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Hit\_Effect\_Pack

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Version 1.0.0  
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Hit\_Effect\_Pack is a material asset for creating 3D game effects.

You can use it immediately by placing it in the scene.

## ■Contents

It is an effect designed for games that is easy to use to make the action and screen more lively.

Package contents

- 7 types of hit effects
- 3 types of shock effects
- 2 types of other effects

The package contains assets to make up the game.

For a list of all effects and examples of their creation, please refer to the demo\_sample scene.

## ■How to use

There are prefabricated assets, so you can use them in the game as they are.

## ■Version history

1.0.0- Initial release