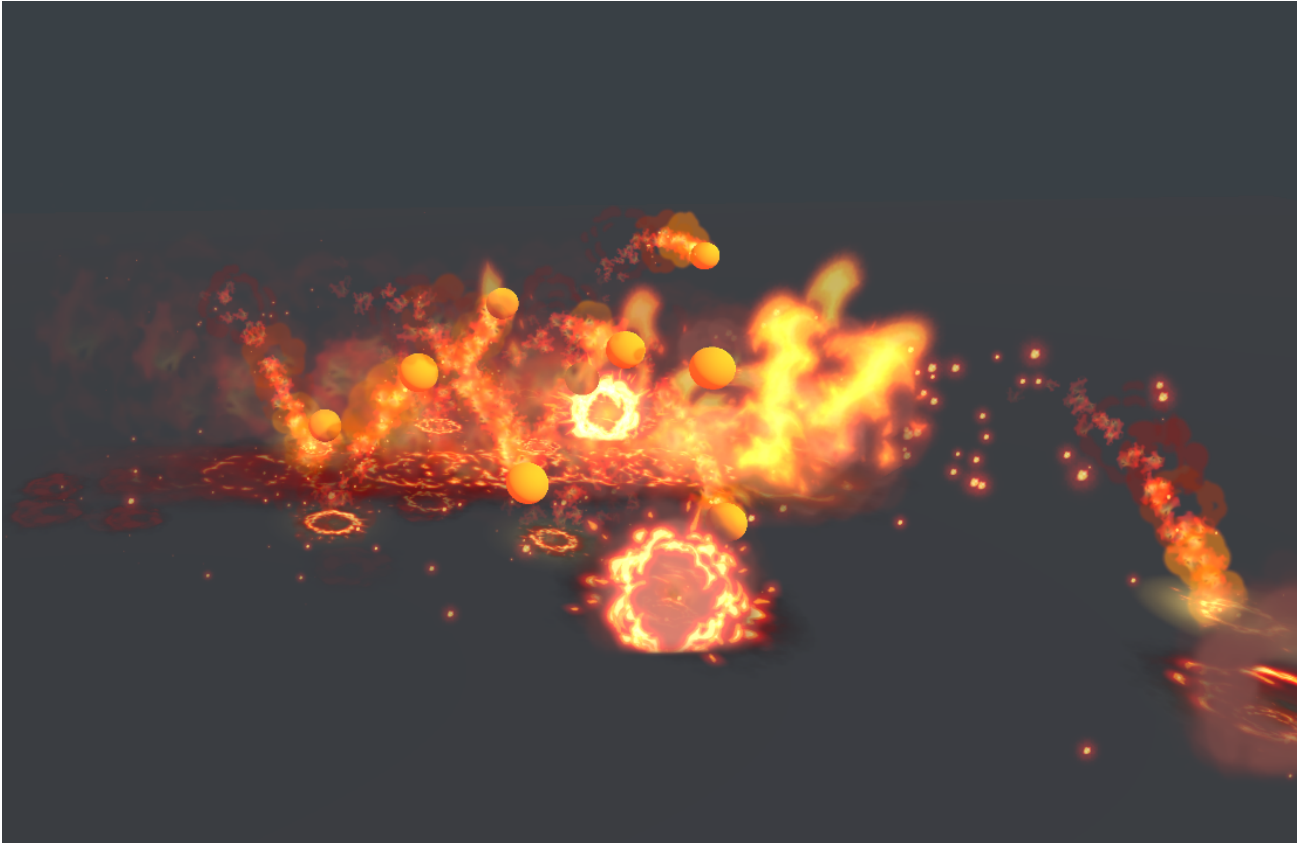
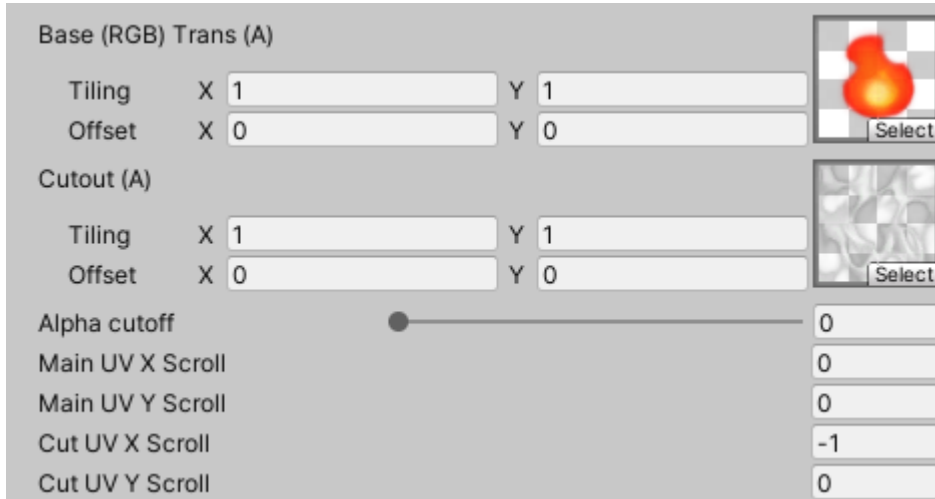


# Documentation

This package contains three types of flame VFX & three types of fire skill VFX.  
Also attached three Shader use to support the VFX.



## Base Trail Shader



- **Base Texture**  
Main texture.
- **Cutout**  
Use Texture to mask.
- **Alpha cutoff**  
Use Alpha cutoff.
- **Main UV X Scroll**  
Automatically move base texture uv.
- **Main UV Y Scroll**  
Automatically move base texture uv.
- **Cut UV X Scroll**  
Automatically move cut texture uv.
- **Cut UV Y Scroll**  
Automatically move cut texture uv.