Flow

Descripción

Files: Flow.shader

Path: "CGF/Shaders/Others"

Shader menu: "CG Framework/Other/Flow"

Description

Unity shader CG Framework/Other/Flow.

Reference

- **Main Texture (RGB)** – Main texture.
- **Flow** – Manages the flow effect. See Common Features / Flow.
- **Is SRGB** – If enabled, the flow map is in SRGB color space.
- **Use Noise** – If enabled, applies a noise to the flow effect.
- **Noise Map (R)** – Noise map texture.
- **Noise Level** – Level of the noise.

Use

Assign the shader from `CG Framework/Other/Flow` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.