Matrix Shader – Built-in

Introduction

This is matrix shader effect. If you want to achieve a cool matrix effect in your game. Then this asset is perfect for you. It can turn any game object in your game into digital rain. This asset contains a simple demo to show how it works. It can make your game looks cooler. 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 ice 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.

Only supports Built-in Renderer Pipeline.
Only supports unity 2021.2.7f1c1 and above.

Main Features：

1. Easy to integrate into your project, no need to write any shader and code.
2. Contains a matrix shader.
3. Contains 3 sets of textures.
4. Only supports Built-in Renderer Pipeline.
5. You can modify the attributes exposed by the shader.
6. Support Android, IOS, Windows and other platforms
7. Clear demo, this demo will be very helpful for you
8. Good support

Contact Us:

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