

SHALLWAY STUDIO

# Xffect Editor

---

## Shader Manual

**Version 4.0.0**

**2013/10/10**

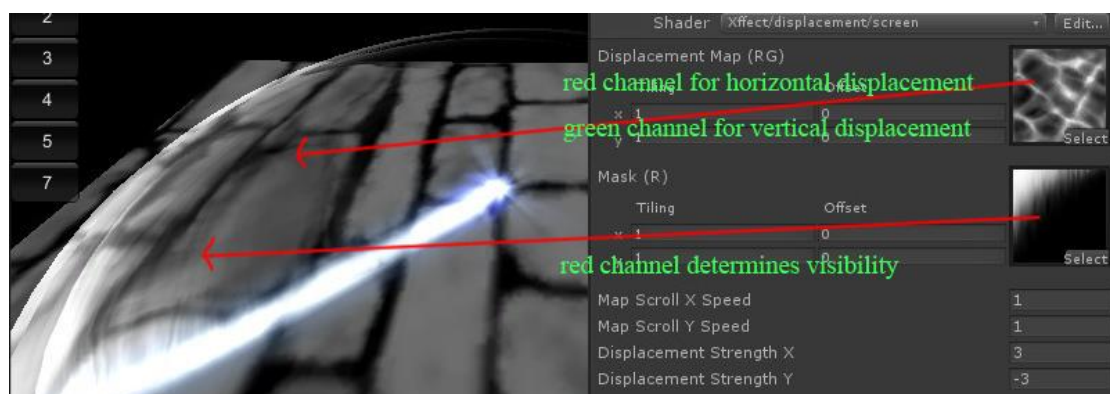
Visit <http://shallway.net/xffect/doku.php?id=en:main> to learn more tutorials.

## CONTENTS

DISPLACEMENT SCREEN .....	1
DISPLACEMENT ADDITIVE .....	2
MASK BLEND.....	3
DISPLACEMENT DISSOLVE .....	4
NOTE.....	5

## Displacement Screen

This shader will distort the screen by **Displacement Map** and **Mask**.



### ***Displacement Map***

Red channel determines strength by which texture is moving in X direction.

Green channel determines strength by which texture is moving in Y direction.

### ***Mask Texture***

Red channel determines the visibility of the screen area.

### ***Map Scroll Speed X, Y***

Controls the scrolling of **Displacement Map**.

### ***Displacement Strength X, Y***

Controls the displacement vector.

## Limitation

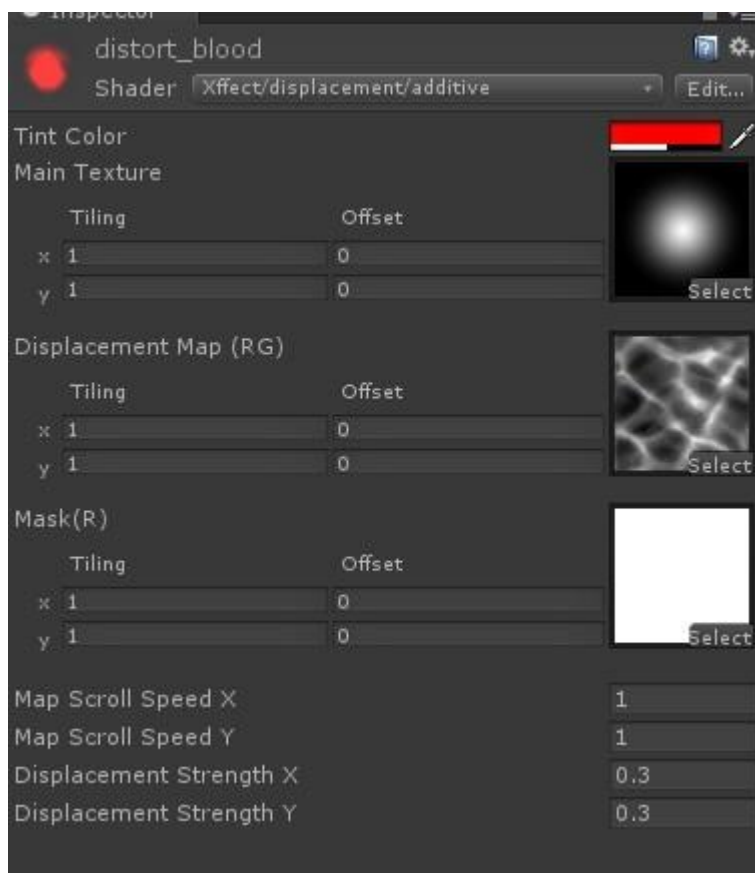
- Requires Unity Pro.
- Unfriendly for mobile devices.

example reference: phantom\_sword\_pro.prefab

NOTE: you can also control the distort intensity by particle color's alpha.

you can control the displacement strength dynamically by **Advance Shader Control** of EffectLayer.

## Displacement Additive



All the parameters are the same as **Displacement Screen** Shader, but this shader will distort the **Main Texture** rather than the screen.

example reference: suckblood.prefab

No limitation, supports unity free and this shader is mobile friendly.

you can control the displacement strength dynamically by **Advance Shader Control** of EffectLayer.

# Mask Blend



## ***Mask Texture***

The red channel determines the visibility of the **Main Texture**.

## ***Scroll Speed X***

The horizontal speed of mask scrolling.

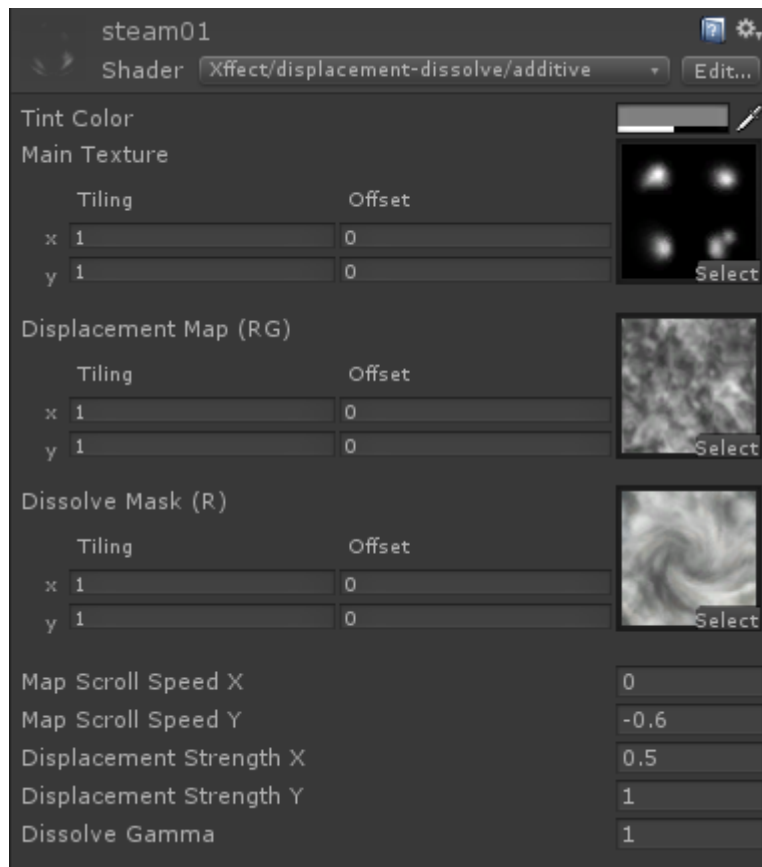
## ***Scroll Speed Y***

The vertical speed of mask scrolling.

example reference: window\_light.prefab.

No limitation, supports unity free and this shader is mobile friendly.

# Displacement Dissolve



Example reference: steam.prefab

## ***Displacement Map***

Controls the displacement of **Dissolve Mask**.

## ***Dissolve Mask***

Controls the visibility of **Main Texture**.

The dissolve power can be changed dynamically by **Advance Shader Control** of EffectLayer.

## ***Map Scroll Speed X, Y***

Controls the scrolling of **Displacement Map**.

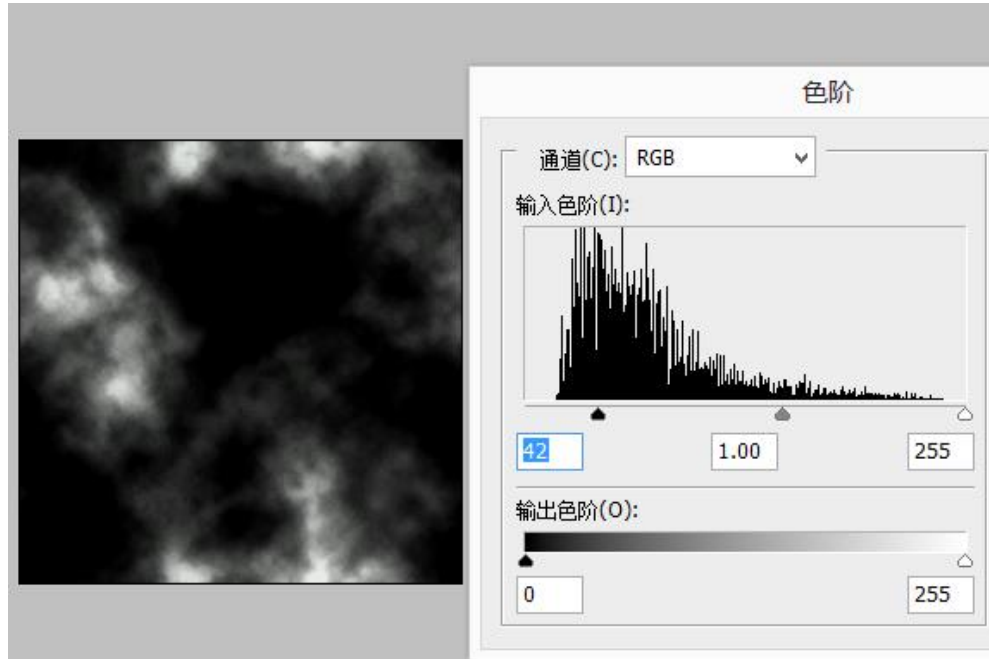
## ***Displacement Strength X, Y***

Indicates the displacement strength of **Dissolve Mask**.

## ***The Principle of Dissolve:***

Since the **Dissolve Mask** determines the visibility of the **Main Texture**, So we only need to fade the **Dissolve Mask** into black to make the **Main Texture** disappear.

For example, in photoshop, we can control the color level to fade a texture into black.



Our dissolve shader is doing the same thing, but you must control the dissolve power by **Advance Shader Control** of EffectLayer.

example reference: steam.prefab

supports unity free, have not yet tested this shader's performance on mobile☹.

you can control the displacement strength dynamically by **Advance Shader Control** of EffectLayer.

## **NOTE**

1. All the shaders only work on play mode.