



MaterializationFX

Roadmap

v1.1.2

- . Materialization with a change in the thickness of the object

v1.1.3

- . Scripts for easy use:
 - . Add support of multiple materials
 - . Disintegration by event (for example from a shot)
- . Unity shader graph supports

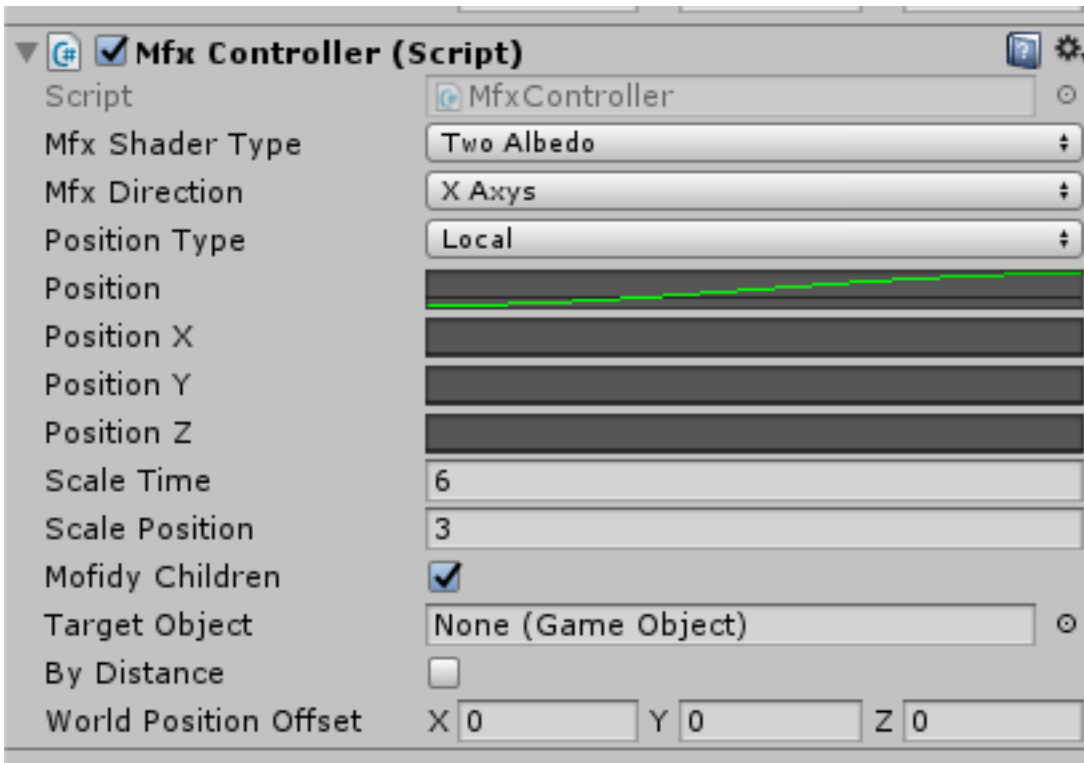
v1.1.4

- . Optimize for mobile
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Changelog

- v1.0
 - Released
- v1.1
 - Materialization like burn effect (*two albedo shader)
 - Scripts for easy use without animator
 - Two shaders are combined into one

Scripts readme (In the next version, inaccessible user interface will be hide)



MfxShaderType : SingleAlbedo, TwoAlbedo - what shader should be used

MfxDirection:

in the **local** space, is used to specify the direction of materialization.

in the **world** space is used to specify the position in the world coordinates and you can set to "None"

PositionType: Local,World

If position is local - the first animation curve "Position" will be used for the animation

If position is world - the next three graphs will be used

ScaleTime and **ScalePosition** - It is used for scaling an animation curve, ie the curve can be adjusted in coordinates from 0 to 1

Modify Children - parameters will be applied to all child objects with this shader

TargetObject

if target object was not specified, parameters will be applied to the object which this script.
If target object was specified, the world coordinates of the object with the script will be transferred to the shader (or the distance between them)

By Distance - Materialize object by distance to target object, to control the distance, change the value of "**Position**" in the material (I just didn't want to add a new parameter to the shader)

WorldPositionOffset - add offset to world coordinates

I added examples, for every possible options

Examples

