

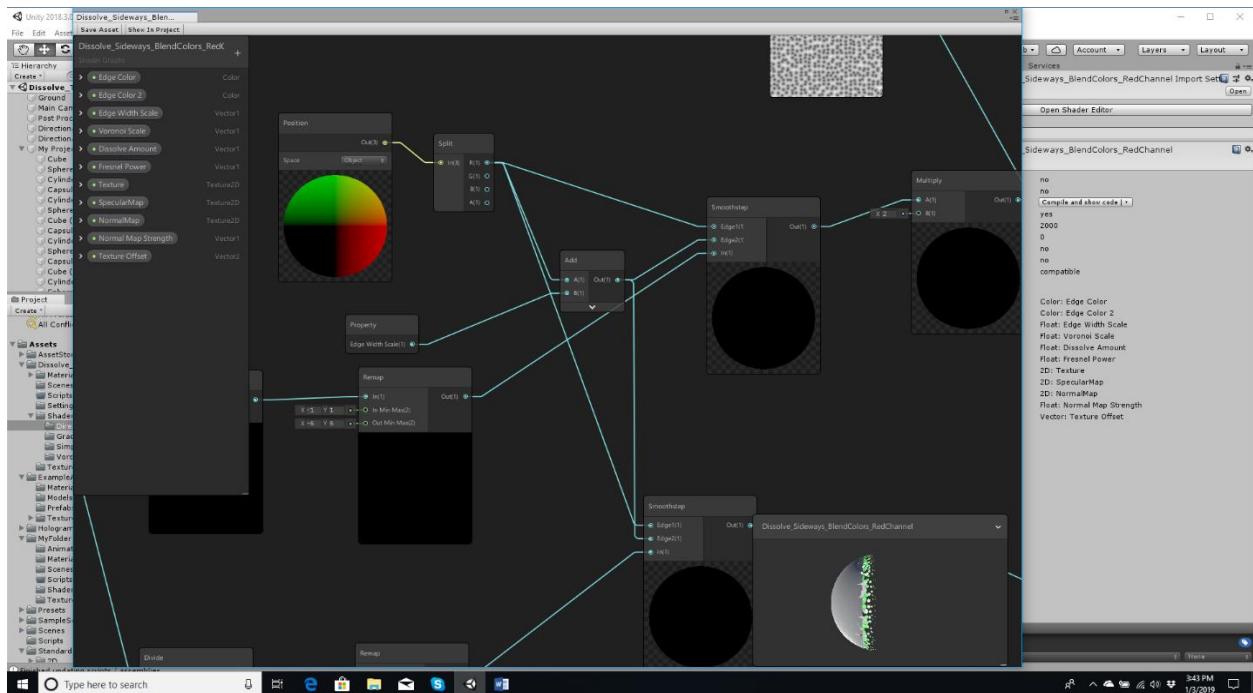
Dissolve Effect Package Notes

****Please read****

I am using Unity 2020.1.6f1 with the HDRP.

The shaders, materials, and textures provided are to help you with adding dissolve effects in your scenes. For each shader, they control the different ways to dissolve your meshes. For example, in the simple noise shaders you have control to dissolve each mesh with the simplenoise node in the shadergraph. You have shaders that blend the edge width with two different HDR color nodes, or you have lerp control to adjust the HDR colors too. I have remap nodes that automatically transition the dissolve effect, and I also have shaders without the remap to do the dissolve with code or animation.

I have also included shaders that dissolve with the gradient noise and with the Voronoi node to add interest. You also have directional shaders to that will go side to side or up and down. To adjust these for your own just change the split node to either R, G, B, or Alpha as seen here. Also, play around with the position node to see how it will effect the mesh.



You will see node that have W_Texture or W_Color. This will give you control to either add your own textures to each material, or to have just colors. I have included 8 different tillable textures with normal and specular maps in 2048px by 2048px. You can use this in your projects just give me credit is all I ask!

I did use Post Processing for my scene. Here is how to setup Post Processing in your projects!

You first need to go to your camera and add the Post Process Layer component. Then, add the Post Processing Layer to the layer section with this also in your Layer Mask section.

