

Radial: Helps to twist the texture. This dynamic setting is not recommended to be used permanently. If you want to twist the texture, use the same unwrapping mesh as on the disk.

Texture: place the texture you want to use.

Emissive: increases texture contrast.

Color / Color_2: Color of your effect.

Power Color: is the ratio of Color and Color_2 which color will be more present.

MultiPower_1 / 2 Noise :Responsible for color saturation 1-2 noise texture.

MultiPower_3 / 4 Noise :is responsible for color saturation of 3-4 texture noise.

X / Y W/ Z speed: 1/2 noise speed.

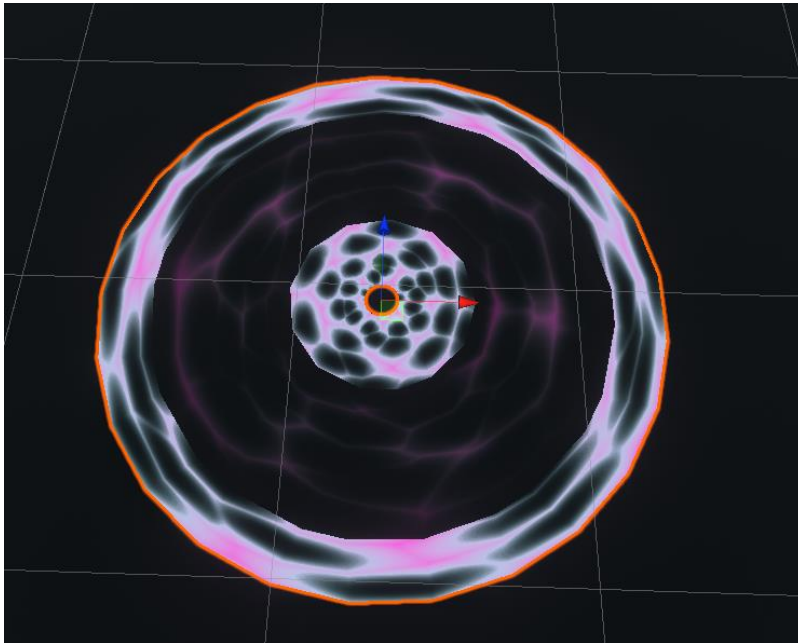
X / Y W/ Z speed : 3/4 noise speed.

Power_Noise _1, Power_Noise _2, Power_Noise _3, Power_Noise _4 :

This contrast of noise.

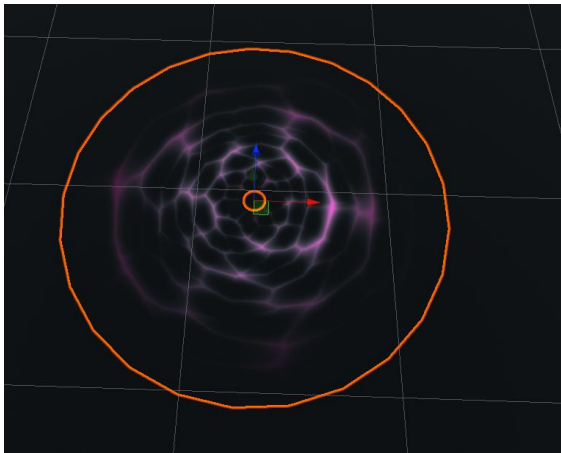
Tile_XY WZ Noise 1/2: texture tiling.

Tile_XY WZ Noise 3/4: texture tiling.

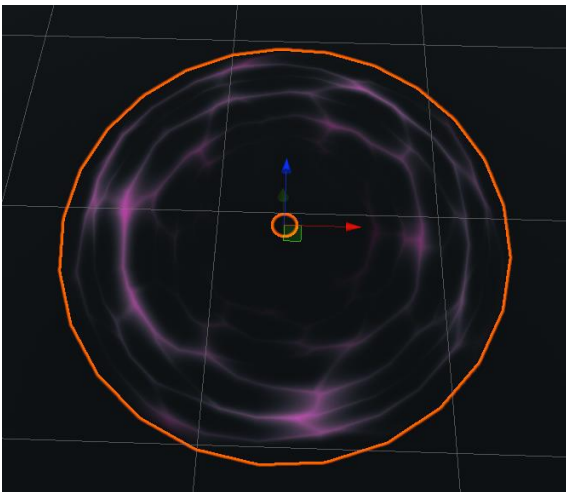


Subtract_Mask_inner: if you need to select an area along the outer ring.

Subtract_Mask_outer: if you need to select an area internally.



Power_Mask_inner: gives transparency from the outer ring.



Power_Mask_outer: gives transparency from the inner ring.



AnimaMask: gives a shimmery effect.

TimeAnimaMask: flicker speed.

Power_Mask_2 : reduce the strength of the flicker from 20 or less to see the effect.



Power_Main: overall contrast of all noise

Multiply_Main: is a common noise multiplier..

