

TRANSFORM

SHADER

(v1.0)

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This document will walk you through the entire "Transform Shader from IndieChest" and how to best take advantage of it.

INTRODUCTION

Transform Shader is a Unity3D shader to make texture-to-texture transition with GPU.

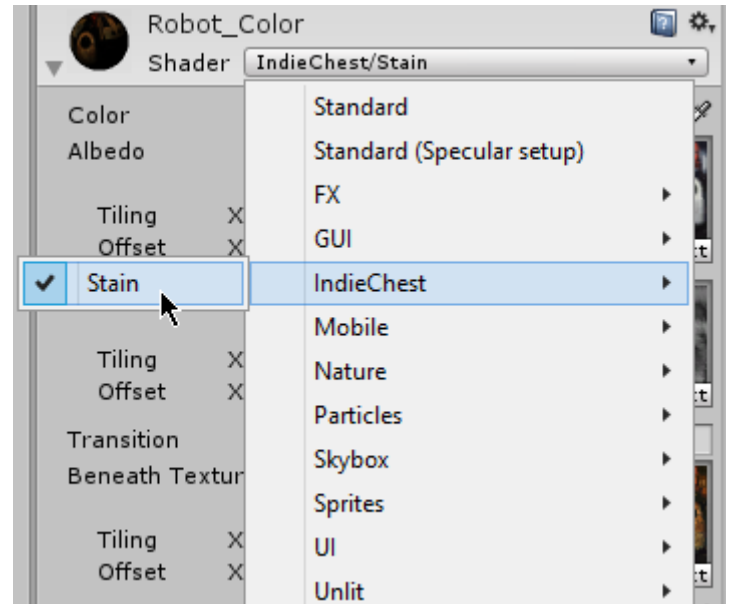
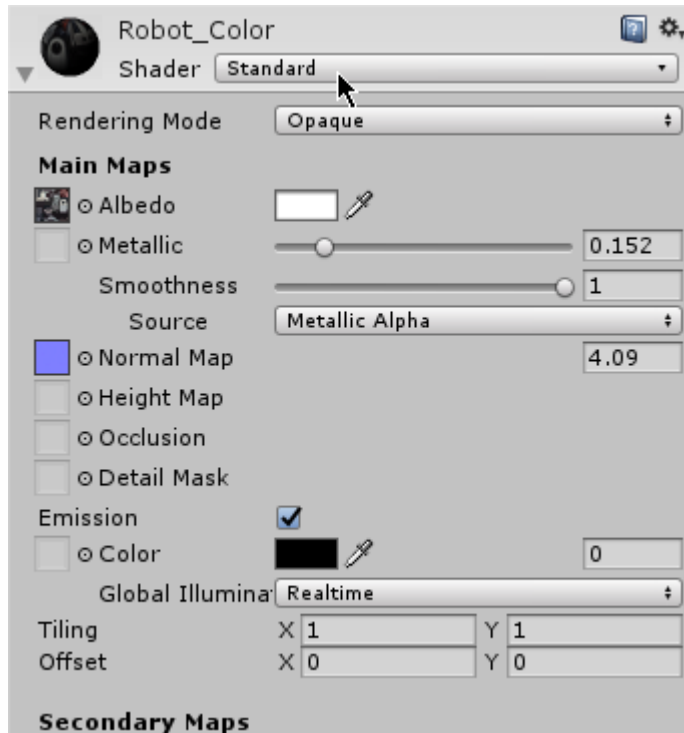
Transform Shader is variation of Unity's Standard Shader. It's injected in Standard Shader.

Transform Shader is;

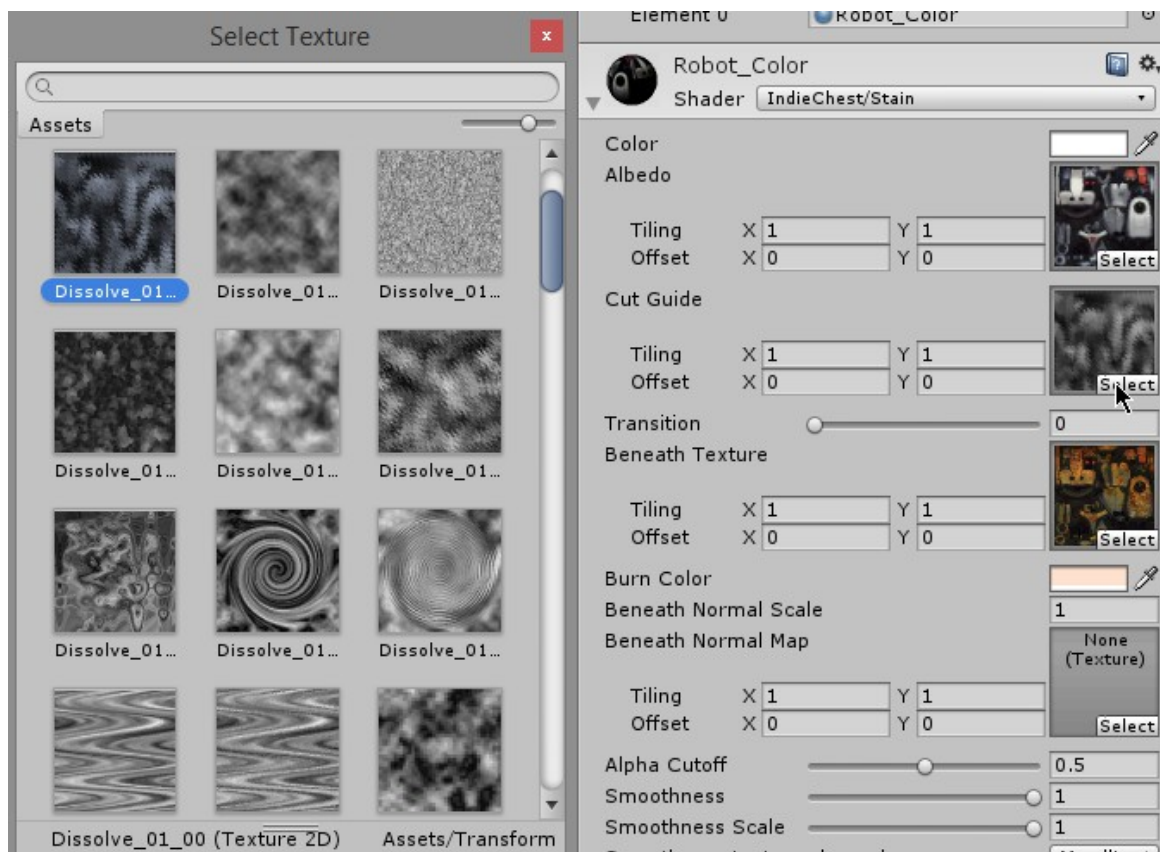
- **Extremely customizable**
- **Compatible with mobile, VR, webGL**
- **Includes dissolve textures**
- **Fast, optimized**
- **Easy to implement any project**
- **Its compatible with sophisticated lightning/shadow setups**

QUICK SETUP

1. Change your object's material's shader to "IndieChest/Stain"



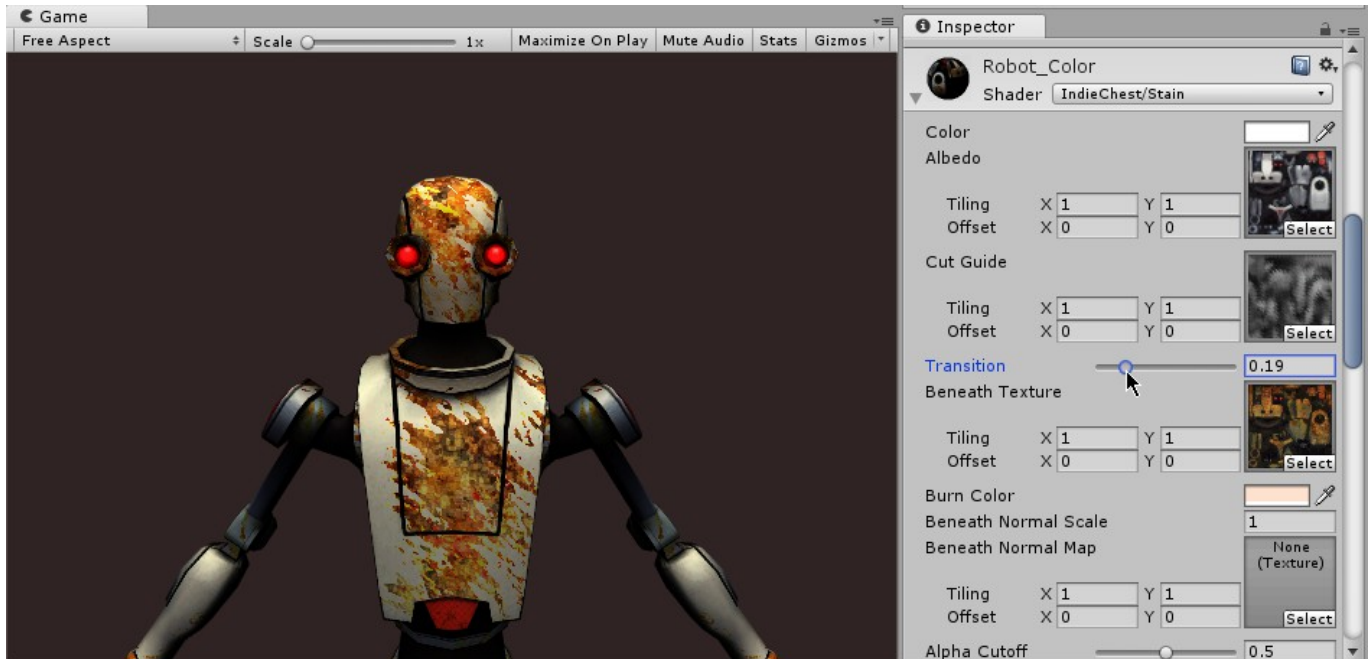
2. Add a dissolve texture to "Cut Guide" section in material.



3. Add your secondary (final) texture to the "Beneath Texture" section in material.



4. Use "Transition" slider to transform.



5. And voila! Your object can transform now, you can use transition with `"_DissolveAmount"` key in shader. (float)

```
mat.SetFloat ("_DissolveAmount", 0.5f);
```

Transform Shader
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