Hello and thank you for purchasing this vertex/fragment shader.

This is a vertex/fragment shader which will represent a noise effect on an object of your choosing.

This document will serve as an overview of how to use this shader and the properties used in this shader.

This shader will give you an endless amount of possibilities as to what you can do with it. By using different textures you can create all kinds of variating effects that you can then apply on an object. In the example scene you will see the shader at work. An image of electricity has been used for the effect. Because of the chosen texture and the specified properties of the shader it will look like a mysterious orb and this is just one of the many possible ways that this shader can help you create great effects. Experiment with many different textures and the properties of the shader and you will soon find yourself creating amazing effects.

How to use the shader?
First create a material and then assign this shader to the material.
Create the material by going to the project window with your mouse and right click on it. A list of possibilities will pop-up, go to create and then select material. You will be able to give the material a name right away which is recommended.

You can assign this shader to the material by selecting the material in your project window. Make sure though that the shader and material are both in your assets folder. Then in the inspector window the specifications of the selected material will pop-up. At the top of the inspector window you will see the name shader and a dropdown menu. By default it will be set to a diffuse shader. Click on the dropdown menu, go to custom and select this shader: StaticShader.

Then select your material and drag it on an object. When the shader is assigned to a material you will see new properties in the inspector window when you click on your material. The properties that will show up in the inspector window rely on what the shader file offers, which is determined by the person that created the shader file.

Note: that when this shader is being used on an object it will render the object invisible and the effect will be rendered on the invisible object. Also this shader only works if you apply a texture to the specified slot, because the shader actually alters the uv coordinates of the texture. The shader performs numerous calculations based on the given input of the properties, thus this allows for altering the image in a lot of different ways.

Even though most of the properties will probably speak for themselves, here is a quick explanation of what each property does.

Noise(RGBA) - This is where you add the image file that you want the shader to alter. In this example project an electricity texture is being used for creating the effect that you can see in the example scene. Note: a texture is necessary for this shader to work.

Tint Color - At this property you can specify a color which will be multiplied together with the image file. This means you can change the color appearance of the texture to whatever you want. Experiment with the colors in the example scene to see the effects of it.

Noise - This property is responsible for the amount of noise generated in the image. Higher values will cause bigger noise. Again it is good to experiment with this property to get a more clear idea of the effects of it.

Speed - This property is responsible for the speed at which the image coordinates are changing.

FallOff - This property declares the falloff rate towards the border of the effect. For example in the example scene a sphere has been used as an object. The white coating of the effect is only at the outside of the sphere as you look at it. If the falloff rate would be lower, the white coating would be more visible towards the center of sphere. Try changing this property to see how it effects the image.

Lines - This property basicly does what it says. It adds lines to the effect. Change the property value to see it work.

Width - This property is quite special because it can increase the width, thus range of the effect. However do note that increasing this property works best on spherical objects. When using on squared objects it is probably best to increase the objects scale instead of using the width property. However experimenting with some values might do the trick aswell.

So that were basicly the properties for one pass. Do note that this shader uses three passes for this example project. Each pass basicly does the same thing but it allows you to create more complex effects, because there are more options available. If not all the three passes are needed you can simply delete the excess passes. If needed more then three then you could simply add a few more passes.

Again a lot of effects could be created with this shader. For example orbs of energy, force fields, electricity effects or maybe even holographic effects. The possibilities are endless.

I hope this shader will prove to be usefull to you and thank you again for purchasing it.

Please contact me at D_Fiolet@hotmail.com if there is any problems with this asset.