

Shake Effect (URP & LWRP)

Introduction:

If you want your game model to achieve a jitter effect. Then this asset is perfect for you. It contains 4 shaders for realizing the jitter effect, and each shader has many adjustable parameters, which means that you can create more jitter effects that you want than in the video. Because this effect is achieved by shaders and not scripts, It runs very efficiently. It can also run perfectly on mobile platforms. It can be easily integrated into your project, just select the corresponding shader for your model material.

PS: Only support URP (Universal Renderer Pipeline) and LWRP (Light Weight Renderer Pipeline)

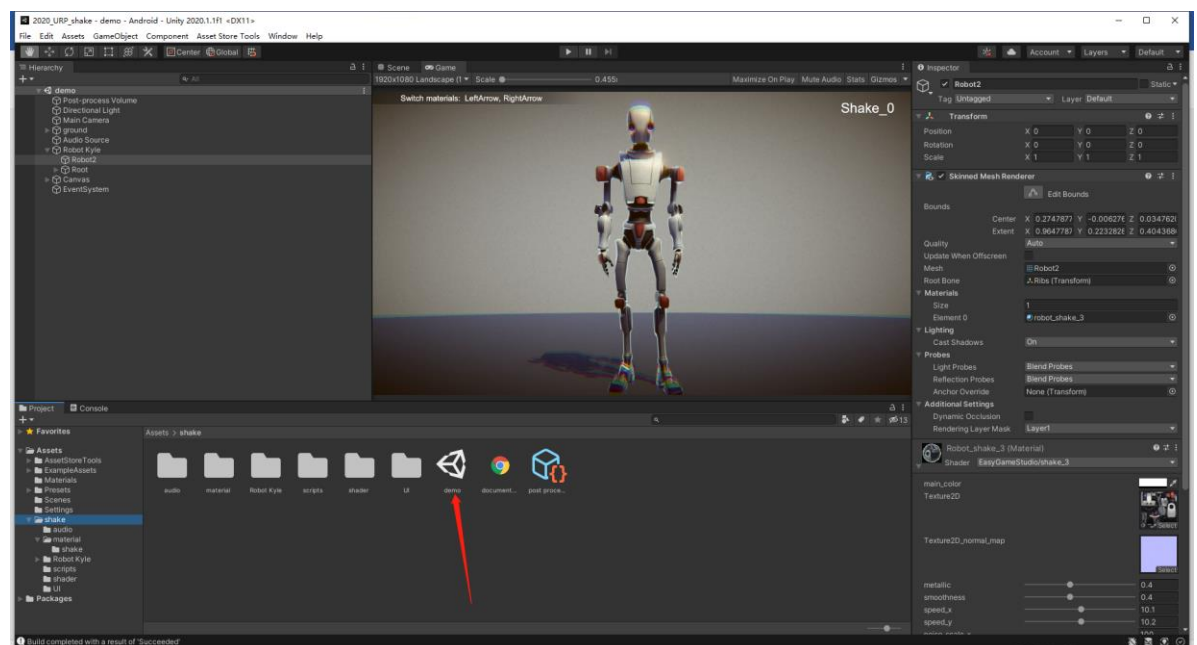
Main features:

1. Easy to integrate into your project, no need to write any shader and code
2. Only support URP (Universal Renderer Pipeline) and LWRP (Light Weight Renderer Pipeline)
3. Contains four adjusted materials
4. You can modify the attributes exposed by the shader, and it is easy to get the effect you want
5. Support Android, IOS, Windows and other platforms
6. Complete documentation, clear demo
7. Cheap

How To Use:

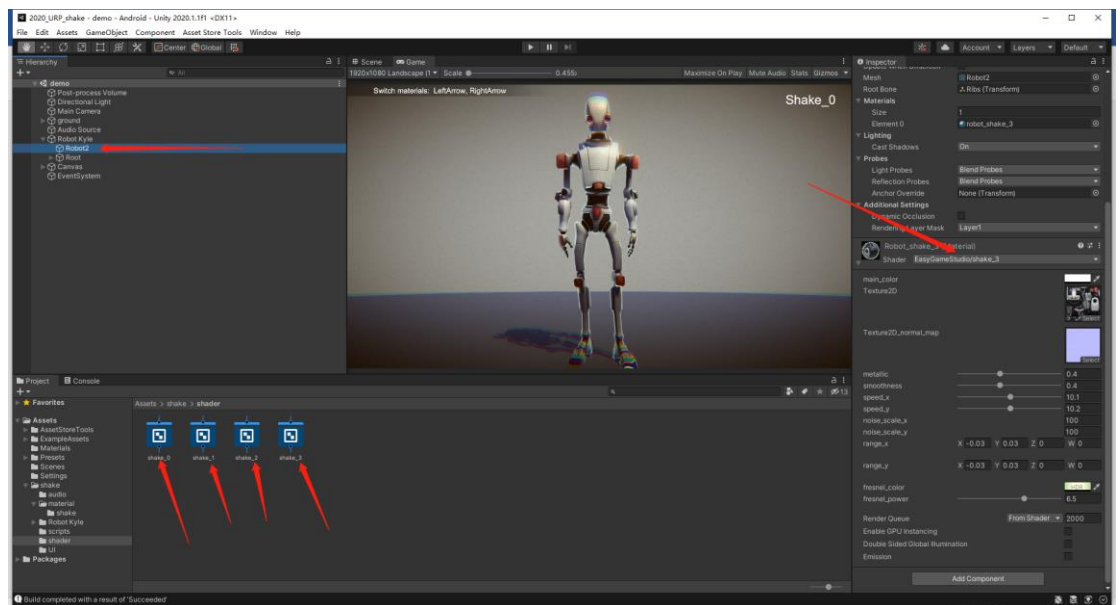
How To Run

Find demo.unity in the resource package and click Run. The path address is shown in the figure below:

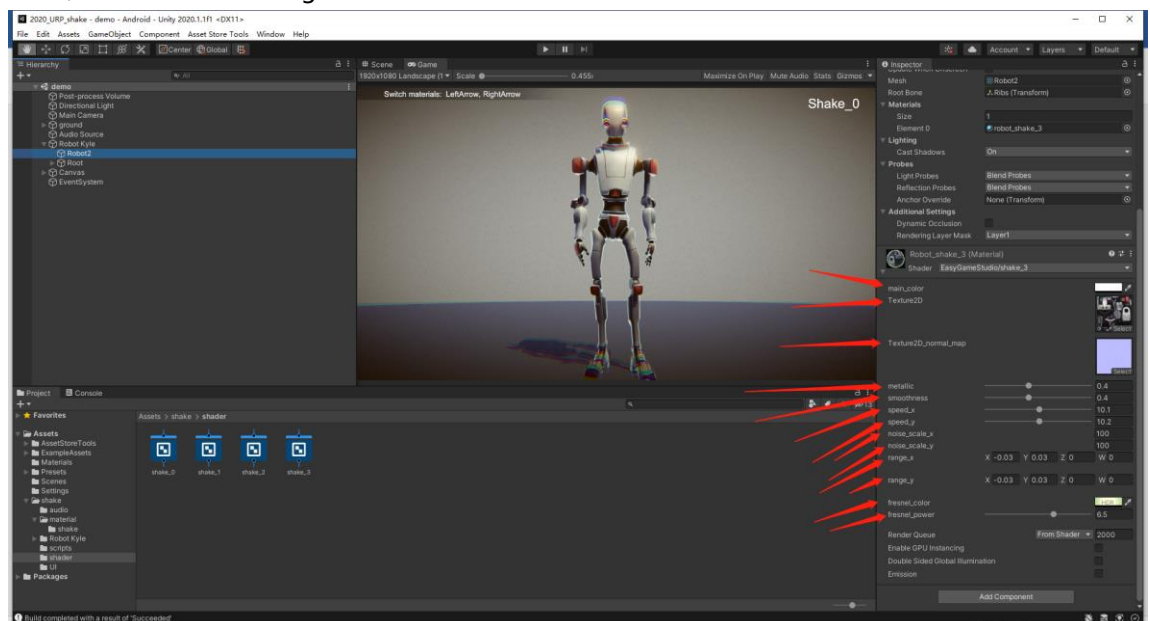


How to apply to your own game objects

1. This shader can only act on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components
2. Set the shader for the game object in the first step-
"EasyGameStuio/shake_0" or
"EasyGameStuio/shake_1" or
"EasyGameStuio/shake_2" or
"EasyGameStuio/shake_3",
As shown in the figure below:



3. You can try to adjust the parameters exposed by the shader to get the effect you want, as shown in the figure below:



PS: In order to get a better game effect, it needs to be used together with post processing

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us.

E-mail: sgzxzj13@163.com