

Lava Shader (URP & LWRP)

Introduction

This is a lava shader. If you want to use a beautiful lava or magma surface effect in your game. Then this asset is perfect for you. This asset includes two totally different style lava shaders. It can make your game more cool. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. Let you adjust the water effect of many different parameters by yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)

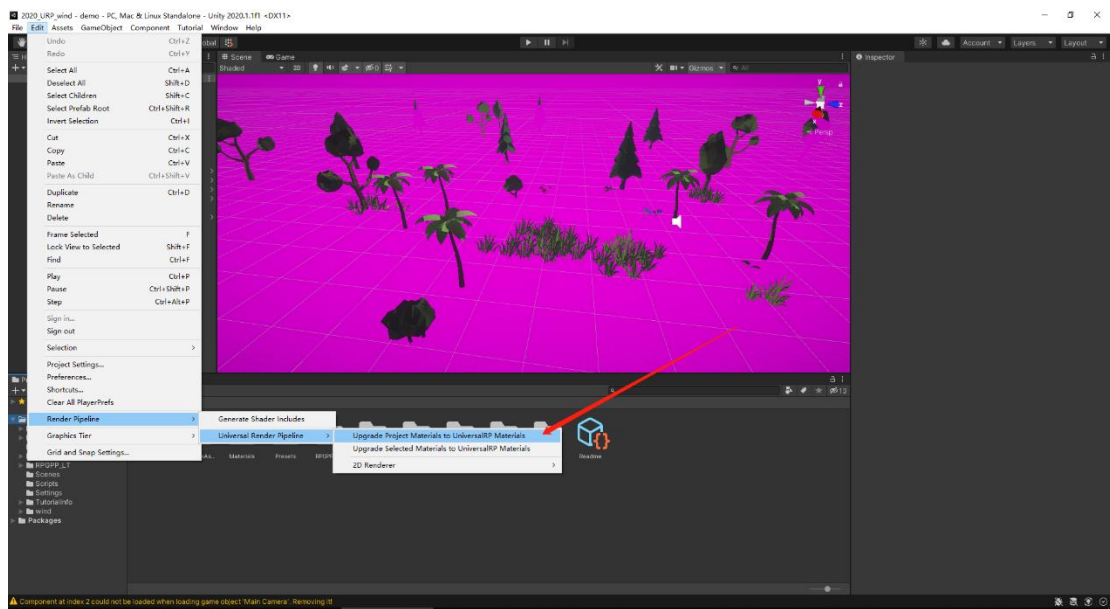
In order to show this effect better, I imported 1 free asset from unity asset store, which means that you also need to import them when you use this asset. Don't worry that they are all free. After importing, you need to upgrade their materials to URP. Here are asset store links:

<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>

Main Features :

1. Easy to integrate into your project, no need to write any shader and code
2. Contains 2 different style shader
3. Contains 2 lava materials that have been adjusted
4. Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
5. You can modify the attributes exposed by the shader.
6. Support Android, IOS, Windows and other platforms
7. Clear demo
8. Cheap

After importing the dependency Package, You must upgrade the materials to URP:



Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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