Glam Glitter Shaders

by *Spaventacorvi*

First of all, thank you for purchasing this package and I wish you to create the best games with this shaders.

These shaders are intended for exclusive use in **Unity** and they work on both Free and Pro versions.
Please note that due to the expensive calculation, they are made thinking to PC applications and may not be suitable for mobile apps. Not tested yet on mobile.

Please don't redistribuite it!

How it works

The shader simply overlay a texture with dots on itself and scroll it based on view direction.
You can adjust a lot of parameters to get the results you want and there are different versions of the shader for performance optimization.

How to use it

The fastest way to apply the glitter effect to your models is to use one of the sample materials included and play a bit with it. You can apply the glitter effect on any existing model you want, on rigged and animated models too. The shader is composed of three main parts, the *Glitter map*, the *Specular glitter* and the *Mask*. If you need to make your own material based on the UV mapping of your 3D model, the only very important thing you need to do is the **Mask**.
If will be you to realize your models, remember that the glitter zone in the UV mapping must be as regular as possible, without distortion, well proportioned and all of the same scale. Keep in mind, however, that there may be some visual problems due to stretched UV coordinates in the model.
To create all the textures that you can see, I have used Paint Shop Pro, but you can use whatever you want but I will not explain the operation of the photo-editing softwares.

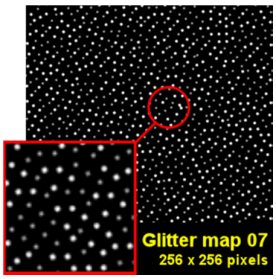
The Mask

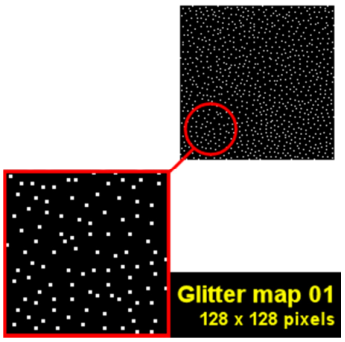
The mask texture is the one that "tell" to the shader where you want draw glitters and the *Specular glitter* effect. It's just a **simple black and white image**, no alpha needed, and if you don't need high precision you can create it even as a two colors and low resolution image. See the samples included to have an idea on how to do it. Remember this: The **black show** the sparks, the **white cover** them.
For example:

Base RGB texture	***Mask***	Result
		

The Glitter map

The glitter map is essentially an image full of dots. Those points are the sparks that you can see as the main effect of the shader. In the package there are already several textures for different effects ready to use but, obviously, you can draw your own.

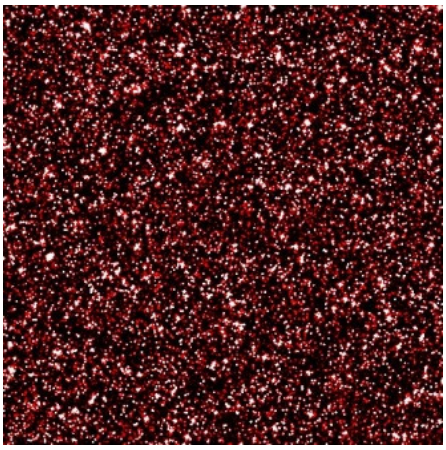




If you want create your own Glitter map, there are simple rules to keep in mind:

- Brighter dots will be brighter sparkles.
- Gray dots will be nuanced dots.
- More the dots will be irregular, better will be the effect.
- Too much ordered dots, will create a not credible effect.

You need to know that the *Glitter map* is used as mask too, so blurred dots wil cover partially the sparks. Even though you can correct and trim this issue with the *Glitter contrast* slider, please pay attention when you draw your texture.



The Specular glitter

The Specular glitter is a texture which gives the illusory effect of the surface covered by glitters.
You can use and modify those in the folder.
Basically are just pictures with a lot of noise or photo of actual glitter tissue.
You can change their color with the software that you prefer or if you don't use a *Base RGB* texture you can use just the grey texture one and color it with *Main color*.

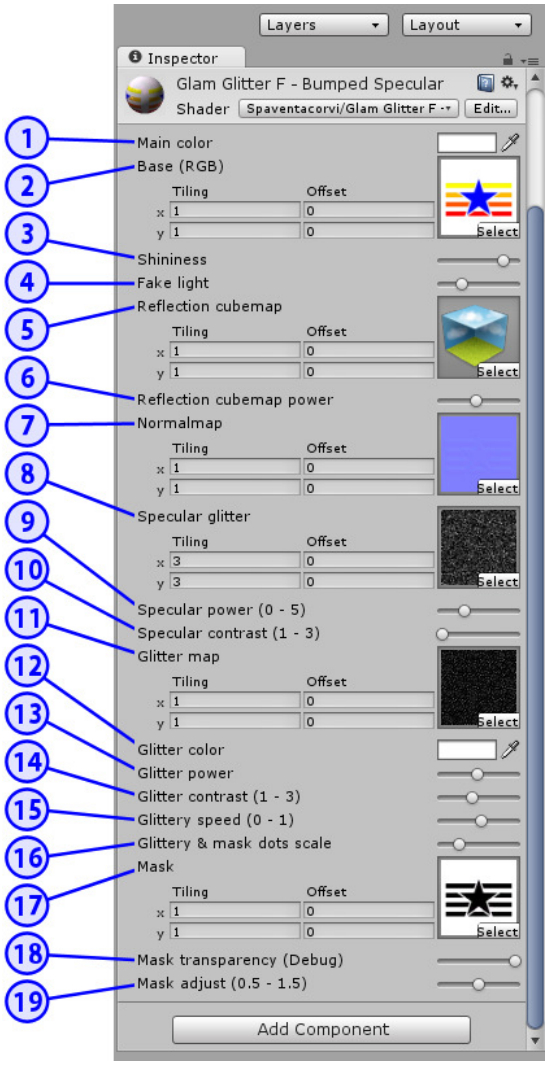
Sphere and Cube

If you need some mesh for test, in the package there are a cube and a sphere with different and more regular UV mapping.
The sphere for example, has a double horizontal tiling.
They are not the standard meshes that come with Unity.
You can find them in the prefab folder.

The Shader options

From now, to explain all the features of the shader, I will use the F shader, the most complete one with main texture *Base (RGB)*, *Reflection cubemap* and *Normalmap*. The best way to learn to use the shader is to play with it. All functions have names easily understandable and in many cases are been used the Unity standard labels.

1 Main color – Change color to the *Base (RGB)* texture or the material if there is no texture.
2 Base (RGB) – Main texture where provided.
3 Shininess – Quantity of light reflected. It affect both the reflection and glitter area size.
4 Fake light – This is useful to show the glitters and reflections in those areas of the object where there is no light. Note that often you will not need to use high values. Slider range from 0 to 1.
5 Reflection cubemap – Cubemap for polished effect if available.
6 Reflection cubemap power – Slider for cubemap adjust.
7 Normal map – If available it give the bump effect.
8 Specular glitter – Texture for emulate a fake glitter effect. In large surfaces you may need to change the ***Tiling* value** as shown in picture to get a good look.
9 Specular power – The amount of light reflected by the *Specular glitter* effect. Low values often give better results. Values range is 0 to 5, factory setting is 1.
10 Specular contrast – On some occasions you may need to adjust this value, for example if there is a *Base* texture too much bright.
11 Glitter map – The most important texture for the correct use of the shader, all the magic is here!
For further details read also the description above.
If you can, avoid to use the *Tiling* option, use instead the *Glittery & mask dot scale* slider described later.
12 Glitter map – You can give a color to the sparkles.
13 Glitter power – The amount of light emitted by glitters. You should set this value to match the brightness of the Specular glitter. Middle values work at the best.
Values range is 0 to 10, factory setting is 2.
14 Glitter contrast – Set the contrast of the sparkles. Useful for *Glitter map*s with nuances or for brighter materials. Don't abuse this function, often gives poor results. Values range is from 1 to 3, factory setting is 1 that means no contrast.
15 Glitter speed – Set the speed of the sparkling effect related to the camera movement. Lowest value gives no the blinking effect at all, middle values are the best, higher values return a lot of distorsion resulting in a ugly look.
16 Glittery & mask dots scale – Set the scale of the *Glitter map*. Adjust it depending on the size of the model. Values range is from 0.1 to 8, factory setting is 1.
17 Mask – Sets the Mask texture.
18 Mask transparency – For debug use only, it show how the *Glitter map* works "under the hood".
Useful for tweak special masks.
19 Mask adjust – Set just the mask dots size. It's visible by changing the *Mask transparency*.
Usually you don't need to change it.



Contacts and assistance

For assistance, report bugs, suggestion, **English translation** and especially before you leave a negative comment on Asset Store, please contact me:

Email: spaventacorvi.games@gmail.com
Twitter: @Spaventacorvi
Unity forum: http://forum.unity3d.com/threads/glam-glitter-shaders-the-shader-never-seen-before.264213/
Facebook: https://www.facebook.com/pages/Glam-Glitter-Shaders/719571221449455

Credits

Please note: All media included in documents, webplayer or demos are for demonstration and educational purpouse only, you **can't** use them in you projects.

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