Teleport_Script_URP

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Enjoy! 😃

Table of Contents

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Terms of Use

Required:
please follow [Unity's EULA](#)

Suggestion/Optional:

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

Description Features

- Change any and all parameters
    - X, Y, or Z Axis
    - Direction
    - Color or Gradients
    - Different Noises (any kind you want/need)
    - NoiseSpeed
    - works on animated models
- Awesome Demo
- and Fully Commented Code & ShaderGraph
- Video Guiding walk-through ShaderGraph

Set Up

None:

your set up should be the basic URP set up.

so make sure you have the standard unity URP setup.

Optional:

add the volume and bloom to make sure those HDR colors really pop!

Shaders

Properties/parameters

the shaders all have some basic properties.

1. Anim: this slides from 0 to 1 to animate the teleport
2. AnimMinMaxPosition: this is used to adjust the min and max of anim
3. Fade: how fast the colors fade
4. Rotation: the tilt or rotation of the effect
5. RotAxis: the axis you want to rotate on.
6. useWorldPosition: whether or not to use worldposition or objectposition

7. worldoffset: if the worldposition needs to be shifted or adjusted.
8. useGradient: whether or not to use gradient or color
9. Gradient: the main gradient used to create the effect.
10. Gradient(1): a mask gradient
11. Gradient(2): a mask gradient
12. ColorL the color to use if we are not using the gradient
13. direction: the direction the teleport is going
14. NoiseSpeed: use for animating the noise.
15. Metallic: basic metallic property
16. Smoothness: basic smoothness property

teleport_v0:

this is a basic shader just for testing out the code.

teleport_v1:

this is a shader with main-texture and emission.

teleport_[...]:

the rest are used in various parts of the demo.

C# scripts

DemoScript01.cs

this manages each "side" of the demo.
syncing up the values of the ui and shaders.
and turning objects on/off when needed.

TurnNinety.cs

turns the camera 90degrees.