

# Perlin2DSmoke

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL!

Enjoy! 😊

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## Contact

Questions, suggestions, help needed?

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# Description Features

Displays a smoke effect on one or more objects,  
with the ability to distort the smoke if needed.

- Customize using standard Shader Graphs
- Simultaneous distortions in the smoke using the mouse
  - this can be changed to any game object as well.
- Unity Free friendly.
- Fully commented C# and Shader Graph code.
- Awesome demos!

## Terms of Use

You are free to add this asset to any game you'd like

However:

please put my name in the credits, or in the special thanks section. 😊

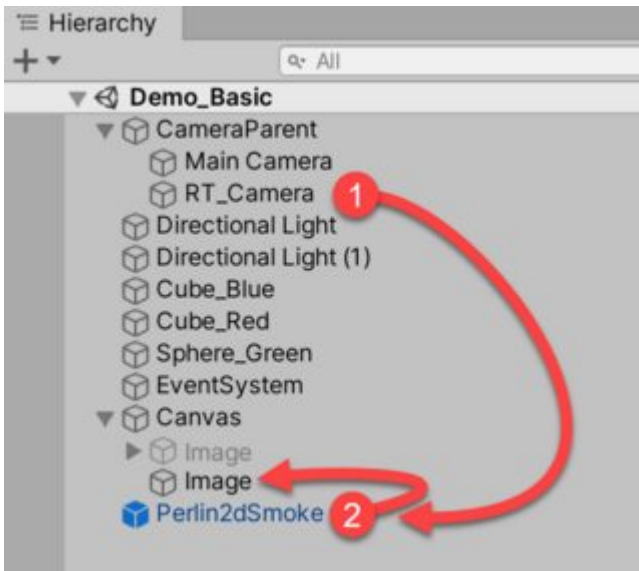
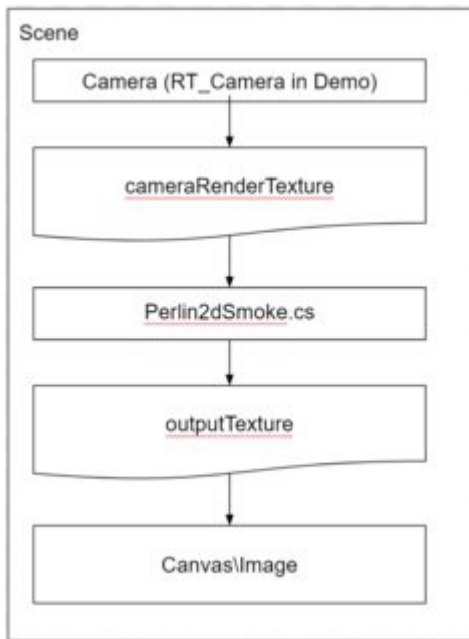
please do not re-distribute.

## Overview/Setup

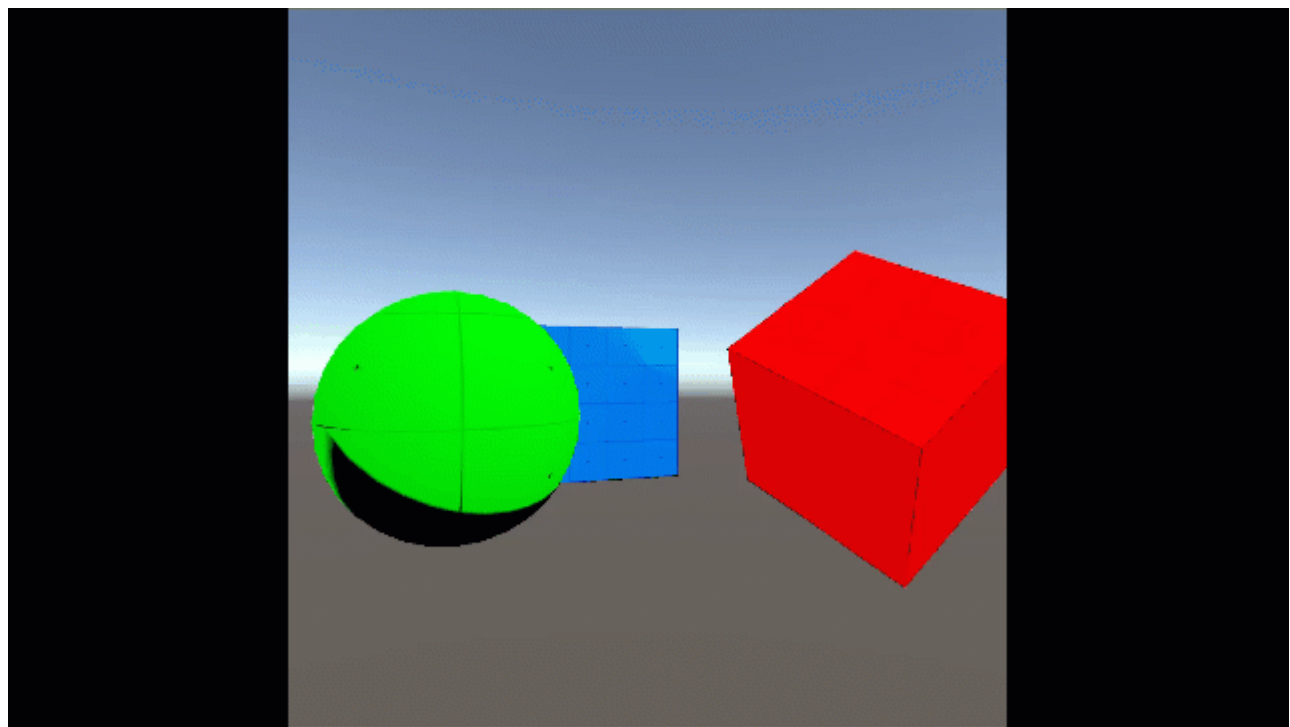
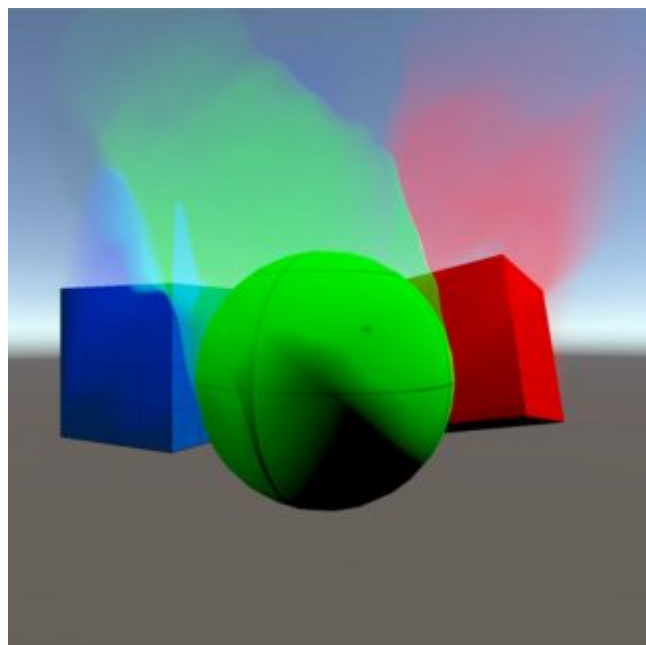
your scences may need to be adjusted to apply this effect correctly.

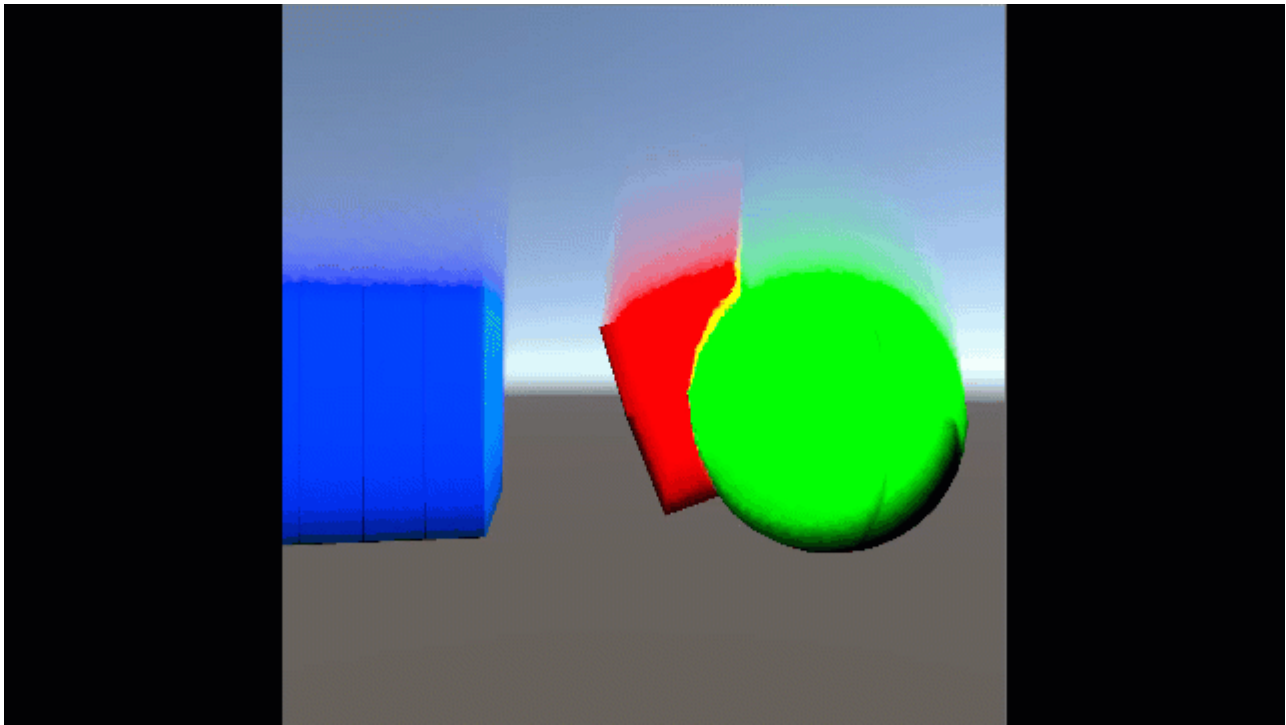
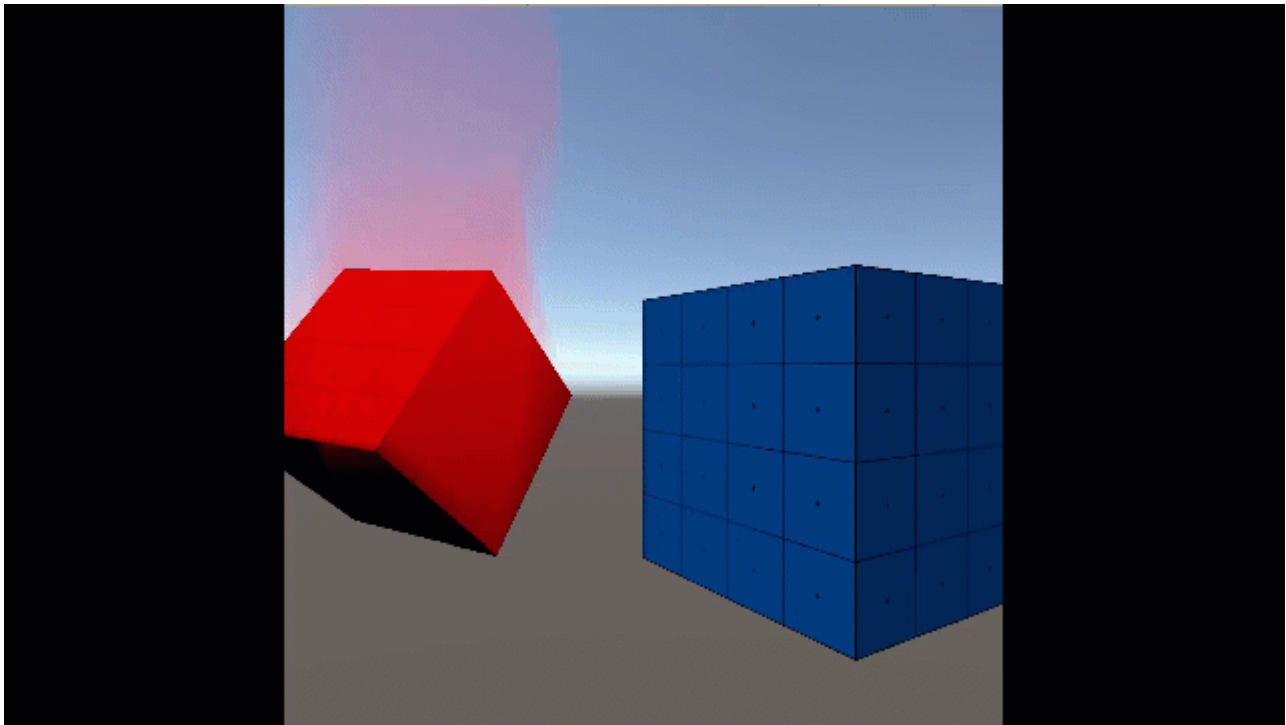
1. first a camera will generate a cameraRenderTexture
  - this should only see the objects you want to apply the smoke to (use Culling Mask)
2. the cameraRenderTexture will be passed to the Perlin2dSmoke.cs (which is on a game object)
3. Perlin2dSmoke.cs outputs a outputTexture, which then can be used in a UI Image or other game Objects.

here are two images to show



## ScreenShots







## Scripts

### Perlin2dSmoke.cs

Description:

this script will take in a Render Texture (typically from a camera) and applied a material to it, and outputs a buffer (Render Texture) to later be used in a UI Image of other asset.

Material:

this material will apply the effect to the texture

cameraRenderTexture:

this is the RenderTexture from the camera

outputTexture:

this is the outputTexture

updateInterval:

this is how often the effect will be applied to the outputTexture.

### updateMousePosition.cs

Description:

used to update material with the mouse position.

-- make sure to use Perlin2dSmoke\_MouseRect.shadergraph

Material:

this material will apply the effect to the texture

force:

this is the maximum force that will be applied to the smoke

speed:

the speed to update the force

## Other Scripts

The Other scripts are basically just used for the Demos.

## Shaders

### Perlin2dSmoke\_Base.shadergraph

used to apply the effect to a texture.

### Perlin2dSmoke\_MouseRect.shadergraph

a new version of the Perlin2dSmoke\_Base.shadergraph that has the ability to react to the mouse cursor.

### RT2T.shadergraph

this takes the outputTexture from Perlin2dSmoke.cs and applies it to a UI Image or other game object.

## FAQ

### Effect is Stretched ?

you can solve this by resizing the RenderTextures to be the same size of the Screen.

## testing and notes

This works 100% in the editor,  
however had issues with the WebGL platform.