**FX**  
<https://www.imbuefx.com/>

The only difference between UE4 and Unity is how the systems are constructed and shaders. The shaders might be a bit tough, but you can definitely base off of the UE4 material editor if you know someone with shader writing experience.

**Shader**

Shader Forge: <http://acegikmo.com/shaderforge/>

Getting Started:

<https://unity3d.com/learn/tutorials/modules/beginner/graphics>

<https://unity3d.com/learn/tutorials/modules/beginner/live-training-archive/models-and-materials>

This is a really good tutorial over how Monument Valley worked on their lighting.

<https://www.youtube.com/watch?feature=player_detailpage&v=mCCC9hQm6MM#t=2135>