Load "Foot_Steps_VFX_Demo.unity" for a demo environment with armatures set up for all 6 of the effects. However, please note this character rig uses Unity's new input system to function which will need to be imported; go the menu Window -> Package Manager, then in the top left of the window change Packages: In Project to Packages: Unity Registry. Next, search for "input system" (search box in top left), and install the package.

To set up the foot VFX for your own character you'll need to add Events when the left and right feet make contact with the ground; select the animation file or the FBX that the animation is attached to, then in the Inspector window go to the Animations tab. Above the animation preview at the bottom of the Inspector window (it may need to be expanded up by click and dragging), when you click to the right of the play triangle symbol you can scrub though the animation; scrub to the right (moving the thin red line) until the characters left foot strikes the ground. Scroll up and expand out the "Events" section, clicking the add event button. A white line will be added to the Events timeline. Under Function add the field "LeftFootSplash". Repeat this process for the right foot, this time naming the Function field RightFootSplash. Click Apply to save these settings.

Next you'll need to add GameObjects to both your character's feet for locations to spawn the VFX; create two GameObjects called Footprint_Left_Position and Footprint_Right_Position and set all the transforms to 0 (in the Inspector window). Then in the hierarchy window, expand out the character's Skeleton and make these GameObjects children of their respective feet. Move the GameObjects slightly left and right in the scene window so that they sit beneath each foot, just above the ground.

Add the script Footsteps_VFX (from the scripts folder) to the Parent node of your character and drag in the Prefabs of your required effect from the Prefabs folder to the slots on the script in the Inspector window. Note that the Blood and Shoe VFX have separate lift and right feet effects whereas the other 4 have only one effect that is used for both feet. Fill the other two script slots with the Footprint_Left_Position and Footprint_Right_Position GameObjects you've just placed in your skeleton hierarchy. If you're using the blood effect there's an additional step of parenting the Blood_Trail prefab to the top node of your character's skeleton.

Depending on how your character's skeleton is set up, you may find the orientation of some of the footprints is incorrect; if this is the case, rotate the GameObjects (Footprint_Left_Position and Footprint_Right_Position) that are attached to the skeleton's feet.

Have fun!

Thanks for purchasing this asset, please consider rating or writing a review about it. If you have any questions then please get in touch at contact@realtimevfxstore.com