

Instructions

- This shader was created with Shader Graph, so make sure sure you have it installed on your project.
- You can use this shader on any material, you just have to click on your material, go to the shader field on the inspector and select **Shader Graphs** → **BloodShader**.
- After selecting the shader you have to assign a mask texture to the Pattern input, you can use one of the 4 masks available on this package or you can create and use your own masks. (Masks are black and white images that tells the material what parts of the object will be bloodstained).
- When you assign the mask you will be able to see the blood stains on your object, now you just have to adjust the other parameters until you get a good result.