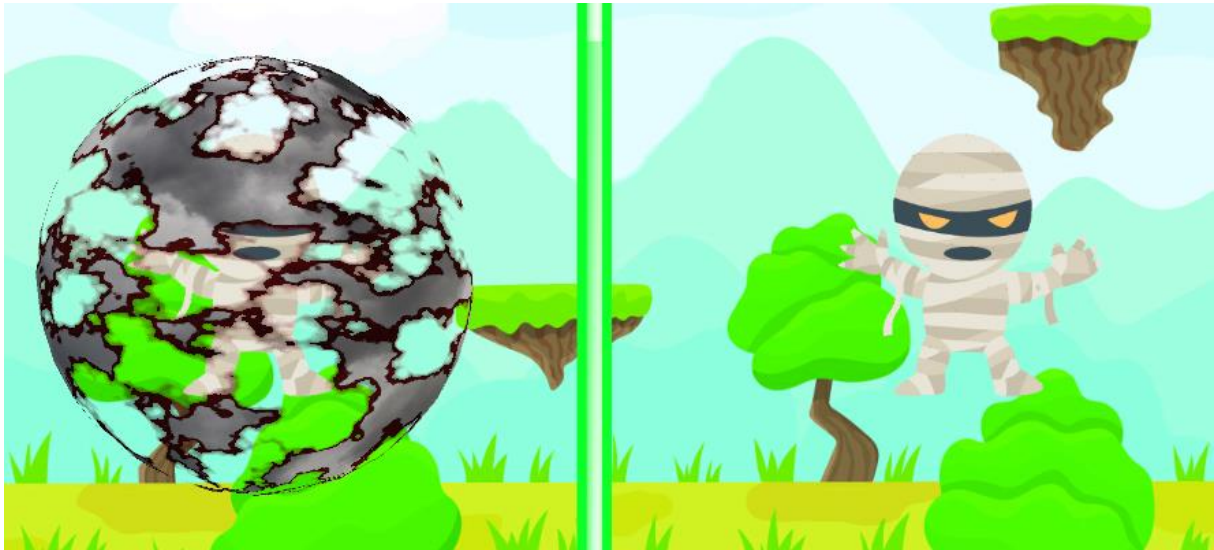


Shield, UV panel, Dissolve



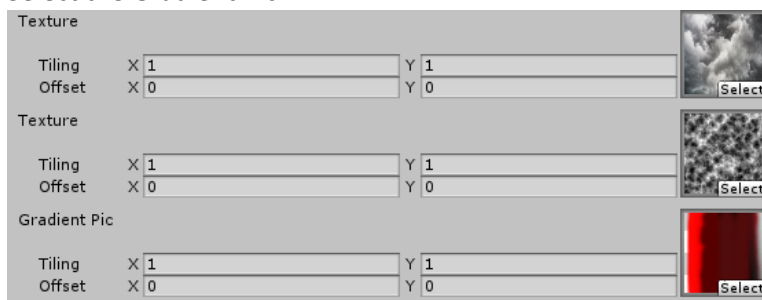
UV-Panel:

1. Create Material with my shader
2. Add material to the Platform and its done.
3. If you want to change the direction change this line to (-) instead of (+) in shader

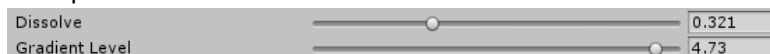
```
o.uv.x += _Time[1]*_Speed;
```

Shield:

1. Create Material with my shader
2. Add material to the object
3. Select the Main texture of your shield
Select the Noisy texture of Dissolving your shield
Select the Gradient Pic



4. Set Up the Dissolve and Gradient Level



To use Dissolve only (no movement like in shields):

- remove this line from shield shader script

```
o.uv.y += _Time[1];
```