

Ultimate 10+ Shaders

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Performance

This asset was created on the following PC configuration (**and were tested only on this configuration**):

CPU: Intel Core i5-6400

GPU: NVidia GTX 750Ti

RAM: 16GB

OS: Windows 10 x64

DirectX: 11

Rendering Pipeline

This asset was made on the **Standard Rendering Pipeline**.

Notes

The **Depth Mask Edge Detection Shader** works only when there is Directional Light.

The **Plexus Effect** works only on DirectX 11/12 because it uses [Compute Shaders](#).

Credits

[Rock and Boulders 2](#)

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