LavaShader PRO - Documentation

Description

Lava Shader PRO is all-in-one solution for lava environments and hot place ambient. It includes a set premade shaders, particles and a dynamic vertex direction painter for lava fluids.

- Flow Map Shader
- Splash Particle Effect
- Hot Smoke Particle Effect
- Source code included
- Optimized for Mobile

Checkout our game that uses this solution: http://www.turbolinkgame.com

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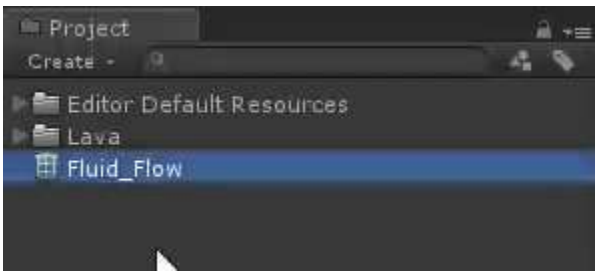
Component: Flow Behaviour

Flow Behaviour is a component that enable you to paint directional flow colors in existing 3D models, like rivers, waterfalls, etc. Add your fluid/river model into scene, then add Flow Behaviour component into it, on a target game object with Mesh Renderer component. Press [Create FlowMesh] to create a special mesh inside the root project folder (will be created as "Assets/meshname_Flow"). Move the new mesh (named as "meshname_Flow") to where you want to store it.



> [Warning] For visualize Lava working, you need to set the first material of mesh as Lava Material in Lava folder. Use the toggle in scene view "animated materials" for see it animating on editor.

After that, you can select your mesh and press [PaintMode] on Flow Behaviour.

The screen at side shows Flow Component in Paint Mode.

1) Tools

a. Indicate the current Tool in use.

b. The first from, right to left, is **Direction**. It paints direction when you click and drag inside mesh.

c. The second is **Speed**. As default the mesh cames with speed = 1. The speed can be defined between 0 and 1, where 0 means "no movement" and 1 means "full speed". It's solidify lava proportionally to speed.

d. The third and last is Bleed. For situations where you need a cooler lava to move faster, you can paint blend to multiply speed cooling. So, if you have 0.5 speed and 0.5 blend, you will have lava to be presented run with 0.5 velocity total and 0.25 cool blending.

2) Size

a. Indicates the current size of brush.

b. The size is in meters (or unity metric unit)

3) Magnitude

a. Indicates the target force you want to archive in current tool.

b. For direction, it average the sum of current direction with new direction.

c. For speed, it average the sum of current speed with target speed.

d. For blend, it average the sum of current blending with target blending;

4) Opacity

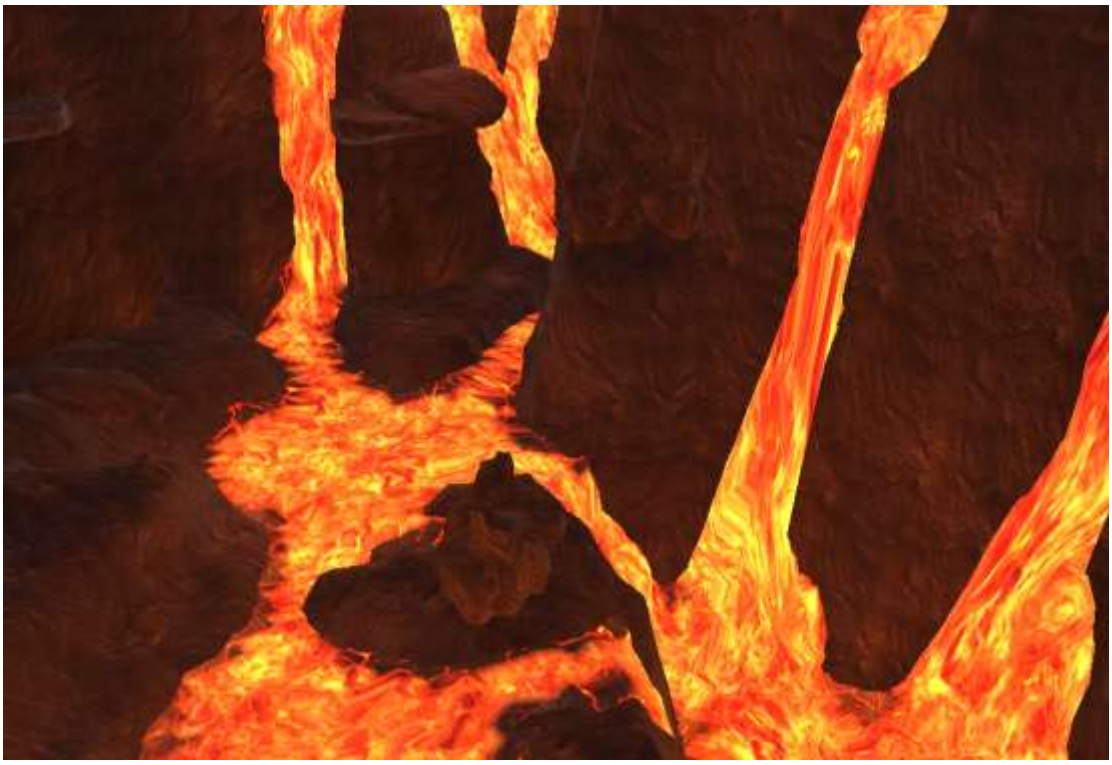
a. It multiplies Magnitude factor. Less opacity than 1 means lower the speed of target magnitude reach.

5) Opacity Curve

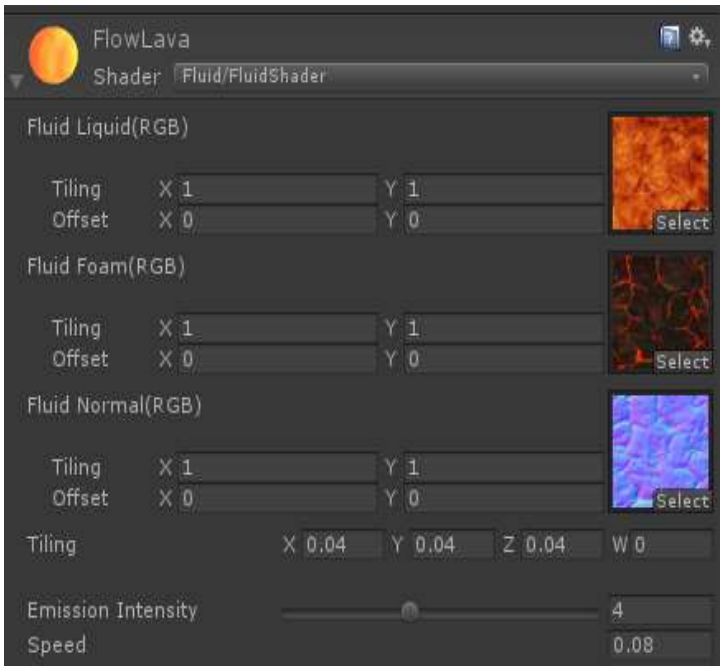
a. It multiplies Magnitude x Opacity x Distance of center. 0 is center, 1 is border on circle.

> [Warning] When you finish Paint Mode, don't forget of deactivate it on the object to remove hooks made by the script in Scene View. After complete painting of your model, you can remove this component as it is no longer necessary,

Component: Lava Shader



Lava Shader is composed by 4 blends.



Fluid liquid is the base Albedo of standard shader. Fluid Foam is your blend between hot and cool.

Fluid normal is the liquid bump of the fluid.

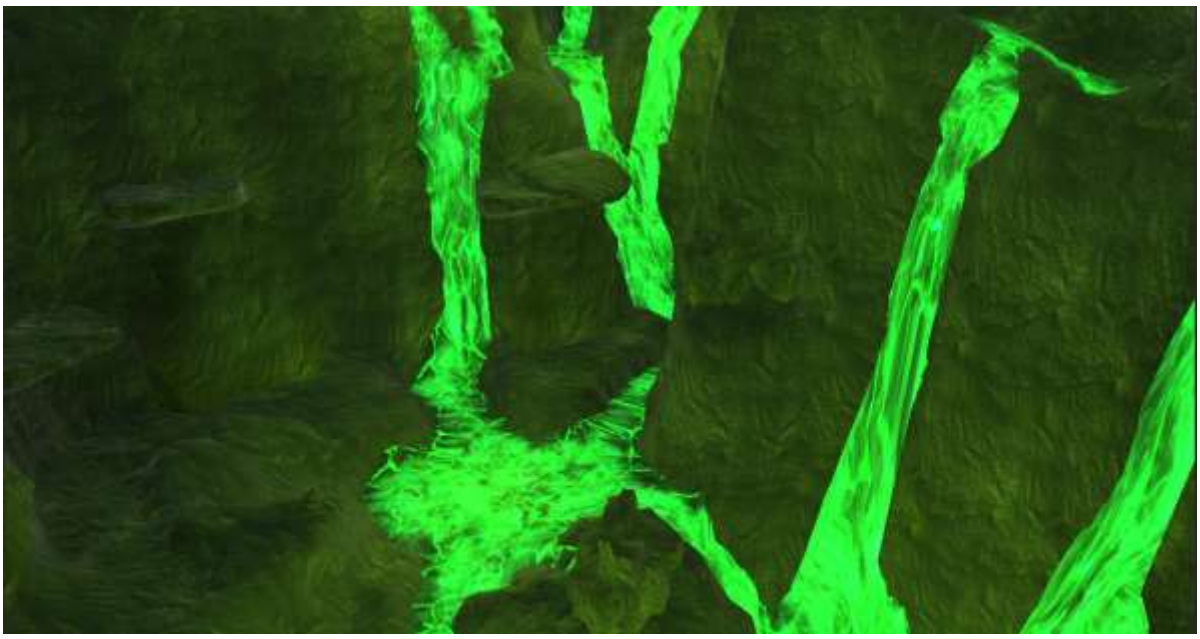
Tiling is used to calculate the tilling of textures in world space. X, Y and Z is used, W ignored.

Emission intensity amplify the base color by 7 times and outputs emission.

Speed is the current tiling speed of shader.

This shader is efficient in different situations: You can make Lava, Acid, water and whatever you want changing the textures for each situation.

Here some examples of different configurations:



Component: Particle Steam & Particle Lavaspit

These two particles uses standard particle system to animate. Just drag and drop them into your scene to make it more interesting.

Support and Bug Report

If you have any problem with the plugin or would like to suggest a feature, mail us at mailto:johnwillyr@gmail.com with your product ID number and I will respond you for further assistance.