

2D  
Dissolve Effect Pack  
URP  
Free Edition  
Guide

## \*Important Read\*

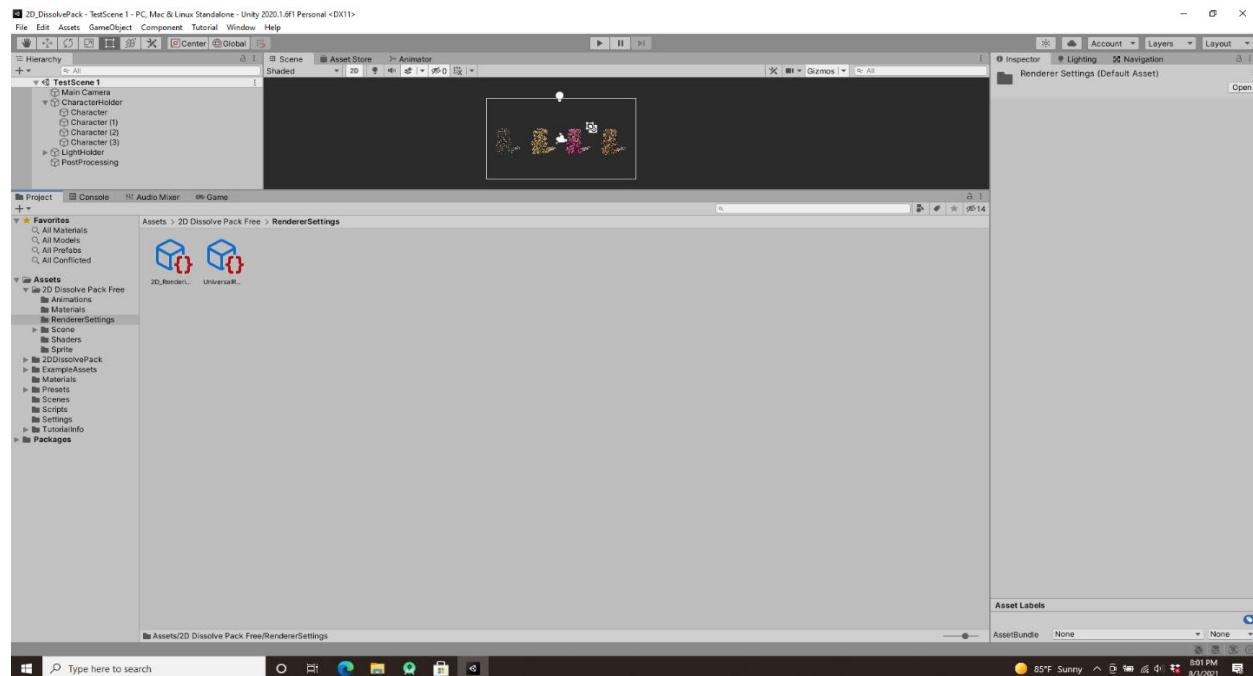
This pack is intended to be used with the Universal Render Pipeline only for your 2D game(s), and you must have Unity version 2020.1.6f1 or higher. Have fun as you configure the four shaders to fit your project needs!

## Introduction

Thank you for choosing this pack for your game project. In this pack, you will have four different shaders that you can use to dissolve your characters when they die, teleport, or any other uses your project needs. Let's get started on how this works with the Universal Render Pipeline.

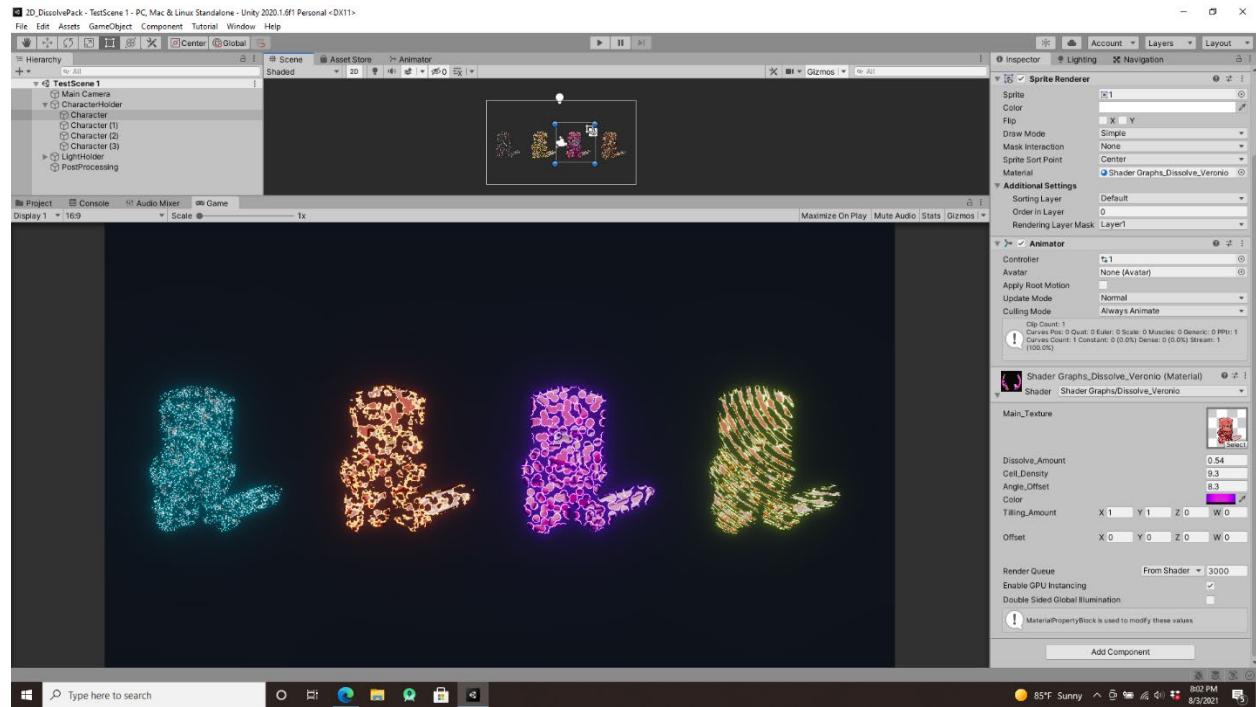
## Renderer Setup

For this pack, I have included the 2D Renderer and Universal Render Pipeline Asset for you to avoid having to download these in your project. If you already have, then you can go ahead and delete that folder! Below, is a screenshot to show you where that folder is located.

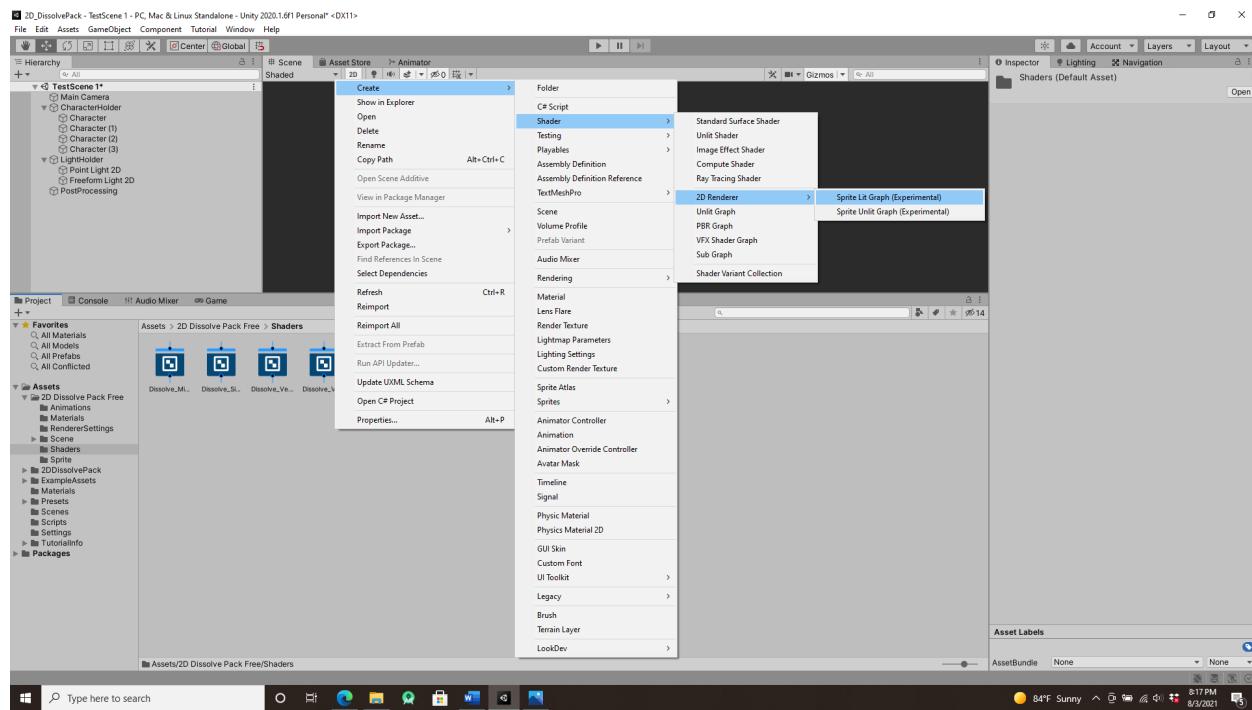


## Shader Guide

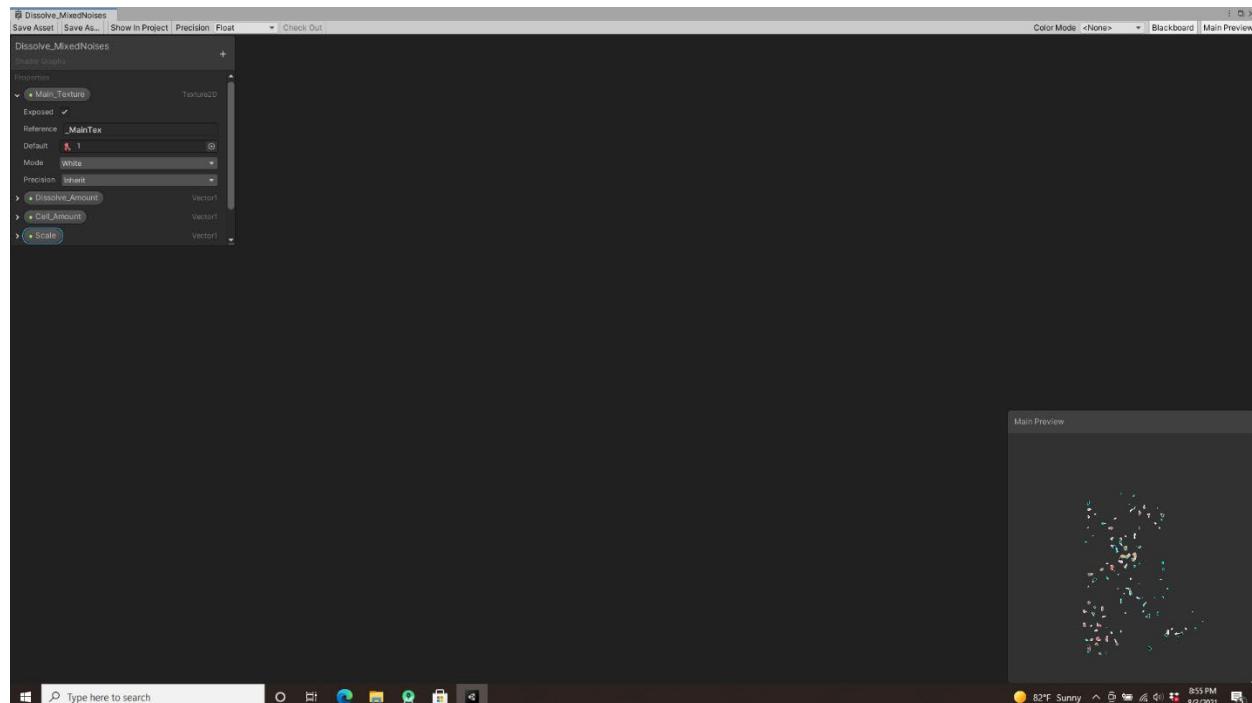
All four shaders that are included in this pack are the Sprit Lit Graph that works with 2D lights. Each shader that is included dissolve the sprite that you are using with noise, Voronoi, and some mixed elements to add more interest to each effect. You can adjust each setting to meet your project needs, the color, and when you are happy animate the Dissolve Amount to see what you have come up with!



Below, is a screenshot showing where you can find the Sprit Lit Graph to make your own shaders!

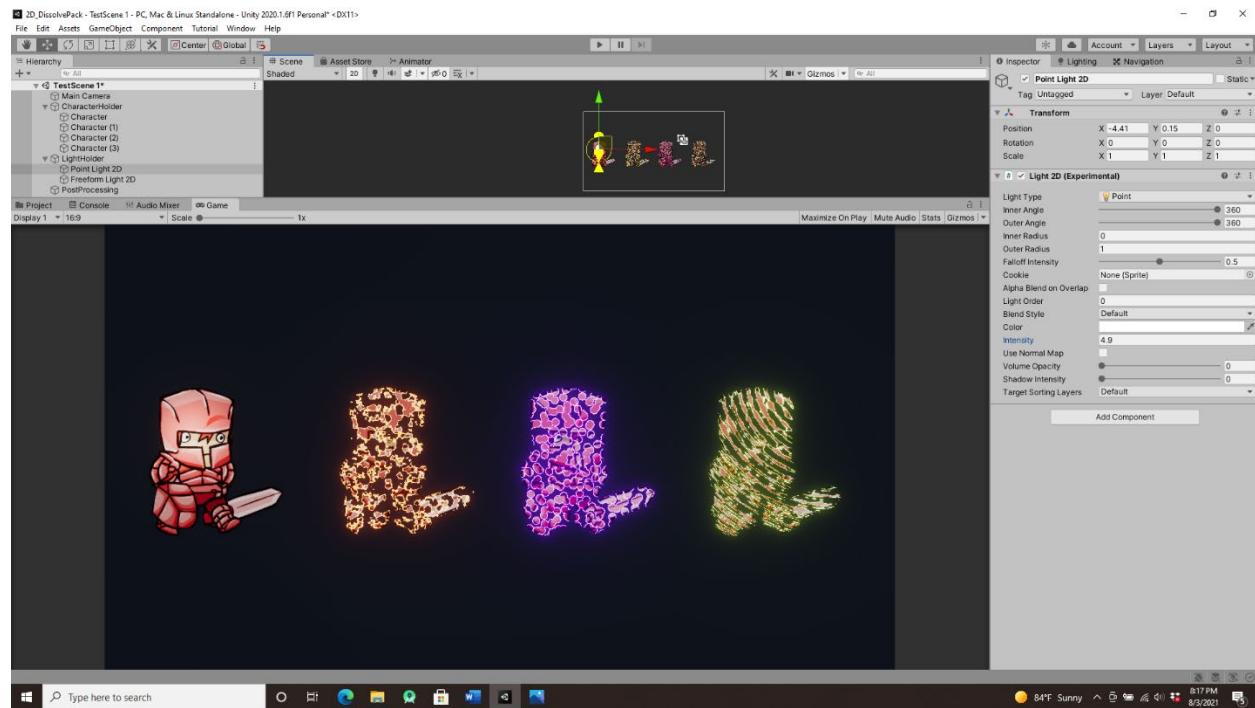


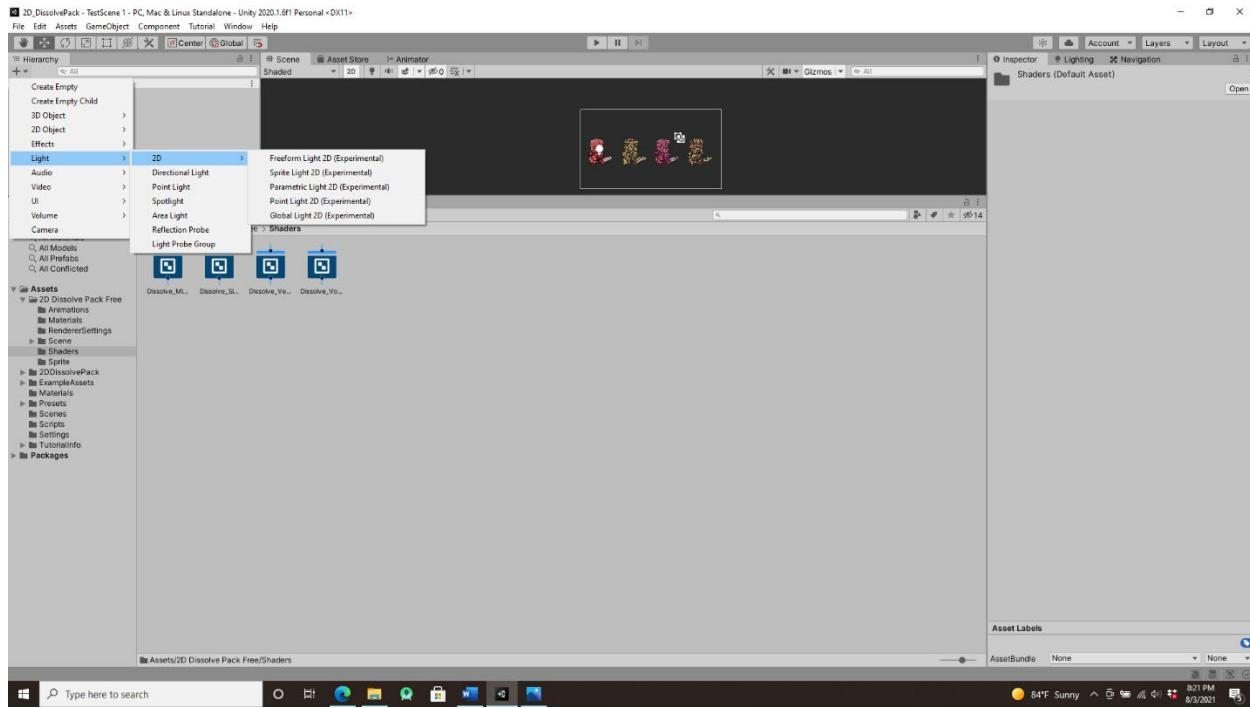
Another neat feature by using these shaders is how it will grab the Main Texture on the sprite that you are using. Once you apply the material to your sprite it will grab that sprite without having to adjust the sprite again for that sprite. Below, you will see what I am referring to on how the `_MainTex` will work.



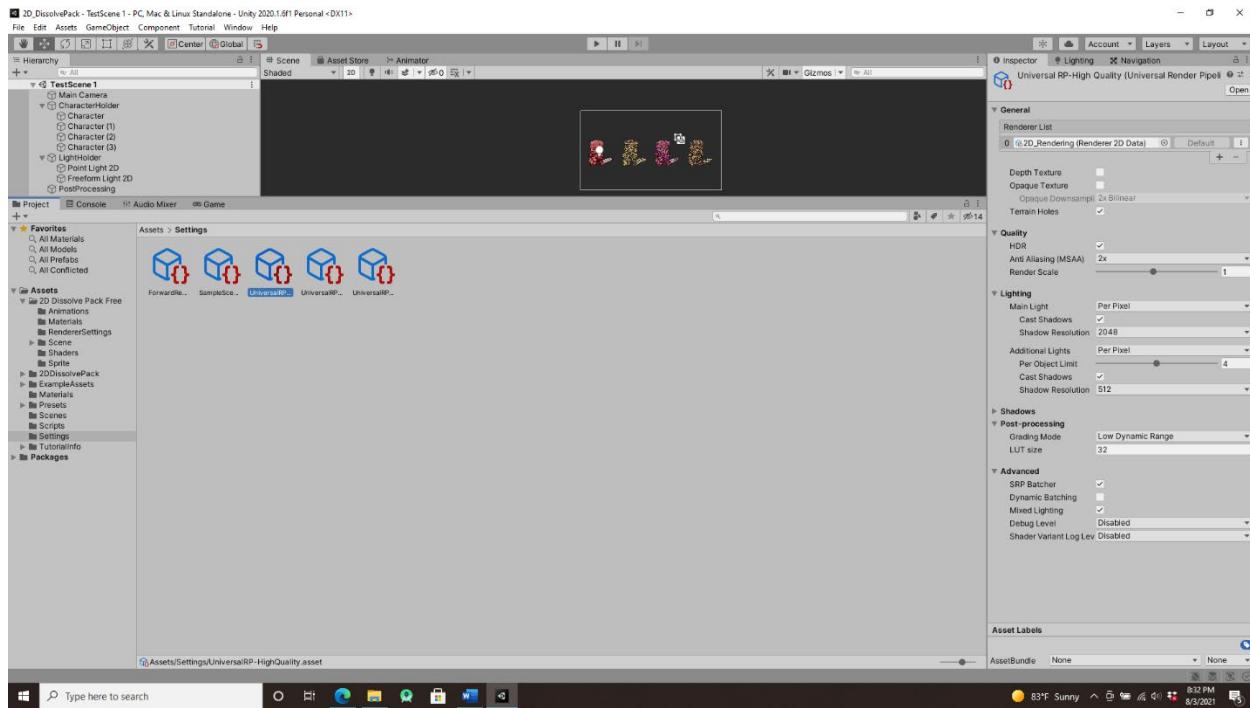
This pack also works with the animations on your character(s). The shader calculates your sprites world object position and uses that to dissolve the mesh more efficiently without worry on your FPS.

By using these shaders your sprites will interact with the 2D lights in your scene. A neat feature that has been added to Unity 2020.

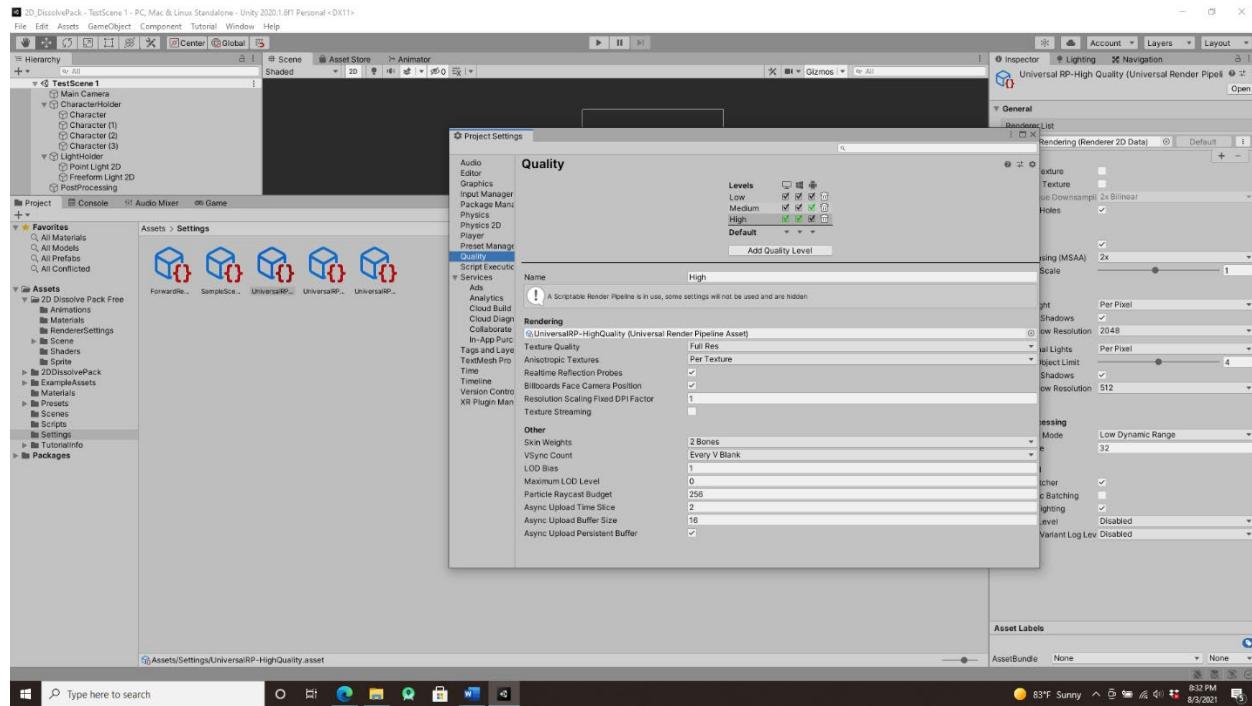




If you notice that the 2D lights are greyed out it's because the URP 2D mode is not setup. To set that up follow what I am showing you in the image below.

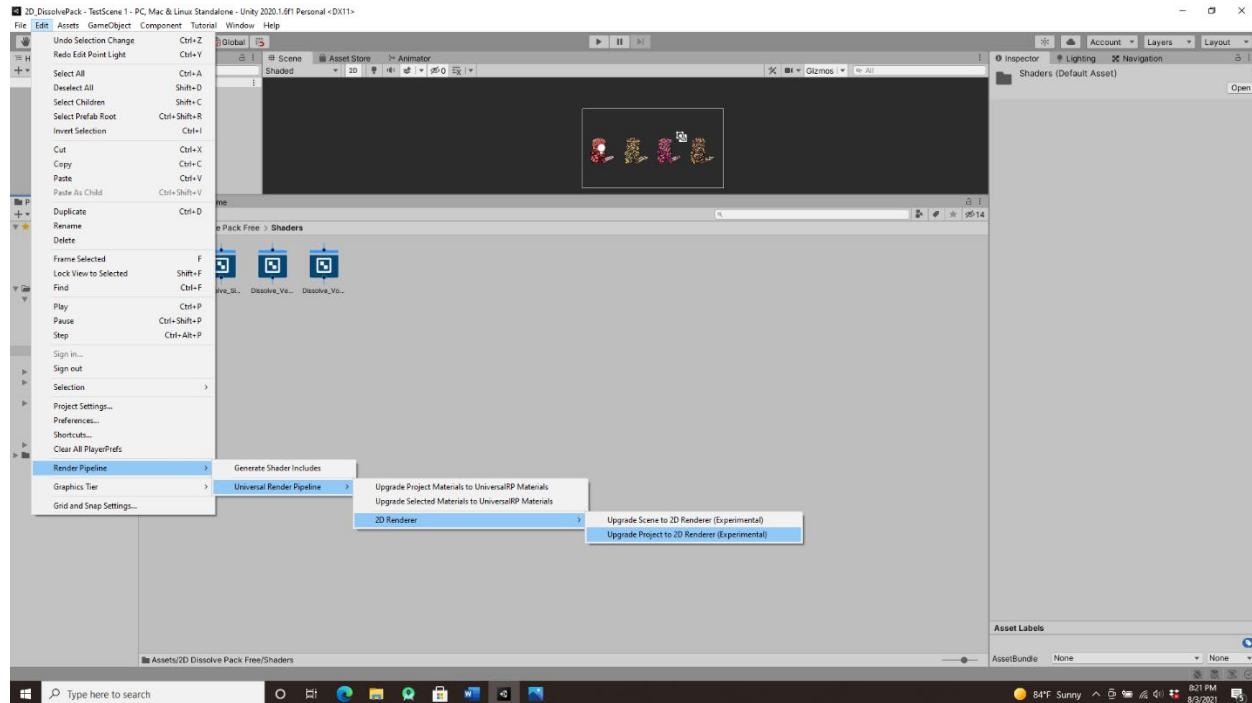


The 2D Renderer needs to be hooked up to your Universal RP Quality settings.



Make sure that your quality and Graphics have each Universal RP Quality assigned to them if not already.

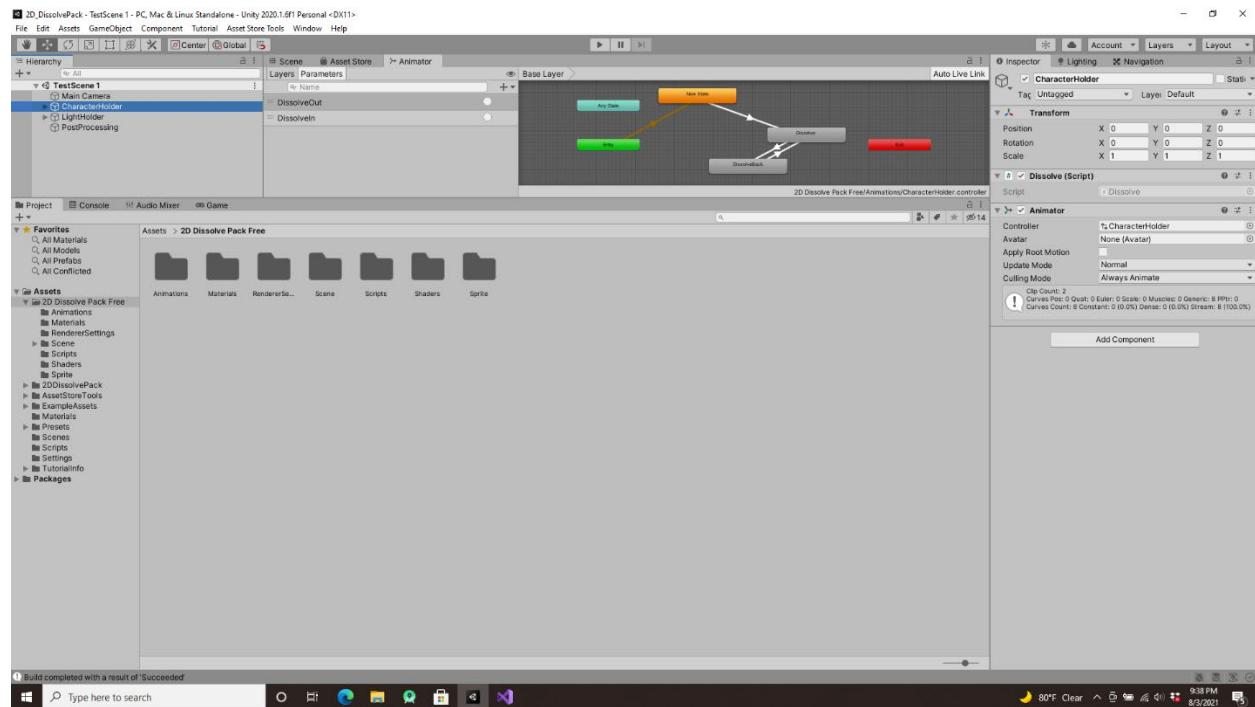
Finally, upgrade your whole project to use the 2D renderer as seen below.



Doing these steps causes the whole project to use the 2D renderer and allow you to use the 2D lights in your scene!

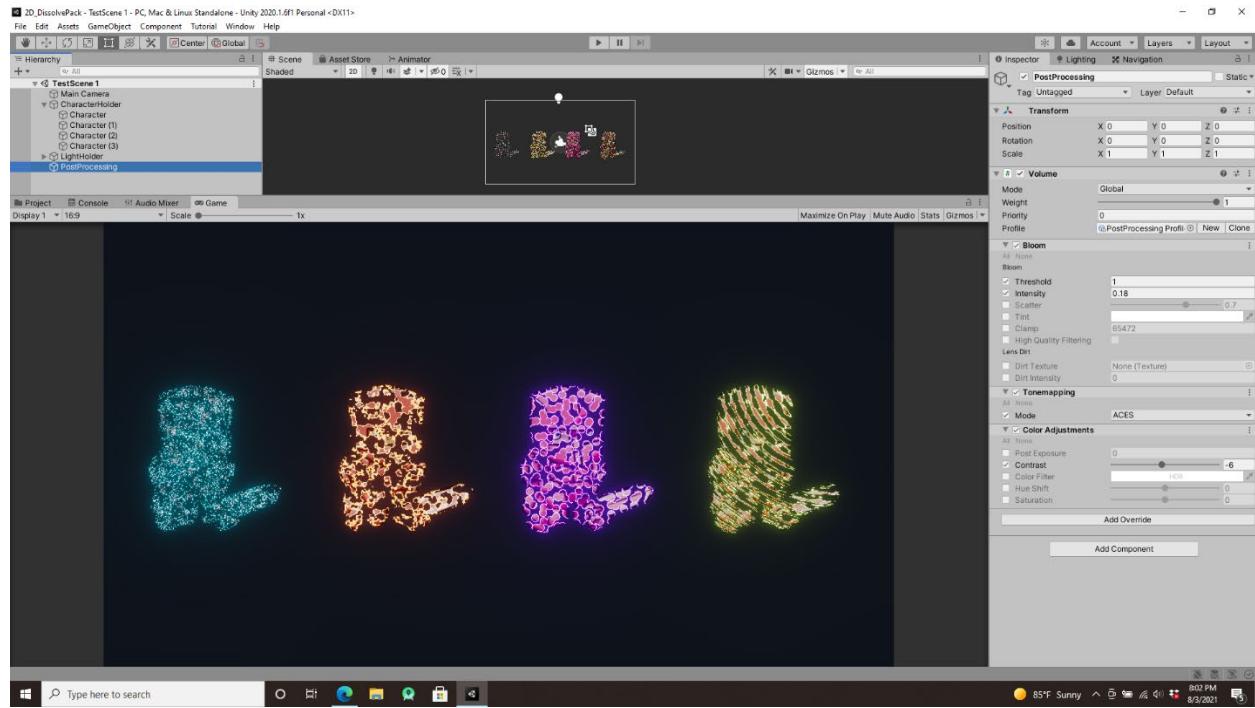
## Dissolve Script

In this pack, I have included a script that will dissolve the sprites when D is pressed. The sprites will fade back in when F is pressed. This will show you how you can utilize this in your projects when editing the dissolve amount by code.



## Post Processing Setup

For the dissolve effects to look appealing I applied Post Processing in the test scene that is included. Below, I have a screenshot of the settings that I have used for this project.



If you have any questions, please contact me at [tom\\_yoder@yahoo.com](mailto:tom_yoder@yahoo.com). I will be happy to help you with any questions that you may have.

Have fun making your game(s)!