Shader "Custom/DynamicCaveCeiling"

{

Properties

{

\_MainTex ("Texture", 2D) = "white" {}

\_MovementSpeed ("Movement Speed", Range(0.1, 1.0)) = 0.2

}

SubShader

{

Tags { "RenderType"="Opaque" }

LOD 100

Pass

{

CGPROGRAM

#pragma vertex vert

#pragma fragment frag

#include "UnityCG.cginc"

struct appdata

{

float4 vertex : POSITION;

float2 uv : TEXCOORD0;

};

struct v2f

{

float2 uv : TEXCOORD0;

float4 vertex : SV\_POSITION;

};

sampler2D \_MainTex;

float4 \_MainTex\_ST;

float \_NoiseStrength;

float \_MovementSpeed;

v2f vert (appdata v)

{

v2f o;

o.vertex = UnityObjectToClipPos(v.vertex);

o.uv = TRANSFORM\_TEX(v.uv, \_MainTex);

return o;

}

float4 frag (v2f i) : SV\_Target

{

float2 uv = i.uv;

uv += \_Time.y \* \_MovementSpeed;

float4 color = tex2D(\_MainTex, uv);

return color ;

}

ENDCG

}

}

FallBack "Diffuse"

}