

Magic Crystals Mega Pack

Documentation

Thanks for purchase!!

Shader Explanation:

I have created different subgraphs in case you want to create your own shaders from mine, it will be as easy as possible for you, also, each one contains small explanations to make it easier to understand.

Parallax: For the parallax effect, I have put a boolean to control whether you want to use it or not, I still recommend setting the steps and force to 0. Also, Color textures work and for some of the crystals, i personally like the roughness texture as parallax too

Normal Map: For the correct functioning of the shaders, if you are not going to use a normal map, set the strength to 0

The sun shader: for the color, I have used a gradient, if you want to change it, you can open the shadergraph and you will find a property called Color, there are few yes variables of type gradient so you have no loss

Screen: You can give the screen glass any texture you want, but it is planned to be put with a render texture

Models:

The crystals have a media of triangles of 164, but that's excluding the protected crystal number 7 which have 4.000 triangles (with the crystal and protection combined), the special ball, which have 760 crystals and the fragmented crystal which have 51552 vertex.