



Search or jump to...



[Pull requests](#) [Issues](#) [Marketplace](#) [Explore](#)



fatdogsp / **Unity-Force-Field-Effect** Public

Watch ▾

1

Star

1

Fork

3

[Code](#) [Issues](#) [Pull requests](#) [Actions](#) [Projects](#) [Wiki](#) [Security](#) [Insights](#)

master ▾ 1 branch 0 tags

Go to file

Add file ▾

Code ▾

fatdogsp add new 4bb8a6a on Feb 21, 2020 3 commits		
BGForceField	version 0	2 years ago
README.md	add new	2 years ago

README.md

Unity-Force-Field-Effect

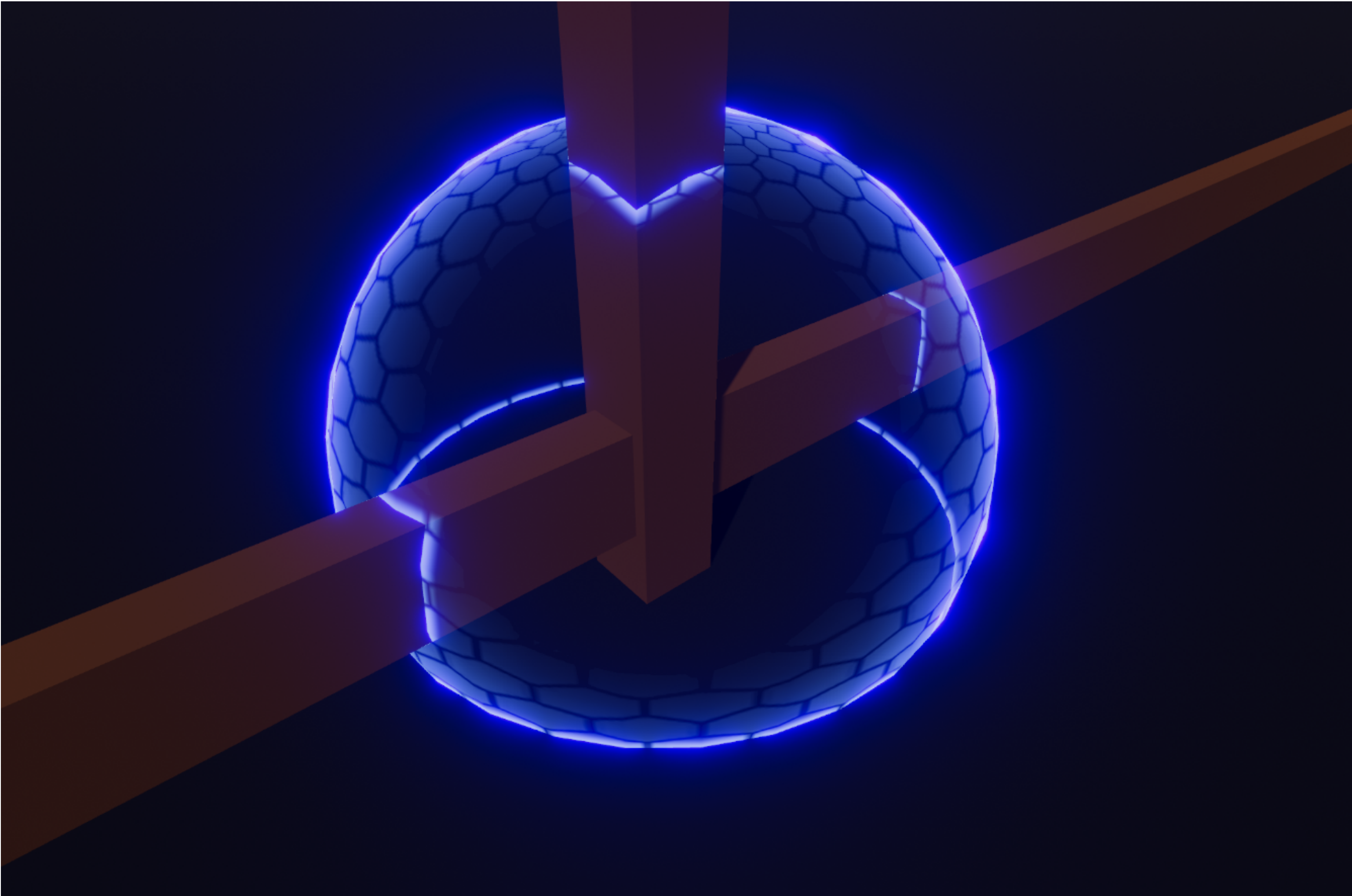
If you are interested in **force field effect**, you can search **FORCE FIELD in Unity - SHADER GRAPH**. It's a video tutorial by **Brackeys**, and here is the [Youtube Link](#).

The tutorial is cool, but the code generated by shader graph is not easy to read.

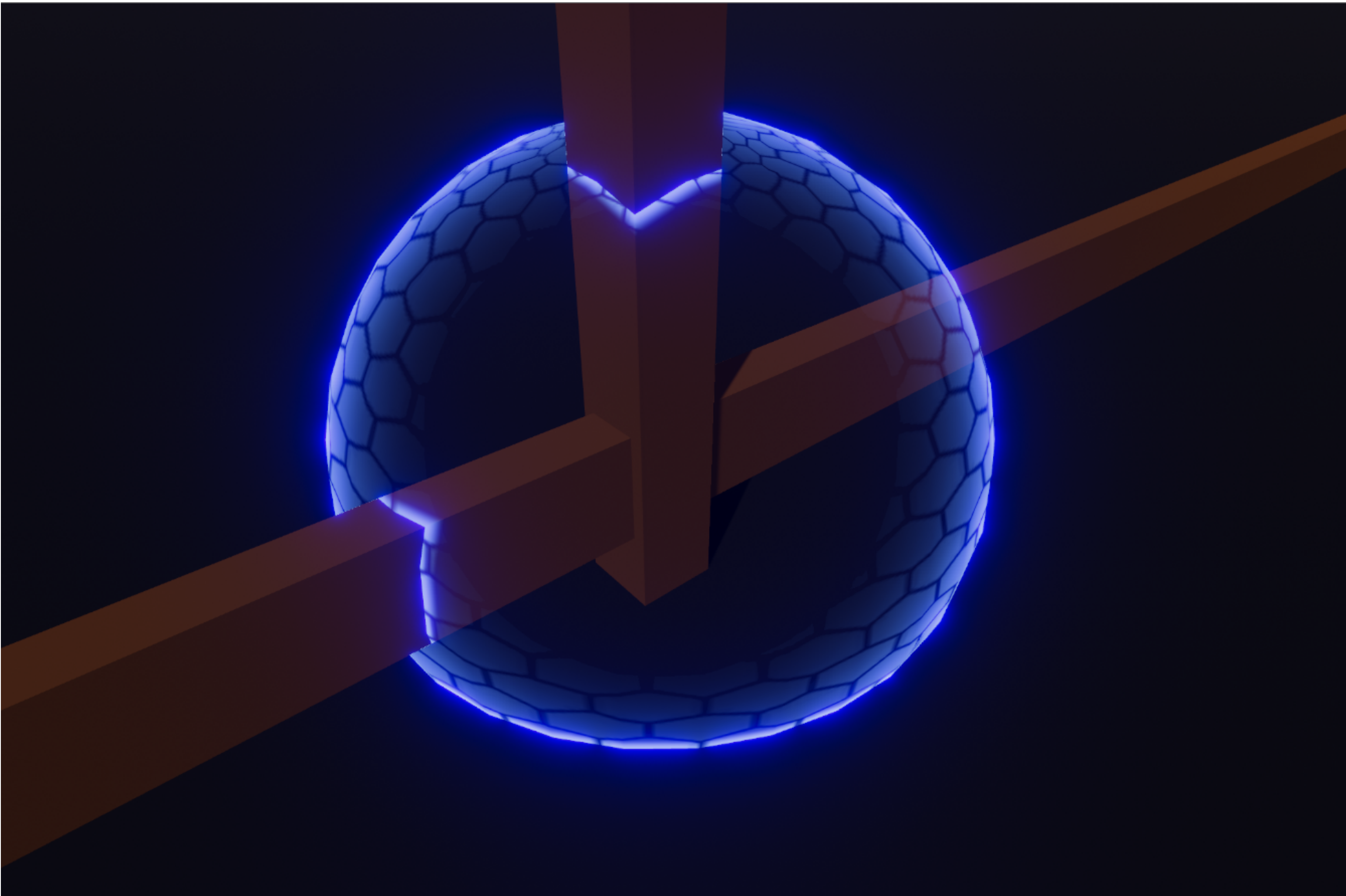
My version is a handwriting one for **Standard Pipeline** and also support **back face intersecting detection**.

Back Face Intersecting Detection

On



Off



My version is just an example, you can use it everywhere you want.

If you need more features, you can check [ForceField Effects](#) on Unity AssetStore.

About

No description, website, or topics provided.

Readme

Releases

No releases published

Packages

No packages published

Languages

ShaderLab 100.0%

