EASY CUSTOM VFX/UI

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Overview/How to Set Up

First of all, thank you for purchasing this asset. This asset allows even beginners who are just starting with Unity to easily create a variety of effects and screen visuals. Since all shaders are created using only Shader Graph without any shader code, even beginners can check the implementation and customize the shaders.

Please refer to the setup instructions and FAQ at the following URL.

(EN) https://yurinchi2525.com/easycustomvfxui_en/
(JP) https://yurinchi2525.com/easy-custom-vfx_howtosetup_ja/

Shader Properties Breakdown

1Sprite Effect

・General Properties
Main Texture (_MainTex): The Texture component of Sprite Renderer, Image.
There is no need to touch it.

1. SpriteBeamShader(Needs Post Processing Bloom to work)
    i. MainWidth (_MainWidth): The center part of the beam
    ii. SubBeamWidth (_SubBeamWidth): The light around the beam
    iii. MainColor (_MainColor): The color of the beam
2. BlurShader
    i.   BlurValue (_BlurValue): The size of the blur effect
3. AroundFrameLightShader
    i.   BaseTex (_BaseTex): The shape of the outer edge of the frame
    ii.   MaskTex (_MaskTex): The shape of the mask that hides the frame
    iii. Speed (_Speed): The speed at which the frame moves
    iv.   Color (_Color): The color of the frame

4. RainbowOverlayShader
   i. Direction(_DIRECTION): Specifies the direction in which the color moves.
      ① Line: Moves in a straight line.
      ② Circle: Rotates.
   ii. OverlayType(_OverlayType):
      ① Multiply: Applies the color using multiplication.
      ② Additive: Applies the color using addition.
   iii. OverlayPower(_OverlayPower): Strength of the applied color.
   iv. Angle(_Angle): Direction in which the color moves.
   v. Speed(_Speed): Speed at which the color moves.

5. ScanLightingFrameShader
   i. Speed(_Speed): Speed at which the color moves.
   ii. GradationColorType(_GRADATIONCOLORTYPE): Type of gradation color. Gold or silver gradient.
   iii. Intencity(_Intencity): Strength of the color. If Bloom is applied, a higher Intensity will cause it to glow.

6. PixelDissolveShader
   i. Progress(_Progress): Transparent at 0, opaque at 1.
   ii. Size1(_Size1): Size of the first pixel noise.
   iii. Size2(_Size1): Size of the second pixel noise.

7. TeleportDissolveShader
   i. Progress(_Progress): Transparent at 0, opaque at 1.
   ii. OutlineWidth(_OutlineWidth): Thickness of the line during dissolve.
   iii. LineColor(_LineColor): Color of the line during dissolve.

8. FoliageShader
   i. WindIntensicy(_WindIntensicy): Strength of the constant distortion.
   ii. WindScale(_WindScale): Strength of the constant distortion.
   iii. Speed(_Speed): Frequency at which the distortion occurs.
   iv. ExternalInfluence(_ExternalInfluence): Strength of the distortion applied externally.
   v. MaskStartPoint(_MASKSTARTPOINT): Area where distortion is not applied (select from top, bottom, left, right).
   vi. MaskRange(_MaskRange): Range where distortion is not applied.

9. ShakeShader
    i. NoiseTex(_NoiseTex): Noise texture that causes distortion.
    ii. Power(_Power): Size of the noise.
    iii. Speed(_Speed): Speed at which the distortion texture scrolls.
10. FireWallShader
    i. NoiseScale(_NoiseScale): Fineness of the noise
    ii. ScrollSpeed(_ScrollSpeed): Scroll speed of the noise
    iii. WallHeight(_WallHeight): Height of the flame
    iv. Color1(_Color1): Color of the flame (outer part)
    v. Color2(_Color2): Color of the flame (center part)
    vi. Color3(_Color3): Color of the flame (base part)
11. ToonFireShader
    i. MaskTex(_MaskTex): Texture to mask the flame
    ii. ScrollSpeed(_ScrollSpeed): Speed at which the noise scrolls
    iii. Color1(_Color1): Color of the flame (outer part)
    iv. Color2(_Color2): Color of the flame (center part)
    v. Color3(_Color3): Color of the flame (base part)
12. FlashShader
    i. isFlash(_ISFLASH): Flag to switch Flash ON/OFF
    ii. FlashType(_FLASHTYPE):
        ① Flash: Flashes with transparency between 0 and 1.
        ② ColorAdditive: Adds color using addition.
    iii. AdditiveColor (_AdditiveColor): Color added using addition
    iv. Speed (_Speed): Speed of the flashing
13. GltichShader
    i. GlitchScale(_GlitchScale): Adjusts the size of the horizontal movement
    ii. GlitchLineAmount (_GlitchLineAmount): Number of glitch widths
    iii. GlitchHeight (_GlitchHeight): Height of the glitch width
    iv. NoiseMoveSpeed (_NoiseMoveSpeed): Speed of distortion caused by the glitch
    v. NoiseFrequency (_NoiseFrequency): Frequency of glitch occurrence
    vi. ChromaticPower (_ChromaticPower): Strength of chromatic aberration

14. InnnerLineShader
    i.   OverWriteBaseColor (_OverWriteBaseColor): Flag to overwrite the original texture color
    ii.   Power (_Power): Size of the InnerLine
    iii. LineColor (_LineColor): Color of the InnerLine
    iv.   BGColor (_BGColor): Background color if OverWriteBaseColor is ON
15. MonitorNoiseShader
    i.   SandStormSpeed (_SandStormSpeed): Speed of the SandStorm movement
    ii.   LineSpeed (_LineSpeed): Speed of the Line movement
    iii. Brightness (_Brightness): Brightness
16. SimpleOutlineShader
    i.   OutlineOn(_OutlineOn): Flag to toggle the presence of the outline
    ii.   isMove(_isMove): If ON, the outline moves in two colors
    iii. Thickness(_Thickness): Thickness of the outline; the sprite needs to have padding as a prerequisite
    iv.   Color(_Color): Color of the outline
    v.   Color2(_Color2): Second color used when isMove is ON
17. ParallelogramGageShader
    i.   FillAmount(_FillAmount): Takes a value between 0 and 1. **When used as a UI, attach the ParallelogramGageController component.**
    ii.   CutAngle(_CutAngle): Angle of the parallelogram corner

18. PatternShader
    i.   PatternType(_PATTERNTYPE):
         ① Square: Square pattern
         ② Circle: Circle pattern
         ③ MyTex: Pattern specified by PatternTex
    ii.   GradationType(_GRADATIONTYPE): Allows selection between gradation or fixed size
    iii.   Tiling(_Tiling): Number of times the same pattern is tiled
    iv.   Angle(_Angle): Angle of the gradation
    v.   PatternTex(_PatternTex): Texture used when PatternType is MyTex
    vi.   Density(_Density): Density of the pattern
    vii.   HideDistance(_HideDistance): Size of the area where the gradation disappears
    viii. ConstDotSize(_ConstDotSize): Size of the fixed pattern used when GradationType is Const
    ix.   XScrollSpeed(_XScrollSpeed): Scroll speed on the X-axis
    x.   YScrollSpeed(_YScrollSpeed): Scroll speed on the Y-axis
    xi.   PatternColor(_PatternColor): Color applied to the pattern shapes
    xii.   BgColor(_BgColor): Background color
19. CircleMozaicShader
    i.   DotAmount(_DotAmount): Number of circle dots; higher values increase density
    ii.   DotSize(_DotSize): Size of the circle dots
20. PixelizeShader
    i.   Resolution(_Resolution): Resolution of the mosaic. The higher the value, the finer the image quality.
21. CenterRadiationShader
    i.   WholeRadius(_WholeRadius): Radius of the overall mask
    ii.   CenterRadius(_CenterRadius): Radius of the central circle
    iii.   Speed(_Speed): Speed at which the radiation moves
    iv.   Color(_Color): Overall color
22. GloryBackGroundShader
    i.   ClippingLength(_ClippingLength): Range of the circular mask
    ii.   Width(_Width): Width of the radiation
    iii.   Speed(_Speed): Speed at which the radiation moves
    iv.   Color(_Color): Color of the radiation

23. SimpleRadiationShader
    i.   Radius(_Radius): Radius of the radiation
    ii. RadiationAmount(_RadiationAmount): Number of radiation bands
    iii. Width(_Width): Thickness of the radiation bands
    iv. Color(_Color): Color of the radiation bands
24. ScrollScanShader
    i.   ScanAmount(_ScanAmount): Number of scan lines
    ii. Angle(_Angle): Angle at which the scan lines move
    iii. Speed(_Speed): Speed at which the scan lines move
    iv. Color(_Color): Color of the scan lines
25. MultiScanShader
    i.   ScanAmount(_ScanAmount): Number of scan lines
    ii. Angle(_Angle): Angle at which the scan lines move
    iii. Speed(_Speed): Speed at which the scan lines move
    iv. Color(_Color): Color of the scan lines
26. BinaryRainShader
    i.   Tex(_Tex): Background texture
    ii. Tiling(_Tiling): Number of moving lines. It is recommended to match with Tex.
    iii. Speed(_Speed): Scrolling speed
    iv. ContrastPower(_ContrastPower): Degree of contrast
    v.   Color(_Color): Color to be drawn
27. AuraShineShader
    i.   MaskTex(_MaskTex): Texture to be masked
    ii. NoiseSize(_NoiseSize): Scale of the noise, using Voronoi noise
    iii. ShinePower(_ShinePower): Degree of contrast
    iv. XScrollSpeed(_XScrollSpeed): Scroll speed on the X-axis
    v.   YScrollSpeed(_YScrollSpeed): Scroll speed on the Y-axis
    vi. Color(_Color): Color of the aura
28. MovingSingleShineShader
    i.   Width(_Width): Width of the shine
    ii. Blur(_Blur): Range of the blur spreading around the width of the shine
    iii. Angle(_Angle): Direction in which the shine moves
    iv. Frequency(_Frequency): Frequency at which the shine occurs
    v.   Speed(_Speed): Speed at which the shine moves
    vi. Offset(_Offset): Offset width of the shine movement

29. SideSpeedLine
    i. NoiseScale(_NoiseScale): Scale of the noise
    ii. LineDensity(_LineDensity): Density of the lines generated by the noise
    iii. Speed(_Speed): Speed at which the noise lines move
    iv. LineColor(_LineColor): Color of the noise lines
    v. isBG(_isBG): Flag to set the background color
    vi. BGColor(_BGColor): Background color
30. StripeShader
    i. Frequency(_Frequency): Number of stripes
    ii. Thickness(_Thickness): Thickness of the stripes
    iii. Angle(_Angle): Direction in which the stripes move
    iv. Speed(_Speed): Speed at which the stripes move
    v. StripeColor(_StripeColor): Color of the stripes
    vi. isBgTransparent(_isBgTransparent): Flag to make the background color of the stripes transparent
    vii. isBGFill(_isBGFill): Flag to fill the background color of the stripes
    viii. BgColor(_BgColor): Background color of the stripes
31. RandomFillRectangleTileShader
    i. TileSize(_TileSize): Size of the square tiles; a smaller value makes the outline thicker
    ii. TilingAmount(_TilingAmount): Number of tiles, tiled in the same number both vertically and horizontally
    iii. Contrast(_Contrast): Increasing the value enhances the contrast between light and dark
    iv. Speed(_Speed): Speed at which the noise moves
    v. Color(_Color): Color of the tiles
    vi. OutlineColor(_OutlineColor): Color of the tile outline
32. TrimingShader
    i. Progress(_Progress): Transparent at 0, opaque at 1
    ii. TrimmingType (_TRIMINGTYPE):
        ① Horizontal: Trimming horizontally
        ② Vertical: Trimming vertically
        ③ Circle: Trimming in a circular shape
    iii. StartAngle(_StartAngle): Starting angle for circular trimming
    iv. isClockwise(_isClockwise): Direction of circular trimming

33. WarpHoleShader
    i. MaskTex(_MaskTex): Texture for the masked area
    ii. Strength(_Strength): Size of the noise
    iii. Speed(_Speed): Speed at which the hole rotates
    iv. Power(_Power): Strength of the hole's contrast
    v. Density(_Density): Strength of the hole's contrast
    vi. HoleSize(_HoleSize): Size of the hole at the center
    vii. Color(_Color): Overall color

34. WaterAndLavaShader
    i. Density(_Density): Density of the noise
    ii. Power(_Power): Strength of the contrast
    iii. NoiseMovement(_NoiseMovement): Magnitude of the noise movement
    iv. ScrollSpeed(_ScrollSpeed) Scrolling speed
    v. Color(_Color): Main color
    vi. HighlightColor(_HighlightColor): Highlight color

35. WaterfallShader
    i. NoiseTex(_NoiseTex): Noise texture
    ii. HighlightVolume(_HighlightVolume): Strength of the highlight
    iii. Brightness(_Brightness): Brightness of the main color
    iv. ScrollSpeed(_ScrollSpeed): Scrolling speed of the noise texture
    v. Color(_Color): Main color
    vi. HighlightColor(_HighlightColor): Highlight color

36. SineWaveShader
    i. isWaveLine(_isWaveLine): Toggle between a wavy shape and a wave line
    ii. WaveAmount(_WaveAmount): Number of waves
    iii. Offset(_Offset): X-axis scroll offset value of the wave
    iv. ScrollSpeed(_ScrollSpeed): Scrolling speed of the wave
    v. Height(_Height): Height of the wave
    vi. Color(_Color): Color of the wave
    vii. Width(_Width): Thickness of the wave line

37. SoundWaveShader
    i. Height(_Height): Height of the line (maximum value)
    ii. Bottom(_Bottom): Length of the bottom of the line (maximum value)
    iii. Speed(_Speed): Scrolling speed
    iv. Color(_Color): Main color

2Full Screen Effect

38. FullScreenCustomVignetteShader
    i. Color(_Color): Color of the vignette
    ii. MaskSize(_MaskSize): Size of the mask area
    iii. MaskAlpha(_MaskAlpha): Transparency of the mask
    iv. NoiseDensity(_NoiseDensity): Size of the noise
    v. NoiseSpeed(_NoiseSpeed): Speed of the noise movement
39. FullScreenConcentrationLine
    i. LineThinness(_LineThinness): Thinness of the concentration lines
    ii. LineAmount(_LineAmount): Number of lines
    iii. Speed(_Speed): Speed at which the lines move
    iv. Color(_Color): Color of the lines
40. FullScreenMovingSpeedLineShader
    i. Thinness(_Thinness): Thinness of the concentration lines
    ii. ClippingLength(_ClippingLength) Area where the concentration lines are not displayed
    iii. Speed(_Speed): Speed at which the concentration lines move
    iv. Color(_Color): Color of the concentration line

3Overlay Effect

41. OverlayBlurShader
    i. BlurValue(_BlurValue): Amount of blur applied

42. OverlayColorChangeShader
    i. Type(_TYPE):
        ① GrayScale: Grayscale
        ② BlackWhite: Black and white
    ii. FilterRange(_FilterRange): Range of the filter applied, horizontally
    iii. GrayScalePower(_GrayScalePower): Darkness of the grayscale
    iv. Color(_Color): Color multiplied on the grayscale state
    v. BWThreshold(_BWThreshold): Threshold value defining the black and white boundary

43. OverlayShakeShader
    i.   Power(_Power): Strength of the shake
    ii.   Speed(_Speed): Speed of the shake
    iii. NoiseTex(_NoiseTex): Noise texture
44. OverlayShockWaveShader
    i.   RingSpawnPosition(_RingSpawnPosition): Position where the shock wave is generated
    ii.   Size(_Size): Size of the shock
    iii. ShockWaveStrength(_ShockWaveStrength): Strength of the shock
45. OverlayGlitchShader
    i.   GlitchScale(_GlitchScale): Size of the glitch noise
    ii.   GlitchLineAmount(_GlitchLineAmount): Amount of glitch lines
    iii. GlitchHeight(_GlitchHeight): Height of the glitch lines
    iv.   NoiseSpeed(_NoiseSpeed): Speed of the noise distortion
    v.   NoiseFrequency(_NoiseFrequency): Frequency of the noise occurrence
    vi.   ChromaticPower(_ChromaticPower): Degree of chromatic aberration
46. OverlayPixelizeShader
    i.   Resolution(_Resolution): Resolution of the mosaic. The higher the value, the finer the image quality.
47. OverlayScanLine
    i.   ScanAmount(_ScanAmount): Amount of scan lines
    ii.   Alpha(_Alpha): Transparency of the scan lines
    iii. Speed(_Speed): Speed at which the scan lines move
    iv.   Color(_Color): Color of the scan lines

4ParticleShader

48. EmissiveColorShader
    i.   Tex(_Tex): Effect texture
    ii.   Color(_Color): Color for multiplication
49. AlphaDissolveSmokeShader
    i.   Tex(_Tex): Effect texture
          <Particle System Custom Data>
          UV0.B(Custom1.x) => Alpha clip value

50. BackgroundAuraShader
    i. Tex(_Tex): Effect texture
    ii. MaskTex(_MaskTex): Texture for the mask area
    iii. Color(_Color): Color for multiplication
    iv. ScrollSpeed(_ScrollSpeed): Scroll speed of the texture
51. BubbleDistortionShader
    i. Tex(_Tex): Effect texture
    ii. DistortionPower (_DistortionPower): Amount of distortion
    iii. ScrollSpeed(_ScrollSpeed): Scroll speed of the texture
    iv. Color(_Color): Color for multiplication on the texture
52. CircleClipShader
    i. Tex(_Tex): Effect texture
    ii. Color (_Color): Color for multiplication
        UV0.B (Custom1.x) => Size of the clipping circle
        UV1.R (Custom1.y) => Clipping start position (X-axis)
        UV1.G (Custom1.z) => Clipping start position (Y-axis)
53. ElectricityShader
    i. MaskTex(_MaskTex): Texture for masking the entire effect area
    ii. Speed(_Speed): Speed at which the electricity moves
    iii. Color(_Color): Color of the electricity
        <Particle System Custom Data>
        UV0.B (Custom1.x) => Scale value of the noise
        UV0.A (Custom1.y) => Thickness of the noise lines
54. FireDistortionShader
    i. MaskTex(_MaskTex): Texture for masking the entire effect area
    ii. ScrollSpeed(_Speed): Scroll speed of the noise
    iii. DistortionStrength(_DistortionStrength): Strength of the distortion
        <Particle System Custom Data>
        UV1.R (Custom1.x) => Progress of the dissolve, completely opaque at 0, transparent at 1
        UV1.G (Custom1.y) => Scroll speed of the noise in the Y-axis directio
55. NoiseDissoloveShader
    i. Tex(_Tex): Effect texture
        <Particle System Custom Data>
        UV0.B (Custom1.x) => Progress of the dissolve, completely opaque at 0, transparent at 1

56. RainbowRadiationShader
    i.   Scale(_Scale): Size of the central area
    ii.   Speed(_Speed): Speed at which the noise moves
    iii.   NoiseScale(_NoiseScale): A larger value results in more lines

5LineRendererEffect

57. DashLineShader
    i.   Fragment(_Fragment): Fineness of the dashed lines
    ii.   Density(_Density): The larger the value, the wider the gaps between the dashed lines
    iii.   Speed(_Speed): Scrolling speed
58. LaserBeamShader
    i.   BaseTex(_BaseTex):Texture that determines the shape of the beam
    ii.   MaskRange(_MaskRange): Range of the mask
    iii.   ScrollSpeed(_ScrollSpeed): Scroll speed of the BaseTex
    iv.   MultiplyaColor(_MultiplyaColor): Color for multiplication on the BaseTex
    v.   isDistortion(_isDistortion): Flag to determine if distortion is applied to the beam
    vi.   DistortionNoiseSpeed(_DistortionNoiseSpeed): Speed of the distortion noise
    vii.   DistortionNoisePower(_DistortionNoisePower): Power of the distortion noise
    viii.   isNoiseAdded(_isNoiseAdded): Flag to include noise within the beam
    ix.   AddNoiseContrast(_AddNoiseContrast): Contrast of the noise itself
    x.   AddNoiseScale(_AddNoiseScale): Scale of the noise itself. A larger value results in finer noise
    xi.   AddNoiseSpeed(_AddNoiseSpeed): Speed at which the noise itself moves

59. LightningLineShader
  i. Width(_Width): Width of the lightning line
  ii. Height(_Height): Height of the lightning line. It is recommended to use a value as close to 0 as possible to avoid unnatural appearance.
  iii. NoiseScale(_NoiseScale): Size of the noise
  iv. DistorionAmount(_DistorionAmount): Amount of distortion
  v. Angle(_Angle): Angle at which the noise scrolls
  vi. Speed(_Speed): Speed at which the noise scrolls
  vii. FlashFrequecny(_FlashFrequecny): Frequency of the flashes. At 0, there is no flashing. At 1, it is always transparent.
  viii. Color(_Color): Color for multiplication

6 Transition

60. GradationPatternTransitionShader
  i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
  ii. PaternType(_PATTERNTYPE):
    ① Square: Fills the screen with gradient shapes of square size
    ② Circle: Fills the screen with gradient shapes of circle size
  iii. GradationStartPoint(_GRADATIONSTARTPOINT): Start position of the gradient; can specify top, bottom, left, or right.
  iv. Tiling(_Tiling): Tiling count of the gradient
  v. Color(_Color): Transition color
61. LoopShapeTransitionShader
  i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
  ii. Shape(_SHAPE):
    ① Circle: Expands with a looping circle
    ② Diamond: Expands with a looping diamond
  iii. RippleAmount(_RippleAmount): Number of loops
  iv. Color1(_Color1): First gradient color
  v. Color2(_Color2): Second gradient color

62. DissolveTransitionShader
   i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
   ii. NoisePattern(_NOISEPATTERN):
      ① PixelNoise: Randomly fills the screen with pixel-like noise
      ② CenterNoise: Fills the screen with noise spreading from the center
   iii. Color(_Color): Transition color
   iv. NoiseEdgeWidth(_NoiseEdgeWidth): Width of the edge for CenterNoise
   v. NoiseEdgeColor(_NoiseEdgeColor): Color of the edge for CenterNoise
63. GradationStripeTransitionShader
   i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
   ii. PatternType(_PATTERNTYPE):
      ① Stairs: Fills the screen with a stair pattern
      ② Gradation: Fills the screen with gradient stripes
   iii. GradationStartPoint(_GRADATIONSTARTPOINT): Start position of the gradient; can choose top, bottom, left, or right.
   iv. Frequency(_Frequency): Number of gradient bands
   v. Color(_Color): Gradient color
64. StripeTransitionShader
   i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
   ii. StripeType(_STRIPETYPE):
      ① Blind: Changes the width of the stripe bands
      ② Cross: Intermingles the stripes alternately
      ③ Wipe: The stripes converge towards the center
   iii. BlindPattern(_BLINDPATTERN):
      ① Vertical: Vertical stripes
      ② Horizontal: Horizontal stripes
      ③ Diagonal: Diagonal stripes
   iv. Frequency(_Frequency): Number of stripe bands
   v. Color(_Color): Stripe color

65. CenterWipeTransitionShader
    i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
    ii. WipeType(_WipeType):
        ① Circle: Gradually changes the circle at the center of the screen
        ② Tex: Gradually changes the size of the specified texture
    iii. XOffset(_XOffset): X-axis offset for the circle at the center of the screen
    iv. YOffset(_YOffset): Y-axis offset for the circle at the center of the screen
    v. Color(_Color): Transition color
    vi. MaskTex(_MaskTex): Texture that covers the entire screen
66. SideWipeTransitionShader
    i. Progress(_Progress): Degree of transition progress, transparent at 0, opaque at 1
    ii. WipeType(_WIPETYPE):
        ① Noise: Jagged noise
        ② Wave: Waves that move while scrolling
        ③ Clock: Rotates in a circular motion
        ④ Radiation: Gradually fills the screen with radiation bands
    iii. GradationStartPoint(_GRADATIONSTARTPOINT): Start position of the gradient; can choose from top, bottom, left, or right.
    iv. Color(_Color): Transition color
    v. ScrollSpeed(_ScrollSpeed): Speed at which the waves scroll
    vi. WaveAmount(_WaveAmount): Height of the waves
    vii. Direction(_DIRECTION):
        ① Clockwise: Moves to the right
        ② CounterClockwise: Moves to the left
    viii. RadiationAmount(_RadiationAmount): Number of radiation bands