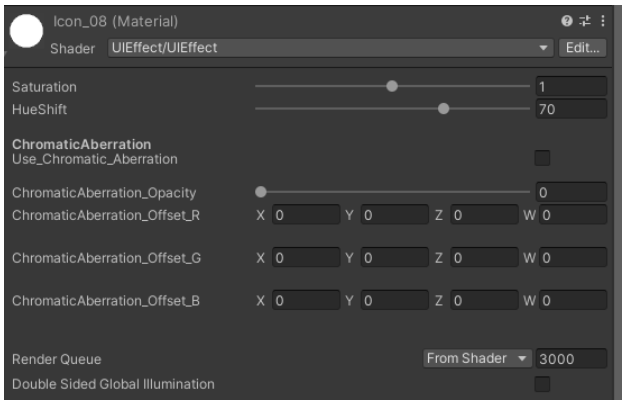
UIShaderEffects-EdgeEffects

Description

High-quality UI shaders for edge effects, compatible with all rendering pipelines, lightweight, and mobile-friendly. Highly customizable, it includes multiple effect prefabs, shaders and textures.

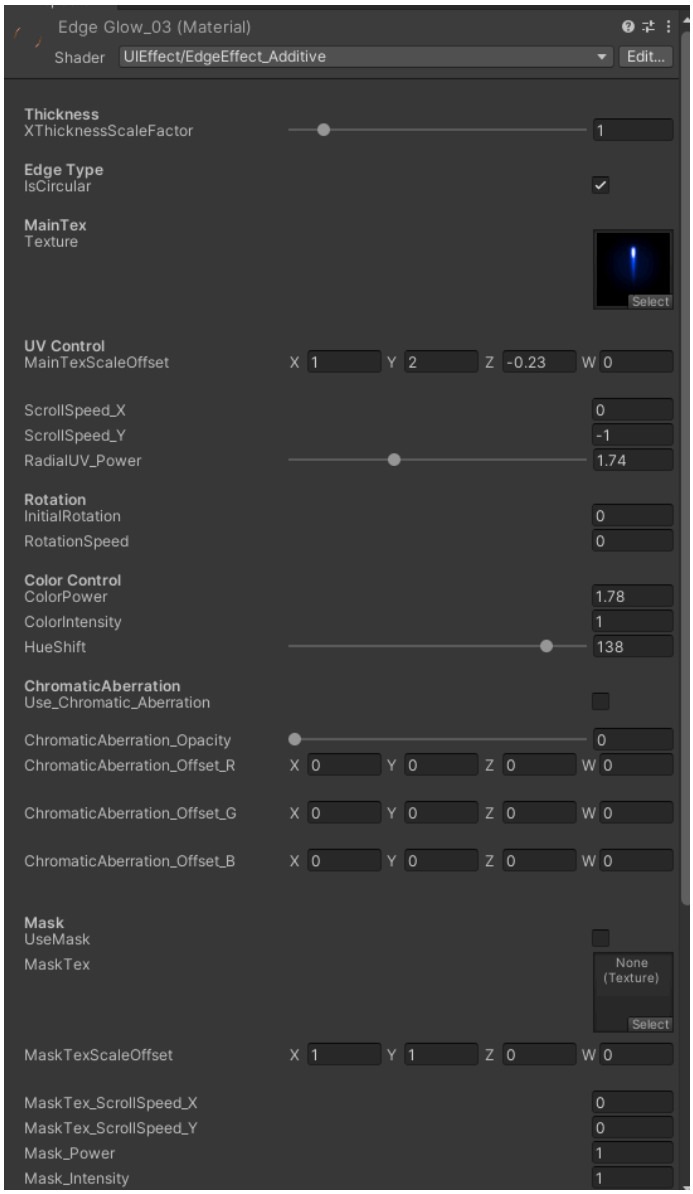
Shaders

UIEffect



Saturation:
Adjust color values (RGB) by desaturating or saturating them. A value of 1.0 represents the neutral point, with values below 1.0 indicating desaturation and values above 1.0 indicating increased saturation.
HueShift:
Applies a hue shift to the color's RGB values.
Use_Chromatic_Aberration:
Enable or disable the chromatic aberration feature.
ChromaticAberration_Opacity:
Controls the opacity of chromatic aberration, ranging from 0 to 1.0.
ChromaticAberration_Offset_R:
Adjusts the UV coordinate offset for the red color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
ChromaticAberration_Offset_G:
Adjusts the UV coordinate offset for the green color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
Chromatic_Aberration_Offset_B:
Adjusts the UV coordinate offset for the blue color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectiv

EdgeEffect_Additive



XThicknessScaleFactor:
Controls the thickness along the x-axis. Useful for creating rectangular edge effects.
IsCircular:
Choose the edge type. When selected, it sets the edge to a circular type; otherwise, it defaults to a square edge.
MainTex:
Specifies the texture for the edge.
MainTexScaleOffset:
Adjusts the UV tiling and offset for the main texture. Use `.xy` to control the tiling and `.zw` to set the offset.
ScrollSpeed_X:

Controls the scrolling speed of the main texture along the UV.x axis.

ScrollSpeed_Y:
Controls the scrolling speed of the main texture along the UV.y axis.

RadialUV_Power:
Applies a power function to the radial UV coordinates. A higher value makes the lines tighter, while a lower value makes them wider.

InitialRotation:
Initial UV Rotation value along z axis.

RotationSpeed:
UV Rotation speed along z axis.

ColorPower:
Adjusts the intensity of the color(RGB) using a power function. The color is modified as `pow(color.rgb, colorPower)`.

Color Intensity:
Multiplies the color's RGB values to adjust its intensity.

HueShift:
Applies a hue shift to the color's RGB values.

Use_Chromatic_Aberration:
Enable or disable the chromatic aberration feature.

ChromaticAberration_Opacity:
Controls the opacity of chromatic aberration, ranging from 0 to 1.0.

ChromaticAberration_Offset_R:
Adjusts the UV coordinate offset for the red color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.

ChromaticAberration_Offset_G:
Adjusts the UV coordinate offset for the green color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.

Chromatic Aberration_Offset_B:
Adjusts the UV coordinate offset for the blue color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.

UseMask: Enables the opacity masking feature.

MaskTex: Specifies the texture used for masking.

MaskTexScaleOffset: Adjusts the tiling and offset for the mask texture. Use `.xy` for tiling and `.zw` for offset.

MaskTex_ScrollSpeed_X:
Controls the scrolling speed of the mask texture in the uv.x direction.

MaskTex_ScrollSpeed_Y:
Controls the scrolling speed of the mask texture in the uv.y direction.

Mask_Power:
Applies a power function to the mask texture value, computed as `pow(maskTex.r, Mask_Power)`.

Mask_Intensity:
Mask value intensity multiplier.

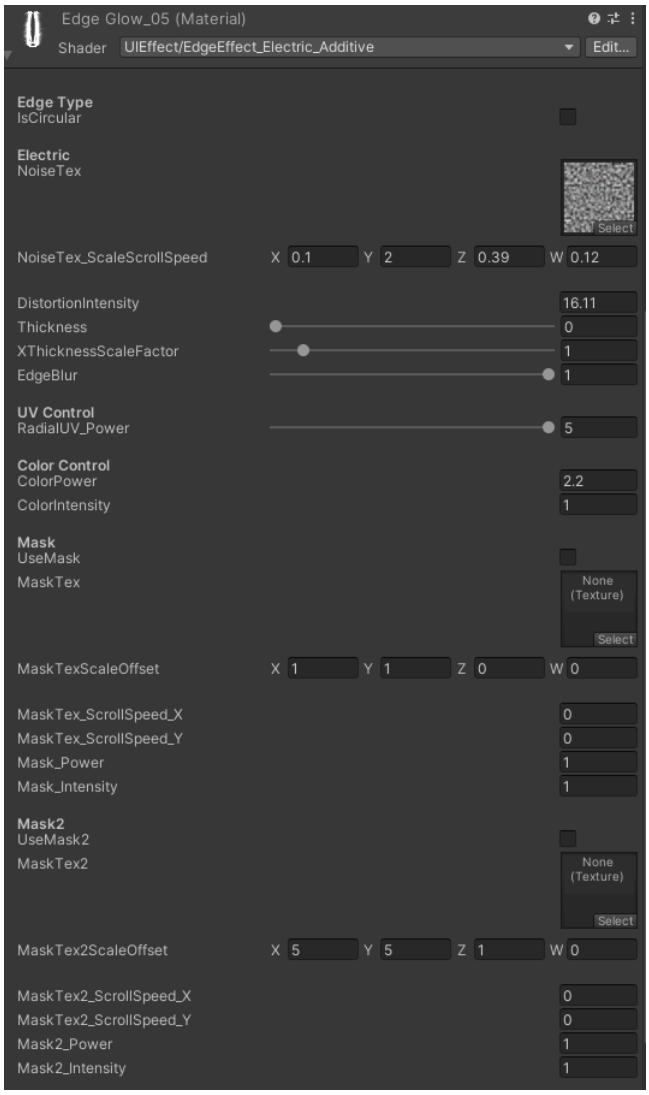
UseMask2: Enables the secondary opacity masking feature.
MaskTex2: Specifies the texture used for second masking.
MaskTex2ScaleOffset: Adjusts the tiling and offset for the second mask texture. Use `.xy` for tiling and `.zw` for offset.
MaskTex2_ScrollSpeed_X:
Controls the scrolling speed of the second mask texture in the uv.x direction.
MaskTex2_ScrollSpeed_Y:
Controls the scrolling speed of the second mask texture in the uv.y direction.
Mask2_Power:
Applies a power function to the second mask texture value, computed as `pow(maskTex2.r, Mask2_Power)`.
Mask2_Intensity:
Second mask value intensity multiplier.

Electric

Color: The color applied to the electric effect.
NoiseTex: The texture used to generate the electric pattern.

NoiseTex_ScaleScrollSpeed: `.xy` controls the tiling of the `NoiseTex`, while `.zw` adjusts the scroll speed.
Offset: The positional offset of the electric line.
DistortionIntensity: The amplitude of distortion applied to the electric line.
Thickness: The thickness of the electric line.
EdgeBlur: The intensity of the blur effect applied to the edges of the electric line.
UseMask: Enables the opacity masking feature.
MaskTex: Specifies the texture used for masking.
MaskTexScaleOffset: Adjusts the tiling and offset for the mask texture. Use `.xy` for tiling and `.zw` for offset.
MaskTex_ScrollSpeed_X:
Controls the scrolling speed of the mask texture in the uv.x direction.
MaskTex_ScrollSpeed_Y:
Controls the scrolling speed of the mask texture in the uv.y direction.
Mask_Power:
Applies a power function to the mask texture value, computed as `pow(maskTex.r, Mask_Power)`.
Mask_Intensity:
Mask value intensity multiplier.
UseMask2: Enables the secondary opacity masking feature.
MaskTex2: Specifies the texture used for second masking.
MaskTex2ScaleOffset: Adjusts the tiling and offset for the second mask texture. Use `.xy` for tiling and `.zw` for offset.
MaskTex2_ScrollSpeed_X:
Controls the scrolling speed of the second mask texture in the uv.x direction.
MaskTex2_ScrollSpeed_Y:
Controls the scrolling speed of the second mask texture in the uv.y direction.
Mask2_Power:
Applies a power function to the second mask texture value, computed as `pow(maskTex2.r, Mask2_Power)`.
Mask2_Intensity:
Second mask value intensity multiplier.

EdgeEffect_Electric_Additive



IsCircular:
Choose the edge type. When selected, it sets the edge to a circular type; otherwise, it defaults to a square edge.
NoiseTex: The texture used to generate the electric pattern.
NoiseTex_ScaleScrollSpeed: `.xy` controls the tiling of the `NoiseTex`, while `.zw` adjusts the scroll speed.
Offset: The positional offset of the electric line.
DistortionIntensity: The amplitude of distortion applied to the electric line.
Thickness: The thickness of the electric line.
XThicknessScaleFactor:
Controls the thickness along the x-axis. Useful for creating rectangular edge effects.
EdgeBlur: The intensity of the blur effect applied to the edges of the electric line.
RadialUV_Power:

Applies a power function to the radial UV coordinates. A higher value makes the lines tighter, while a lower value makes them wider.

ColorPower:

Adjusts the intensity of the color(RGB) using a power function. The color is modified as `pow(color.rgb, colorPower)`.

Color Intensity:

Multiplies the color's RGB values to adjust its intensity.

UseMask: Enables the opacity masking feature.

MaskTex: Specifies the texture used for masking.

MaskTexScaleOffset: Adjusts the tiling and offset for the mask texture. Use `.xy` for tiling and `.zw` for offset.

MaskTex_ScrollSpeed_X:

Controls the scrolling speed of the mask texture in the uv.x direction.

MaskTex_ScrollSpeed_Y:

Controls the scrolling speed of the mask texture in the uv.y direction.

Mask_Power:

Applies a power function to the mask texture value, computed as `pow(maskTex.r, Mask_Power)`.

Mask_Intensity:

Mask value intensity multiplier.

UseMask2: Enables the secondary opacity masking feature.

MaskTex2: Specifies the texture used for second masking.

MaskTex2ScaleOffset: Adjusts the tiling and offset for the second mask texture. Use `.xy` for tiling and `.zw` for offset.

MaskTex2_ScrollSpeed_X:

Controls the scrolling speed of the second mask texture in the uv.x direction.

MaskTex2_ScrollSpeed_Y:

Controls the scrolling speed of the second mask texture in the uv.y direction.

Mask2_Power:

Applies a power function to the second mask texture value, computed as `pow(maskTex2.r, Mask2_Power)`.

Mask2_Intensity:

Second mask value intensity multiplier.