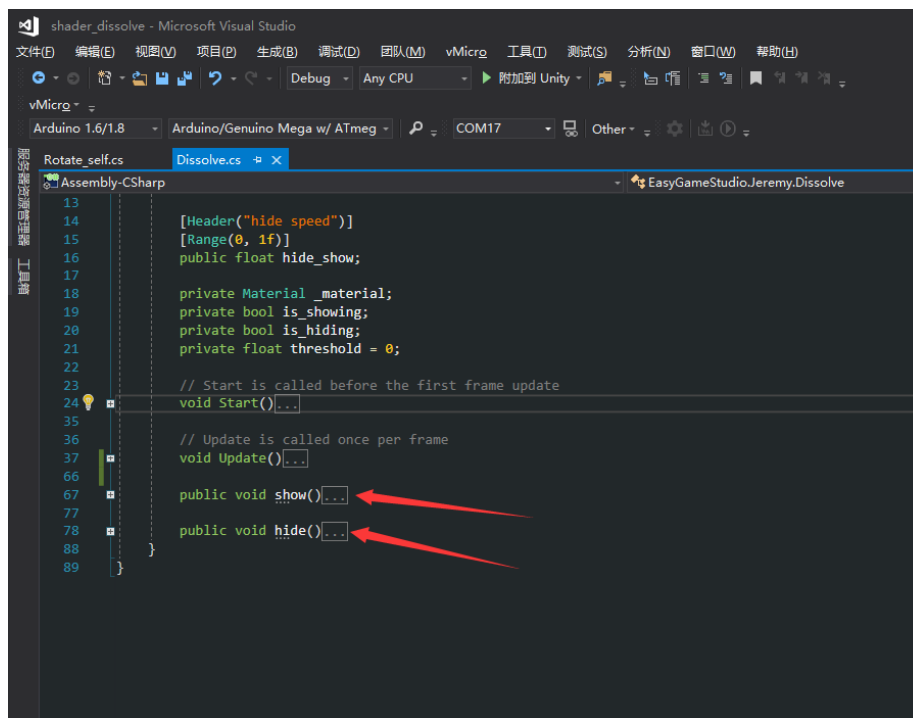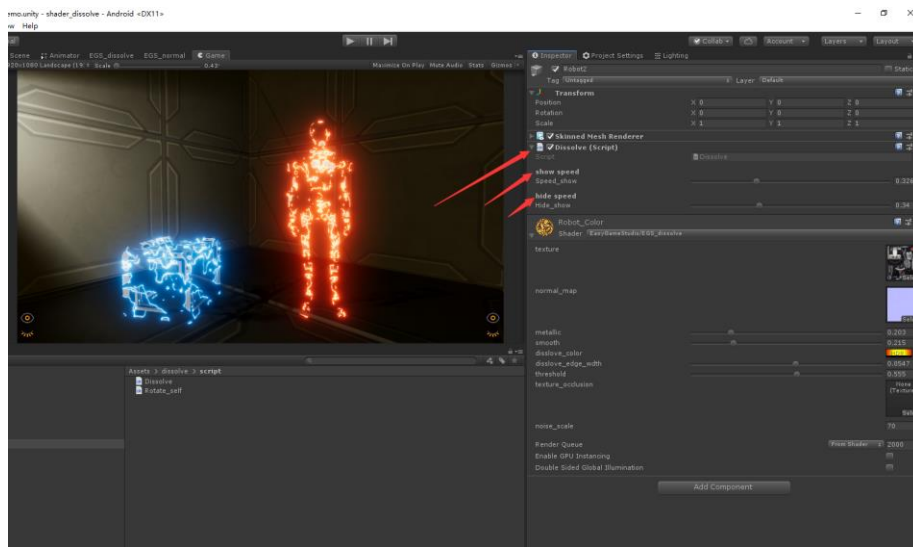
PS: If you find the effect is different after downloading. It may be caused by different versions of post processing. Choose the post processing you can use.

Contact Us：

If you have any questions or suggestions during use, please feel free to contact us

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