Dear friend,

First of all, I aprreciate that you`ve selected this package from asset store.

Here are three DemoScene for Built in 3D, LWRP and HDRP. Each one only work at each render mode.
And the shader which in the LWRP / HDRP folder are made with shader graph , so you can open with it to edit.
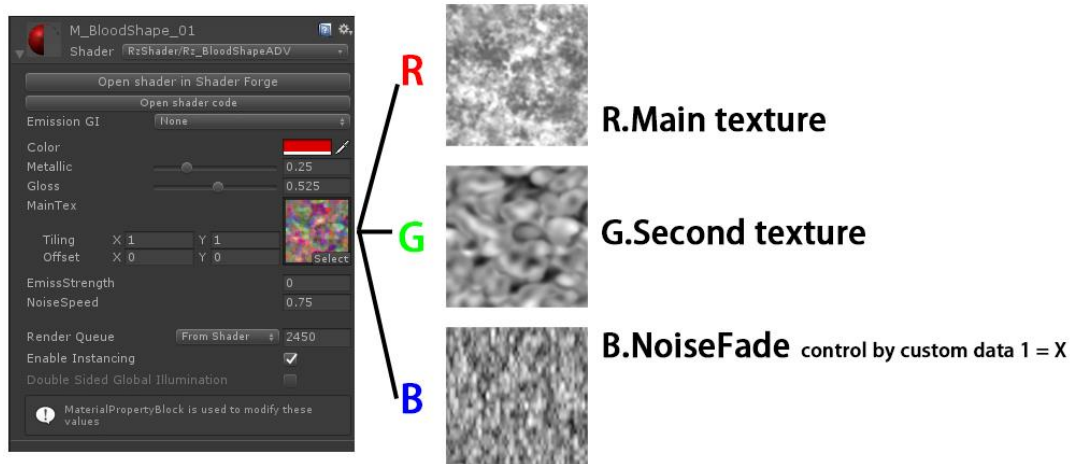
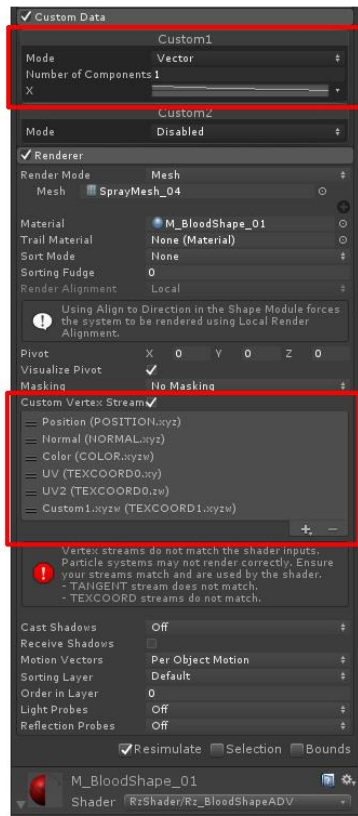Wishing this package will make your project more attraction and inspire you.
Finally, thank you again!

Ryan Zeng

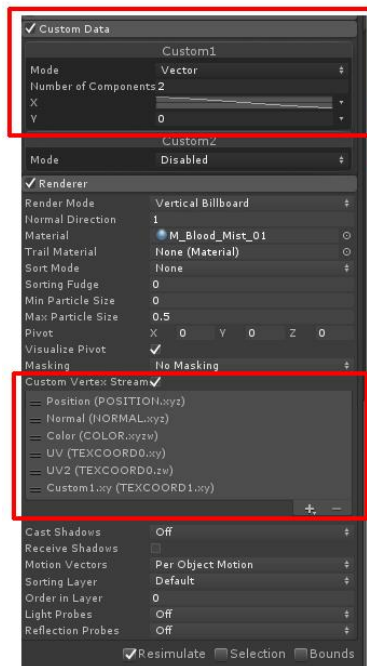Here is a simple guide for the shader

A. Blood shape

R.Main texture

G.Second texture

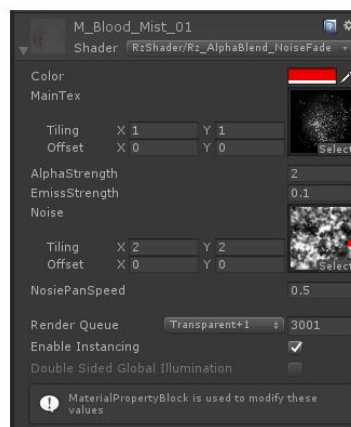B.NoiseFade control by custom data 1 = X

Using custom data1 to control blood fade out from 1 - 0

B. Mist

Using custom data1.X to control the mist fade out

From 1 to -1

Noise texture for Fade out