

Instructions for shaders.

- 2D Fire (Material)



Color 0 - *This is the top color.*

Color 1 - *This is the bottom color.*

Noise_Speed/Tile - *Noise texture speed and tiling.*

Texture - *Main texture of noise.*

Internal flame - *It's an glow inside, its size.*

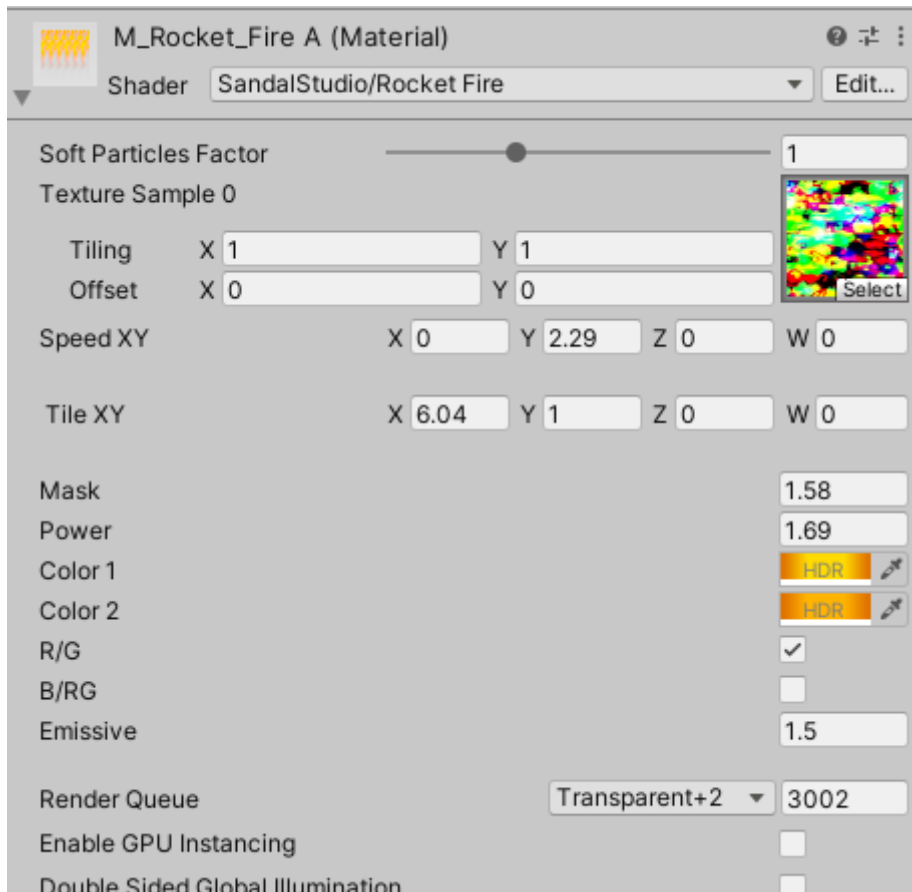
Color ratio - *When the value is 1, the color of 1 and 2 on the texture is 50% by 50%. You can control the color scheme.*

Fire noise size - *Size of the noise of the fire.*

R/G B/RG - *Select the texture you want channel-by-channel.*

Render Queue - 3000 is the standard. Don't forget about the material. If necessary, set 3001+ to display the effects correctly.

- Rocket Fire (Material)



Texture Sample – Main texture of noise.

Speed XY – Noise texture speed.

Tile XY – Noise texture tiling.

Mask/Power – Combined with Power to increase or decrease the length of the fire.

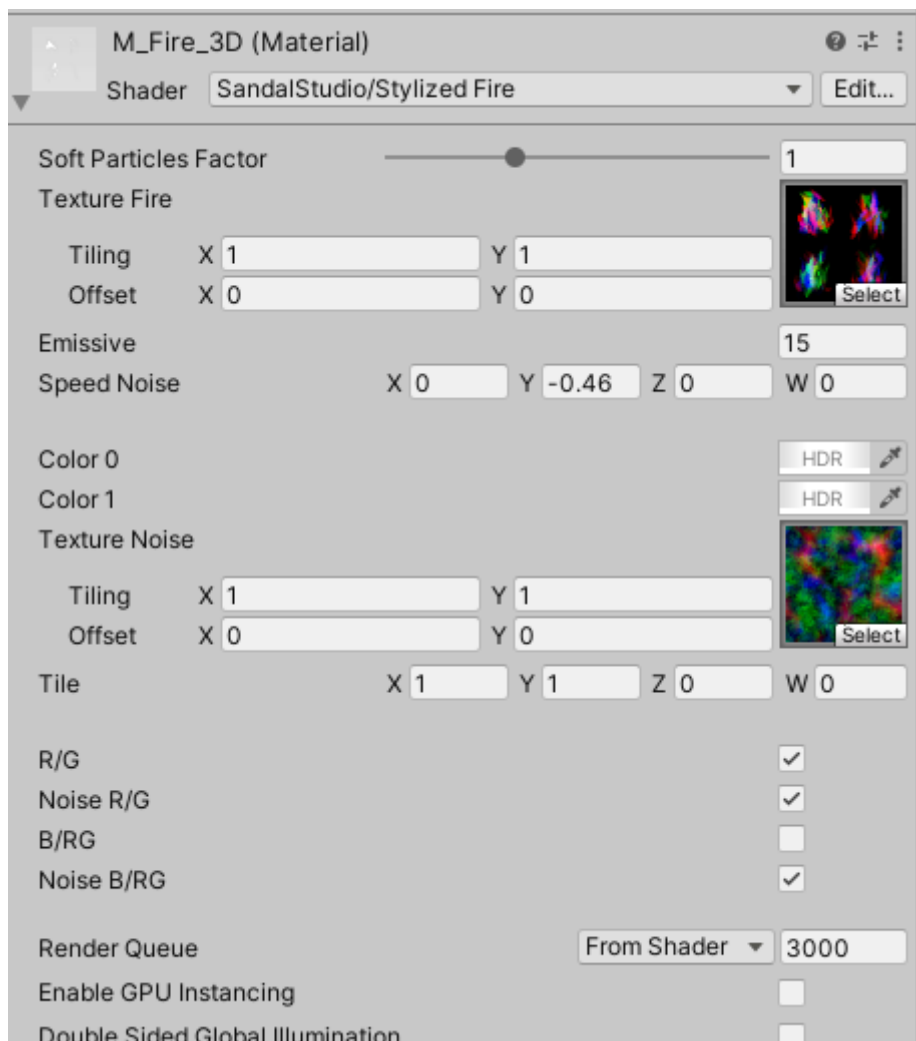
Color 0 – This is the top color.

Color 1 – *This is the bottom color.*

R/G B/RG – *Select the texture you want channel-by-channel.*

Emissive – *Contrast, texture multiplication. don't twist too much.*

- Stylized Fire (Material)



Texture Fire – *Main texture Fire.*

Emissive – *Contrast, texture multiplication. don't twist too much.*

Speed Noise – *Noise texture speed.*

Color 0 – *This is the top color.*

Color 1 – *This is the bottom color.*

Texture Noise – *Texture of noise.*

Tile – *Noise texture tiling.*

R/G B/RG – *Select the texture you want channel-by-channel.*

Noise R/G B/RG – *Select the noise texture you want channel-by-channel.*