

Steam VFX [HDRP, URP] User Guide



Contact: info.paulinami@gmail.com

Package requirements (dependencies):

High-definition rendering pipeline/Universal rendering pipeline (at least version 7.3.1);
Visual Effect Graph (atleast version 7.3.1, NOTE: URP Particle Lit only works with 12.0.0 and up);

Unity version 2019.4 and up (NOTE: URP Particle Lit only works with Unity version 2021.2 and up);

Post-processing stack (optional)

TextMeshPro (optional, this is for text to appear in the demo scene)

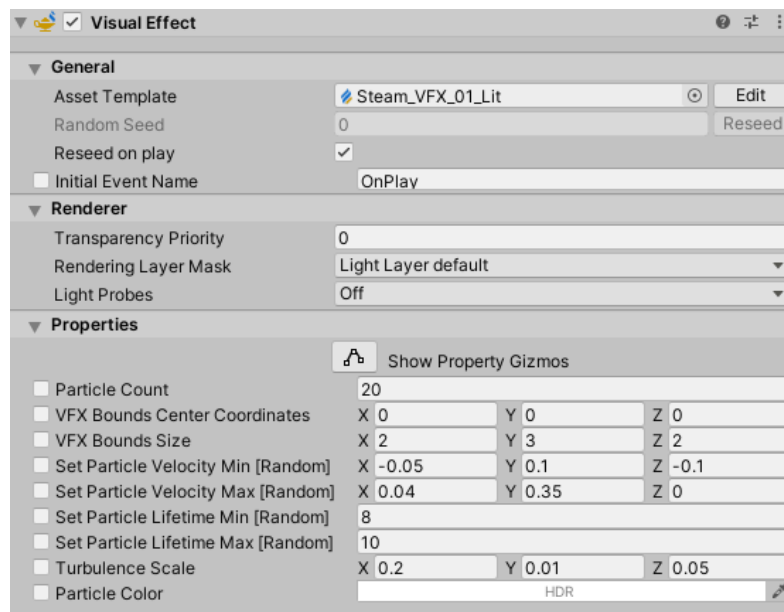
How to use:

1. Drag and drop Visual Effect into the scene;
2. Click on the Visual Effect in the hierarchy to quickly tweak it with exposed parameters.

If more settings are needed to be tweaked open up the Visual Effect in the VFX graph.

- **How to tweak the effect?**

- Drag visual effect into the scene;
- Select the visual effect in the hierarchy;
- Tweak in the Inspector view:



Particle Count – set how many particle are constantly spawned.

VFX Bounds Center Coordinates - VFX bounds coordinates.

VFX Bounds Size – the VFX bounds size in which effect will be spawned.

Set Particle Velocity Min/Max [Random] – the velocity range and direction in which particles will be spawned.

Set Particle Lifetime Min/Max [Random] – the particle lifetime range, set how long the particles will live on the screen.

Turbulence Scale – turbulence generates a noise field which applies to the particle's velocity, set how big it is.

Particle Color – change particle color, the color will add up with texture's colors.

For more indepth tweaking open the visual effect in the Visual Effect Graph.

- **I am getting a big FPS drop once I am close to the effect, what to do?**
 - Once you are close to the effect (camera is looking directly at it) some FPS drops are expected. The more screen space the effect will take, the more resources will be needed for the effect to be rendered because more pixels will be needed to calculate the opacity of the effect. As workaround, for the big steam that is coming from the grating, I added a camera fade block which will lower the effect's opacity once the camera is close to it – this will save performance. You can turn on this block in the Visual Effect graph by checking Camera Fade (Alpha) block checkbox. This block can be added to other effects also, but as they are smaller, it is not really needed. If you are running into trouble, let me know.
- **How to install URP version of the package?**
 - When you import the package from the Asset Store the main extracted asset will be HDRP. To avoid confusion or overwriting your default URP settings please install this package first in an empty new project and get the URP .unitypackage from the Steam VFX [URP] folder. To install it, just simply open the .unitypackage inside the project where you want it to exist. Make sure that you have Visual Effect Graph installed through Package Manager as URP packages do not have it installed by default.
- **Lit versions of the effect do not work on URP, what to do?**
 - The lit URP versions of the effect will only work on Unity version 2021.2 and up, since this feature has only been introduced in this version.
- **What to do if the demo scene does not look as expected/I am having troubles?**
 - This is most likely due to Post-Processing stack. Make sure that you have it installed it and played with settings such as Exposure and Bloom. This issue can happen because of the HDRP and Post-Processing stack version change. If you are having difficulties please contact info.paulinami@gmail.com and I will gladly help.