

Stylized Lava

For Built-In

Documentation

Thank you for purchasing this pack. Here you will find a stylized lava shader that you could use in Built-In projects

PARAMETERS

- Lava Speed: Speed at which the lava will move.
- Lava Depth: It represents how much you will be able to see of the elements that are in them (for example, if there is a rock and this value is very high, you will be able to see the bottom of it).
- Foam Depth: This value changes the height of the grooves around objects entering the lava.
- Main Texture: The texture that will be deformed to make the lava effect.
- Edge Power: The strength of the areas adjacent to the objects that are in the lava.
- Lava Emissive: The color of the emitter.
- Lava Color: The color of the areas adjacent to the objects in lava;
- Foam Speed: This value changes the speed of the grooves around objects entering the lava.
- Foam Amount: This value changes the width of the grooves around objects entering the lava.
- Foam Scale This value determines the amounts of grooves around objects entering the lava.
- Edge Color: The color of the grooves.