Introduction

This package contains different demo scenes for each Render Pipeline, which are located in a separate folder. Simply open the folder with the corresponding name, where you can find the demo scene:
- *Built-In* - if you use *Built-In*;
- *URP* - if you use *URP*;
- *HDRP* - if you use *HDRP*.

This effect is animated using a *Unity Animator Controller*. If you need to change the duration of the effect, simply adjust the *Exit Time* parameter in the transition from the *WaterSpellStart* state to the *WaterSpellFinish* state.

Requirements

This package uses *Shader Graph*, and some of its effects rely on the *Bloom* effect. If you are using the *Built-In Render Pipeline*, you will need to install both the *Shader Graph* package and the *Post Processing* package in *Package Manager*.

To ensure the shaders work correctly, make sure HDR is enabled in your graphics settings.

Shaders

For performance reasons, procedural noise is not used in this package. All shaders rely on pre-rendered noise textures and images.

Water

This shader moves the provided texture horizontally and applies a vertical offset to it.

Parameters:
- *Texture* – base texture of the effect;
- *Color* – HDR color of the effect;
- *Width* – controls the width of the texture;
- *DistortionStrength* – adjusts the contrast of the final texture (the value must be greater than 0);
- *Speed* – controls the speed of the texture;
- *OffsetTop* – sets the vertical offset of the texture.

SpellCircle

This shader blends the provided texture with a noise texture and applies rotation around the center. This shader also trims the edges of the texture, leaving only a circle in the center.

Parameters:
- *MainTexture* – base texture of the effect;
- *NoiseTexture* – the noise texture that will be applied to the effect (it is recommended to use a seamless noise texture);
- *Color* – HDR color of the effect;
- *RotationSpeed* – rotation speed of the base texture;
- *DistortionStrength* – adjusts the contrast of the final texture (the value must be greater than 0);
- *TwirlSpeed* – rotation speed of the noise texture;
- *TwirlStrength* – defines the intensity of the noise distortion (twisting effect);
- *Opacity* – controls the transparency of the final texture.

If you enjoy this asset, please leave a review on the Asset Store — your feedback helps me improve the asset and fix any issues.