

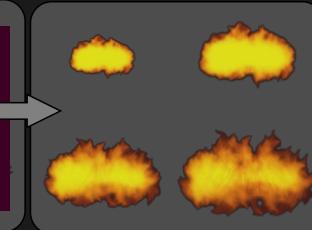
Toon Effects Maker

Particle Maker

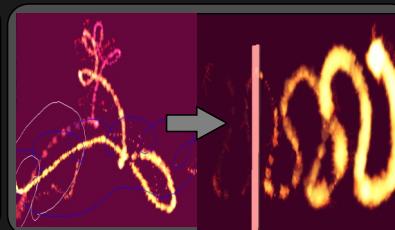
- Scale particles
- Copy properties
- Text effects
- Light & sound effects
- 200+ effects Library



Sprite Sheet Generator

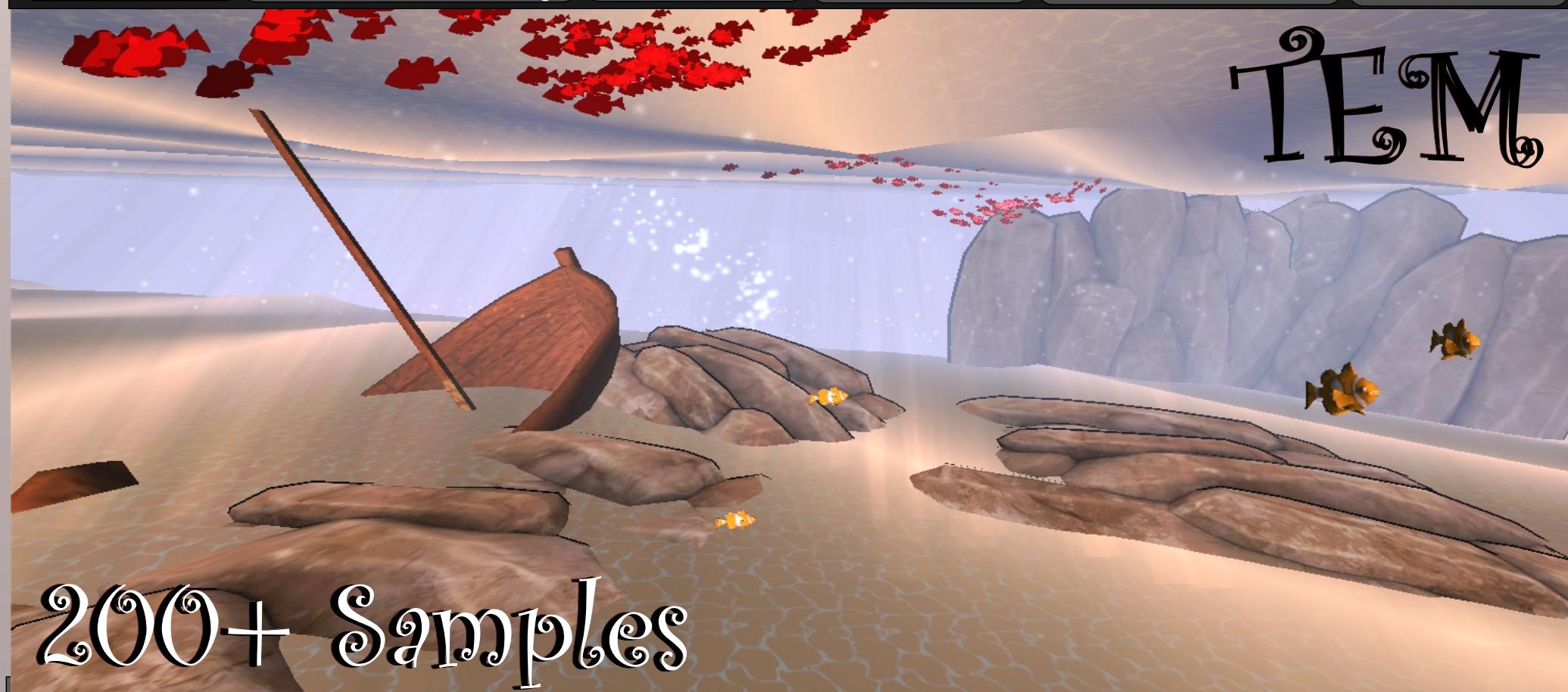


Motion recorder



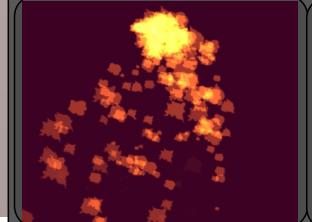
Beams

TEM

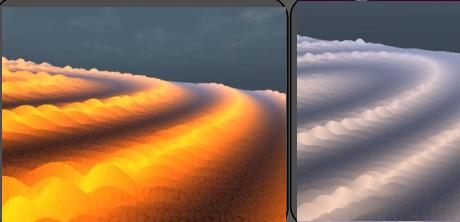


200+ Samples

Toon Shaders



Ocean - Water - Ice - Lava system



Elements



Aura system Particle Icons



Toon Effects Editor - Main Interface

Toon Effects Maker

Play Stop Preview On Fire - Smoke - Lava Water - Ice - Ocean Air - Sky - Lightning Auras Nature - Poison Effects - Icons Creatures Darkness Systems Building Blocks

Close Effect Library

Scaler
► Scale size and speed

Particle System maker
► Add effects

Text effects
► Text effects

Light effects
► Light effects

Sound effects
► Sound effects

Sprite sheet creator
► Create sprite sheet

Particle Properties
 Copy properties from library items or another particle

Copy properties mode
Copy from None (GameObject)
Deselect all Select all

► Initialization
► Velocity-Shape-Size-Color
► Material-Subemitters-Forces

X

Toon Effects Editor

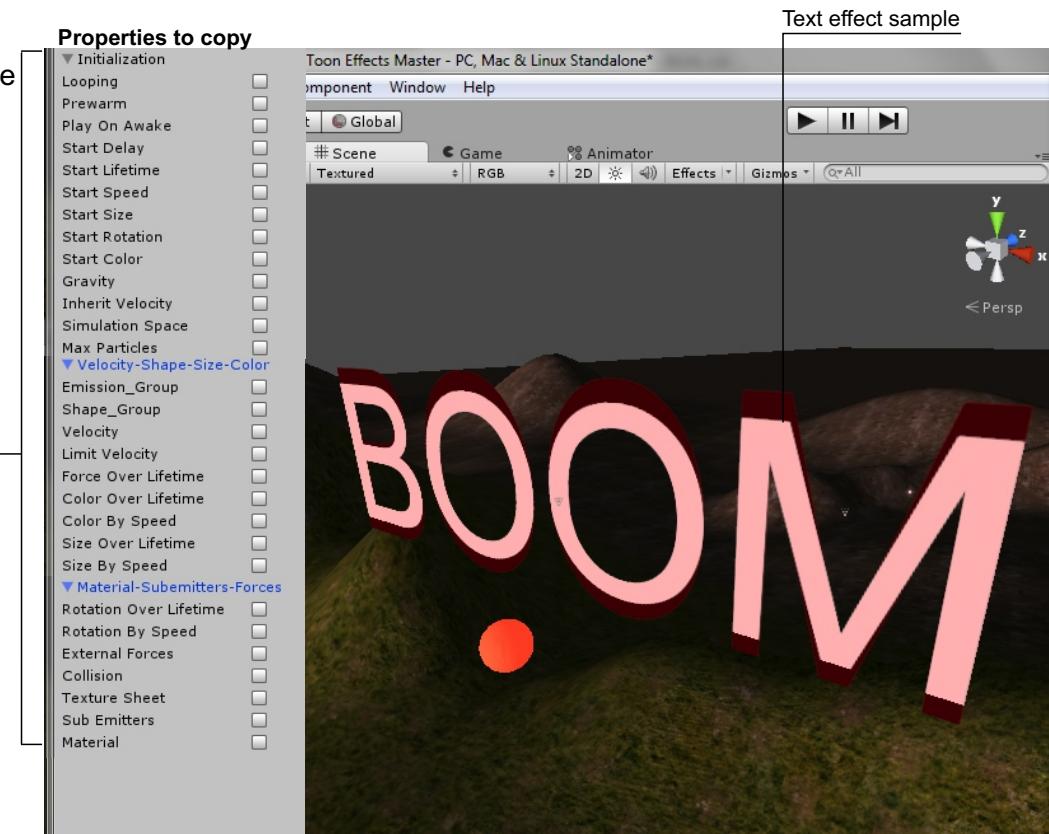
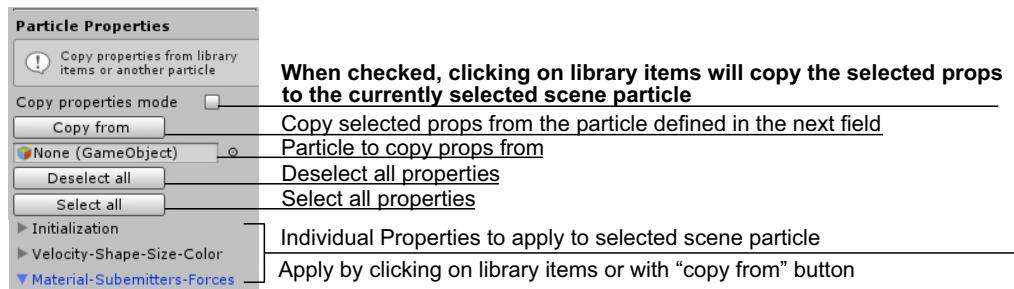
Copy & Transfer Properties - Operation modes

Toon Effects Maker

Features:

The toon effect maker is a powerful tool that allows the creation of new effect combinations, as well as provide tools for the easy copy of properties between particles. The system integrates and can also use items from the included library. With the system it is possible to:

- Scale particles
- Copy specific properties of one particle system to another
- Copy specific properties from a library asset to the selected particle in scene
- Add customized text effects and animation controls
- Insert library assets in the scene
- Add library items to a selected item, to create new effect combinations



Toon Effect Editor Modes

The Editor supports four modes of operation.

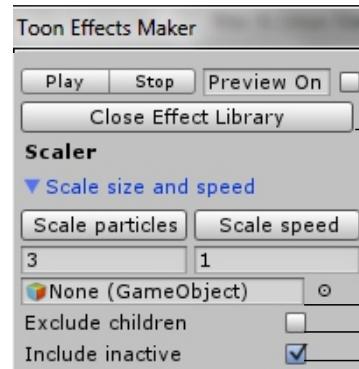
1. Insert to scene mode. The default mode when entering the Editor. This mode allows the insertion of a clicked library item to the scene root.

2. Add to another object. This mode is enabled when “Add lib effect to selection” is checked. This will enable the addition of the clicked library effect to the currently selected scene gameobject, as child. This mode allows the automatic creation of projectiles, when “As projectile” is selected.

3. Add as spawn on destruction. This mode is enabled when “Add lib effect on collision” is checked. This will enable the addition of the clicked library effect to the currently selected scene gameobject, as child. This mode allows the automatic creation of impact effects. The effect will be parented to the currently selected scene gameobject and will be disabled until impact. A script handler is also added to handle the on impact behavior and blast.

4. Copy properties mode. This mode is enabled when “Copy properties mode” is checked. This will enable the copy of selected properties from the clicked library effect to the currently selected scene particle.

Toon Effects Editor - Scaler & Effect Maker



Play & Stop effects, Turn on Live preview for library effects

[Close Effect Library](#)

[Open the effects library](#)

Scaler

▼ Scale size and speed

Scale particles	Scale speed
3	1
<input type="button" value="None (GameObject)"/>	
<input type="checkbox"/> Exclude children	<input type="checkbox"/>
<input checked="" type="checkbox"/> Include inactive	<input type="checkbox"/>

Scale selected particle size and playback speed

Scale factors

Particle to apply scale to, from the current scene selection

Exclude children items from scaling

Include inactive children items in scaling

Particle System maker

▼ Add effects

Check to add clicked library effect to the currently selected scene object.

As projectile

Add clicked library effect as projectile, cast with Fire1 or Mouse button. Rigidbody and collider are required and are added if don't exist in selection or its children.

Curved projectile

Enable curved trajectory. Otherwise straight motion is applied, towards the mouse target or camera (if Cast on Click is disabled)

Curve factor

0.5 Curve factor (lerp to up vector)

Cast on click

Use mouse to cast, otherwise cast will follow the camera forward vector

Turret mode

Use a Transform to cast the projectile from. The selected item is used by default in the maker

Cast force

1900 Force of projectile cast

Range

1000 Range to check for target

Distance from camera

7 Distance from camera to instantiate the projectile

Click delay

0.5 Delay between a click that produces a projectile after a cast, use to avoid two projectile collide on cast

Effect delay

0 Add custom delay to the added effect

Remove rigidbody locks

Remove x,y,z constraints and Kinematic flag from rigidbody of library item

Rigid body mass

1 Customize mass for rigidbody. Defaults to one.

Add destroy script with the below parameters to the selected object.

Radial force

Use radial force to affect all object around blast, using raycast

Radial force radius

70 Radius to affect

Blast Power

1800 Range of raycasts in non radial option

Destruction delay

2.2 Delay until destruction

Add collider

Add custom collider

Is Trigger

Choose collider as trigger

Collider radius

0.5 Radius of spherical collider

Adds the destroy script using the above parameters

Add library item as collision spawn

Click library item to add as collision spawn

Add lib effect on collision

Move blast particle in World Space

Force radial blast

Force a spherical emitter in blast particle

Corresponding Script



<input checked="" type="checkbox"/> Shooter TEM (Script)	
Script	<input type="button" value="ShooterTEM"/>
Projectile	<input type="button" value="FIREBALL F (Rigidbody)"/>
Shot Force	2500
Range	1001
Ahead_of_camera	7
Click_Delay	0.5
No_delay	<input type="checkbox"/>
Curved	<input checked="" type="checkbox"/>
On Mouse Click	<input checked="" type="checkbox"/>
Curve_factor	0.5
Turret_mode	<input checked="" type="checkbox"/>
Turret	<input type="button" value="WALL (Transform)"/>

Corresponding Script



<input checked="" type="checkbox"/> Destroy On Impact TEM (Script)	
Script	<input type="button" value="DestroyOnImpactTEM"/>
Radial_force	<input checked="" type="checkbox"/>
Radius	70
Power	1777
To_Destroy	FIREBALL F
To_Spawn	FIRE_BLAST_7
Destroy_time	2.2
Full_Destroy	<input checked="" type="checkbox"/>
Destroy_after_time	<input checked="" type="checkbox"/>
Total time to stay alive	Max_time
	10

Toon Effects Editor - Text - Light & Sound

Text effects

Text effects

Add text effect to the current scene selection

Font color

Background font color

Text size

Text content

Text delay

Start animation effect delay

Scale Background

Background font scaling

Add text background

Add background text (for border like effects)

Look at camera

Text will always face the camera

Light effects

Light effects

Apply lighting effects to the selected particle system

Add the lighting effect to the selected particle system

Starting light color

Final light color

Light radius

Light radius

Loop light

Loop the transition effect

Start delay

Delay the appearance of the light

Sound effects

Sound effects

Apply sound effects to the selected particle system

Add the sound effects to the selected particle system

Apply Starting sound

Starting sound Audio Clip

Apply traveling sound, after time defined in Delay

Traveling sound Audio Clip

Apply sounds on collision, high & low impact choices

Low speed collision Audio Clip

High speed collision Audio Clip

Affect sound by rigidbody speed

Use in order to not insert a Collider if one already exists

Collider added defined as trigger

Radius of the collider to be added

Delay until traveling sound start

Pitch range (low)

Pitch range (high)

Ratio to affect sound by speed

Cutoff velocity when affecting sound

Vel.Clip Speed

Cutoff velocity when affecting sound

Low Volume

Volume range (low)

High Volume

Volume range (high)

Corresponding Scripts

TEM_Text_Effects (Script)

Look At Camera

Reset

Curve

Delay

Preview

Mesh Renderer

Cast Shadows

Receive Shadows

Materials

Size

Element 0

Use Light Probes

Text Mesh

Text

Offset Z

Character Size

Line Spacing

Anchor

Alignment

Tab Size

Font Size

Font Style

Rich Text

Font

Color

TEM_Light_Effects (Script)

Light controller

Reset Light if not looped

Intensity control curve

Start delay of the effect

Enable editor preview

Start color

End color

Loop effect

Speed of color transition

Light

Type

Range

Color

Intensity

Cookie

Shadow Type

Draw Halo

Flare

Render Mode

Culling Mask

Lightmapping

Sound Effects TEM (Script)

Sound controller

Crash Soft

Crash Hard_Blast

Shoot Sound

Travel Sound

Affect_by_speed

Sound_on_collision

Sound_on_travel

Sound_on_start

Low Pitch Range

High Pitch Range

Vel To Vol

Velocity Clip Split

Vol Low Range

Vol High Range

Delay

Start_elim_dist

Sphere Collider

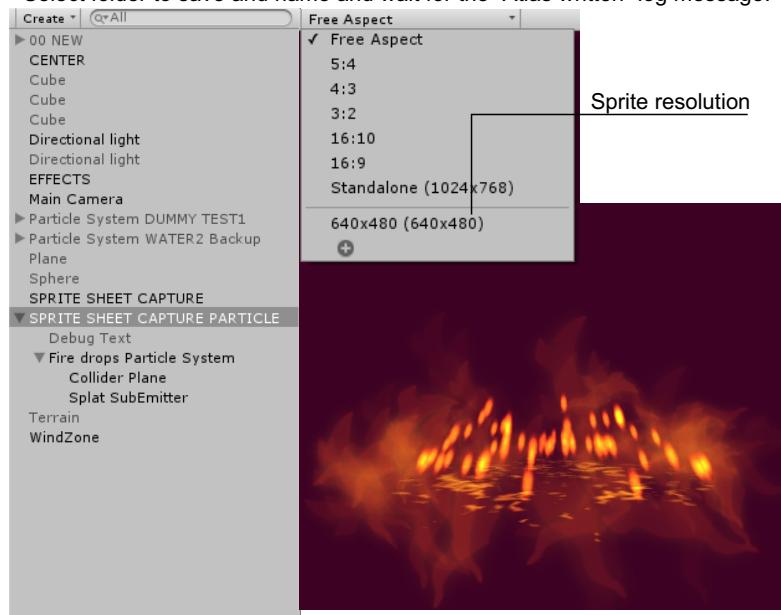
Rigidbody

Toon Effects Editor

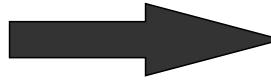
Sprite Sheet Generation

Use through the Toon Effects Maker

- Choose play window resolution, this will be each frame's resolution.
- Select item to convert to sprite sheet and enter play mode (optionally pose item).
- Open Toon Effects Maker & "Sprite Sheet Creator" section, chose options.
- Define rows, columns and interval and press "Generate Sheet" button
- Select folder to save and name and wait for the "Atlas written" log message.



Corresponding Script



Enter play mode and press button to generate sprite sheet

Start color	Camera color against which sprites will be rendered
Cutoff color	Cut off color below which pixels will become transparent
Check color	Render against this color to distinguish transparent base color pixels.
Sheet rows	Define row count for the sprite sheet
Sheet columns	Define column count for the sprite sheet
Grab interval	Capture every N frames. Use lower numbers for faster effects.
Create atlas	Check to create a sprite sheer atlas. Individual sprites are still saved.
Distance from camera	Distance from camera to place selected particle when rendering
Center object	Create a pose for the object when checked, using the above distance
Fade to cutoff color	Fade edges to cutoff color
Max Color Distance	Distance between pixel and background color to create transparent
Max Check color Distance	Distance between pixel & check color background to create transparent
Save_debug frames	Save all frames individually, for debug purposes
Remove start color check	Don't check against the 2nd background
Cut Pixels(left-right, up-down)	Padding around each frame, in pixels

TEM_Sheet_Maker (Script)

Script	TEM_Sheet_Maker
Save_debug_frames	<input type="checkbox"/>
Unity_packer	<input type="checkbox"/>
Grad_edge_fade	<input checked="" type="checkbox"/>
Cut_off_dist	0.21
Check_Cut_off	0.21
Remove_init_check	<input type="checkbox"/>
Text_debug	<input type="checkbox"/>
Text Objects	
Size	0
Objects	
Size	1
Element 0	SPRITE SHEET CAPTURE PARTICLE
Cam_init_col	<input type="color"/>
Cut_off_color	<input type="color"/>
Check_color	<input type="color"/>
Use_unity_atlas	<input checked="" type="checkbox"/>
Atlas Textures	
Atlas Textures 2	<input type="color"/>
Rects	
Size	0
Row_count	2
Col_count	2
Remove_border	
Start Creating Sheet	<input type="checkbox"/>
Capture Every	18
Max Time	5
Render Layer	TEM_Sheet_Maker
Real_time_use	<input checked="" type="checkbox"/>
Test_mat	<input type="color"/>
Test_obj	TEST_TEXTURE HOLDER
Atlas_created	<input type="checkbox"/>
Upscale_factor	2
Counters	<input type="checkbox"/>
Use_GUI	<input checked="" type="checkbox"/>

Sprite sheet maker

Detailed Steps to use Sprite Sheet Maker (without the Toon Effects Maker)

1. Attach script to an empty gameobject and add "TEM_Sheet_Maker" tag to your project, if is not added automatically.
2. Disable the script, so it will not affect play mode for your scene (or use a dedicated scene for sprite making)
3. Enable the script when ready to use, preferably after entering play mode
4. Assign the particle object(s) to convert to sprite sheet to the script (1)
5. Choose between Unity packer (2) for random positioning (returns rectangles) or the sprite sheet positioning (ordered for playback)
6. Define a resolution in the Game window, at which each sprite will be taken (3)
7. Enter play mode and click on Start Creating Sheet (4)
8. A prompt for the save folder will be activated. Choose a folder to hold the resulting sprites and sprite sheet.
9. Exit play mode when the procedure is finished and the Log console shows that the atlas has been created and written.
10. The system will render against the Check Color and remove that color as transparency. If check against initial camera color is chosen, the system will not remove colors that are not also transparent in the render against this initial color. Thresholds for distance of the color to the check colors can be defined, to push boundaries further in the main rendered body by removing colors close to the check ones as well.
11. Most of the above steps are handled automatically by the Toon Effects Maker

Ray Caster TEM (Script)

Script
Animated_tex
Tex Columns
Tex Rows
FPS
Start_color
End_color
▶ Reflections

Rotate Object
Range
Line Material
Start_end_width
Reflect
Reflect_steps
Reflect_dist
Always_on
Pointer
Reflect_no_target
Max_ray_len
Apply_force
Shot Force

Beams with reflection effects
Animate texture, using a sprite sheet
Sprite sheet columns
Sprite sheet rows
Animation update rate
Define starting ray color
Define ending ray color
Reflected beams holder (debug)

Icethorwer
1100
Toon DARK BLAST 4a 1BEAM 3
X 3 Y 3
Max raycast length
Line material
Line start and end width
Create reflected beams
Max reflected beams
Distance to check for reflection surfaces
Always create a beam, otherwise on mouse click
Transform of the raycaster. If none chosen, the script holder is used
Create a reflected beam when there is no target
Max ray length to use without target
Apply force of first ray cast hit point
Applied Force magnitude

Cycle Shield UVs TEM (Script)

Script
Speed

X -1 Y 0

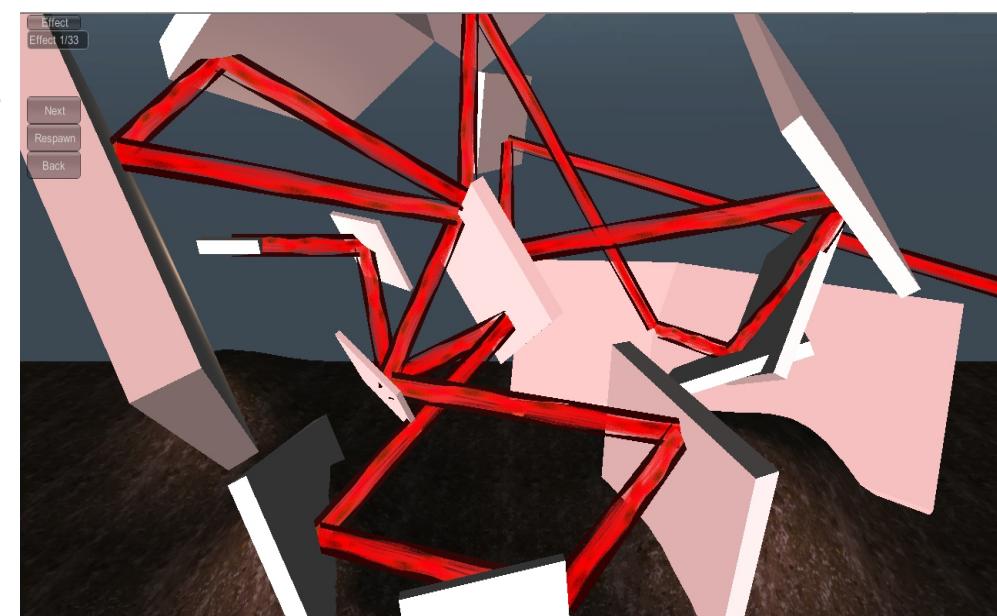
Cycle Uvs of the material, for particle transport effects
Speed to cycle Uvs in both axes

Toon Effects

Dynamic Beams with reflections

Beam setup

- Add the script to a Shuriken particle system.
- Insert the particle in “Rotate object” field, to rotate it based on the beam direction.
- Insert the desired raycaster in “Pointer” field.
- Add the material to use in the “Line material” field
- Rotate the raycaster to set the starting beam direction, if “Always on” is selected, otherwise the mouse click will define the direction.



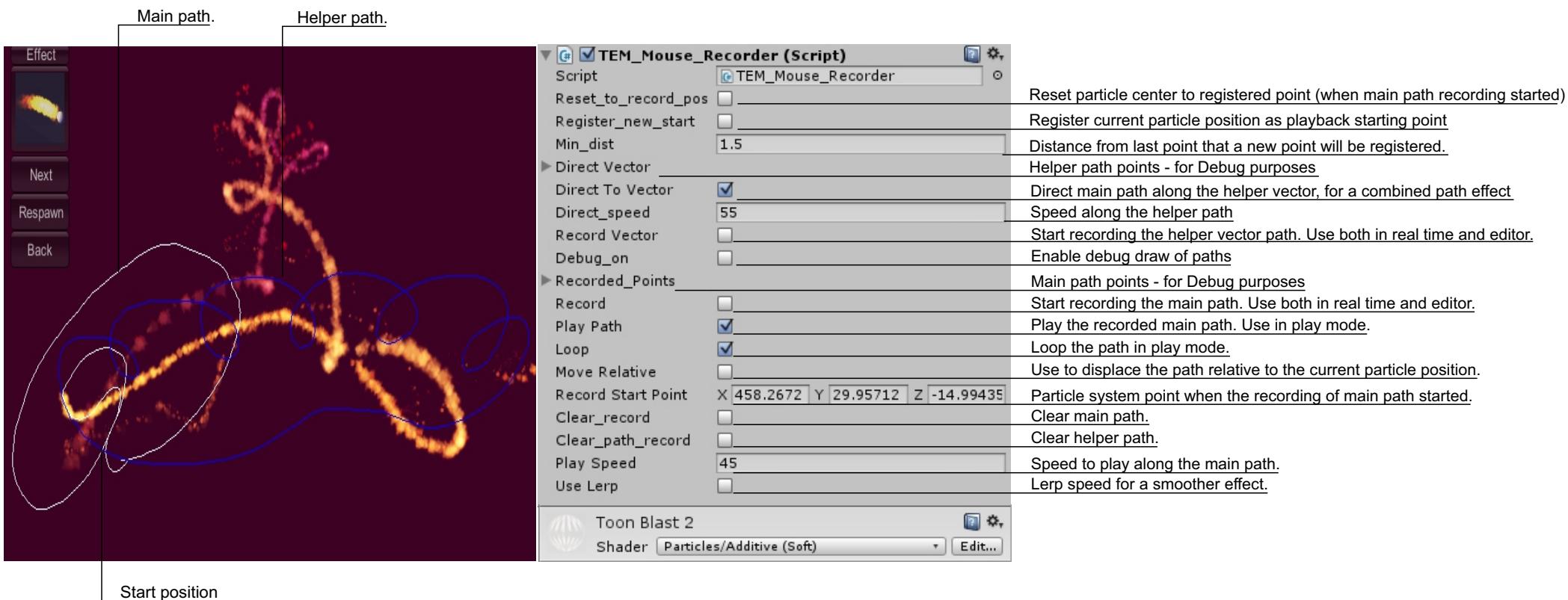
Toon Effects Editor

Motion recorder & Playback

Motion Recorder

Recorder setup and use

- Add the script to a Shuriken particle system.
- Check "Record" to start recording points as the object moves, in "min_dist" intervals.
- Check "Record vector" to record a second separate path, to combine with the main one
- "Clear record" and "Clear Path Record" can be used to reset either path and restart recording
- Check "move relative" to see the effect played as recorded when the object is moved.
- Press "Play path" in play mode to use the recorded effect.



Toon Effects Editor

Aura system

Aura setup and use

- Add the script to a Shuriken particle system.
- The script will form a circle of particles when “Circle” option is checked
- Spread parameter will widen the particle spread around the circle circumference.
- “Outwards” option will rotate the particles to face away from the circle center.
- Additional speed towards that vector can be added using the “Radial Velocity” options
- The particles will conform to the Unity terrain or center to the origin of the parent object if a terrain is not available.

Aura maker



Toon Effects

Dynamic Ocean - Shader based, script controlled

Ocean setup and use

- Add the script to a gameobject.
 - Define the ocean plane in "Water tile transform"
 - Define the Ocean material that uses one of the ocean shaders in "Ocean Material".
- The script will control this material for the various effects.
- Define another ocean plane or floor in the "To transfer" parameter. This will enable the control of both planes from the same script, for synchronization of the effects.
 - Set time of day or weather optionally from the pull down menus.

Water Controller TEM (Script)

Script	WaterControllerTEM	Change weather type
Current_weather	Initial	Change day quarter
Current_day_time	Initial	Lightning control interval
Delay	1.5	Lightning stay time
Emit_time	1	Noise speed
Speed	1	Transfer color properties to another Water Controller. Use to control ocean floor by the surface coloration and day changes.
Transfer_to	None (Water Controller TEM)	Keep the color the ocean has on game start
Keep_init_color	<input checked="" type="checkbox"/>	Apply ocean dynamics
Dynamic	<input type="checkbox"/>	Ocean material to control
Ocean Material	None (Material)	Wave shape control

Wave Control

X	0	Wave speed control
Y	0	
Z	0	Center to calculate vertex distance from
W	0	

Time Control

X	1	Buldge_shape	2.4	Wave formation factor
Y	0.25	Glow_intensity	0.54	Foam intensity
Z	107.46	Buldge_scale 2	5.1	Wave second scale factor
W	0.001	Use GUI	<input type="checkbox"/>	Enable testing GUI

Center Control

X	210	Extra_motion	<input type="checkbox"/>	Add script controlled motion to the ocean surface
Y	0	Box	None (Game Object)	Insert scene object to apply Proxy buoyancy
Z	0	Experim_bouan	<input type="checkbox"/>	Enable Proxy buoyancy on the object above
W	0	Water_tile_transform	None (Transform)	Water plane transform

Shape Control 1

X	1.333	Amp_adjust	1	Proxy buoyancy amplitude
Y	1	Freq_adjust	1	Proxy buoyancy frequency
Z	0.8	Lerp_speed	1	Proxy buoyancy application speed
W	0	Afternoon	<input type="checkbox"/>	Time of day coloration options

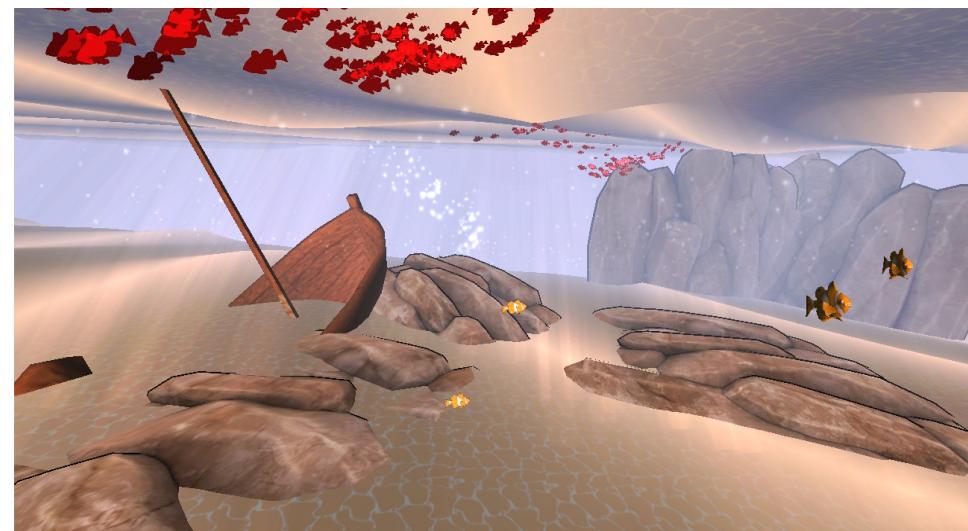
Shape Control 2

X	1	Day	<input type="checkbox"/>	Not used in current version. Reserved for next update.
Y	0.75	Morning	<input type="checkbox"/>	Day quarter transition speed
Z	0.5	Night	<input type="checkbox"/>	Sample GUI to enable extra ocean motion
W	0.106	Artistic	<input type="checkbox"/>	Sample GUI to control weather

Glow_color Buldge_scale

Ocean highlight color, alpha controls floor brightness

Wave scale factor



NOTE: GUIs must be used separately.

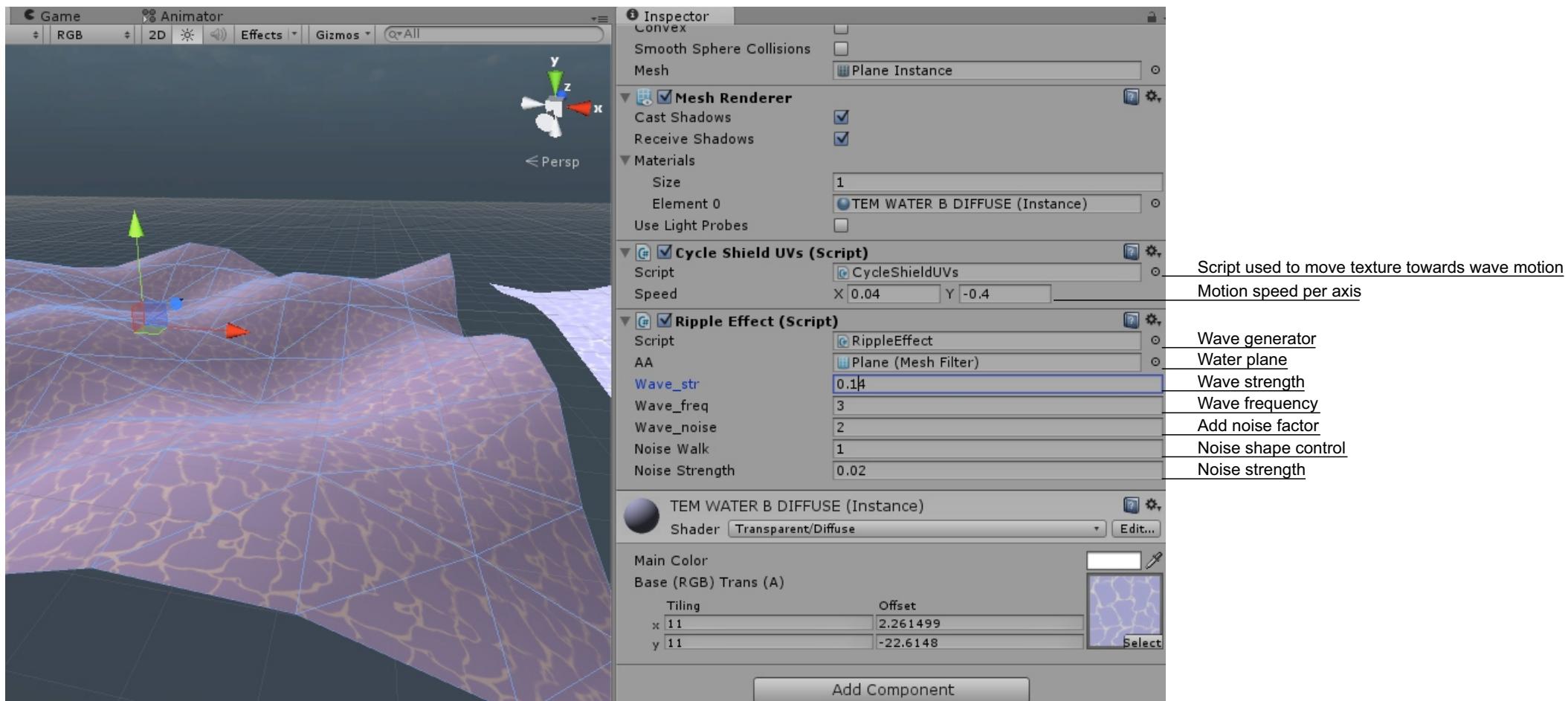
Buldge_shape	2.4	Wave formation factor
Glow_intensity	0.54	Foam intensity
Buldge_scale 2	5.1	Wave second scale factor
Use GUI	<input type="checkbox"/>	Enable testing GUI
Extra_motion	<input type="checkbox"/>	Add script controlled motion to the ocean surface
Box	None (Game Object)	Insert scene object to apply Proxy buoyancy
Experim_bouan	<input type="checkbox"/>	Enable Proxy buoyancy on the object above
Water_tile_transform	None (Transform)	Water plane transform
Amp_adjust	1	Proxy buoyancy amplitude
Freq_adjust	1	Proxy buoyancy frequency
Lerp_speed	1	Proxy buoyancy application speed
Afternoon	<input type="checkbox"/>	Time of day coloration options
Day	<input type="checkbox"/>	Not used in current version. Reserved for next update.
Morning	<input type="checkbox"/>	Day quarter transition speed
Night	<input type="checkbox"/>	Sample GUI to enable extra ocean motion
Artistic	<input type="checkbox"/>	Sample GUI to control weather
Day_speed	0.5	Sample GUI to control Day Cycle
Extra_motion_GUI	<input type="checkbox"/>	
Weather_GUI_on	<input type="checkbox"/>	
Day_cycle_GUI_on	<input type="checkbox"/>	

Toon Effects

Dynamic Water Surface - Script based

Ocean setup and use

- Add the script to the water plane.
- Define the water properties and run in play mode.

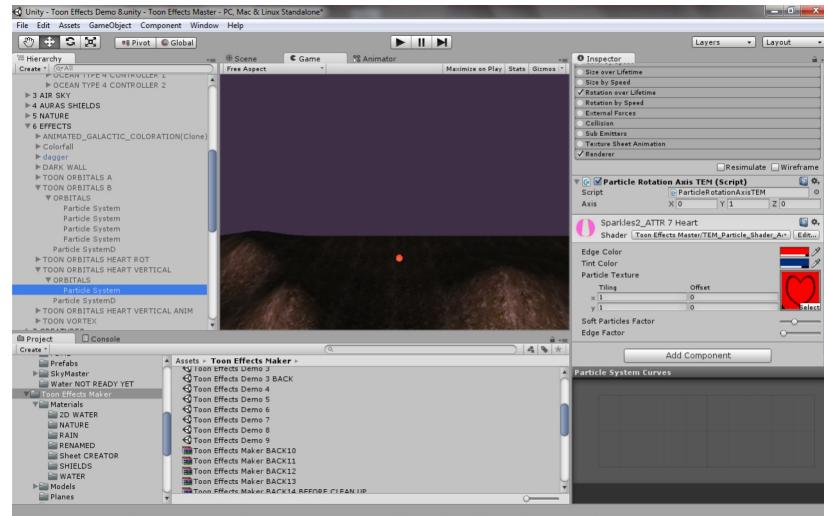


Toon Effects

Helper scripts - Set rotation axis of particles

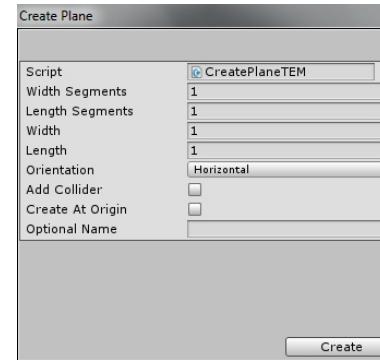
Particle rotation axis (vertical positioning, icons)

Place the script in a Shuriken particle and set the axis to use.
Use with an emitted mesh, for rotation with vertical axis



Custom plane creation (for use with Toon Ocean)

Open the Gameobject -> Create other -> Cutom Plane window. Define options and the plane will be created in the "Toon Effects Maker/Planes" folder.



Tags script

The “Tags” script in Scripts/Editor folder will try to add the required layer for the Sprite Sheet Maker in an empty layer slot. If no slot is available, it will produce a message that will notify about the need to add the specific layer name in order to use the Sprite Sheet Maker (TEM_Sheet_Maker layer).

How to add custom prefabs to the Toon Effects Maker library

The Toon Effects maker will read the PrefabWizard/Prefabs folder for specific files with keywords related to each category.

Prefabs with words

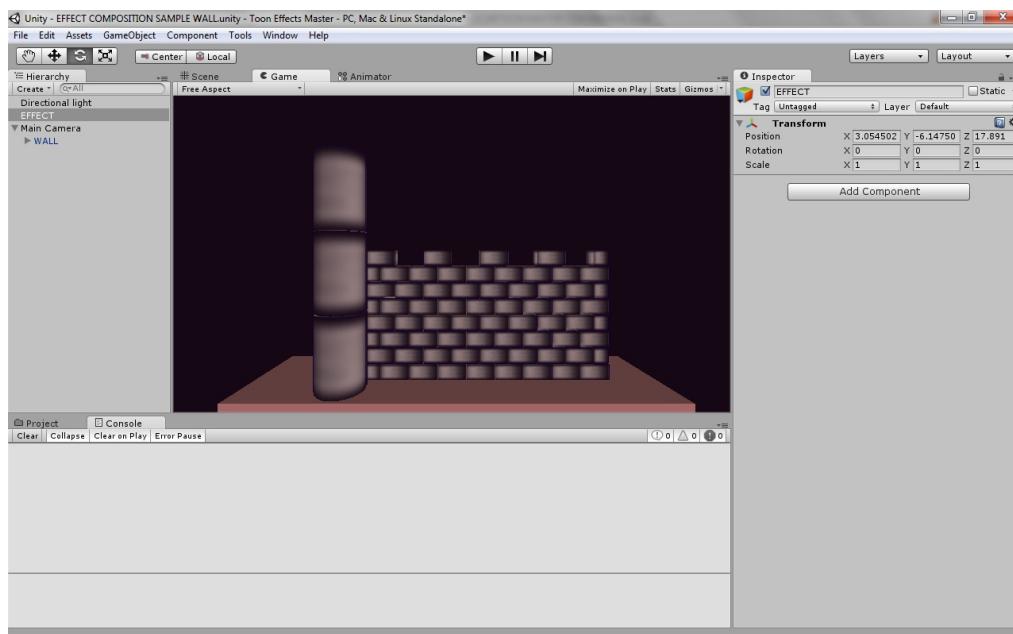
- “Fire”, “Smoke”, “Fireball”, “Firerain”, “Volcano”, “Flame”, “Lava”, “Magma” will be added to the fire library
- “Water”, “Ice”, “Waterfall” to the Water library
- “Lightning”, “Light”, “Cloud”, “Airplane”, “Sunbeams”, “Stars”, “Tornado” to the air library
- “Aura” to the Auras library
- “Dark”, “Darkness” to the darkness library
- “Poison”, “Nature” to the Nature library
- “Orbital”, “Effects” to the orbitals/icons library
- “Creatures” to the creatures library
- “System”, “Sheet”, “Proj”, “Beam” to the systems library and
- “Build_Block” in the custom user defined parts library (empty by default)

There is also an option to use an icon for the effect, the icon must be a .png image with the same name as the prefab and must go in the PrefabWizard/Icons folder.

Toon Effect creation - Step by step guide for a complete projectile effect

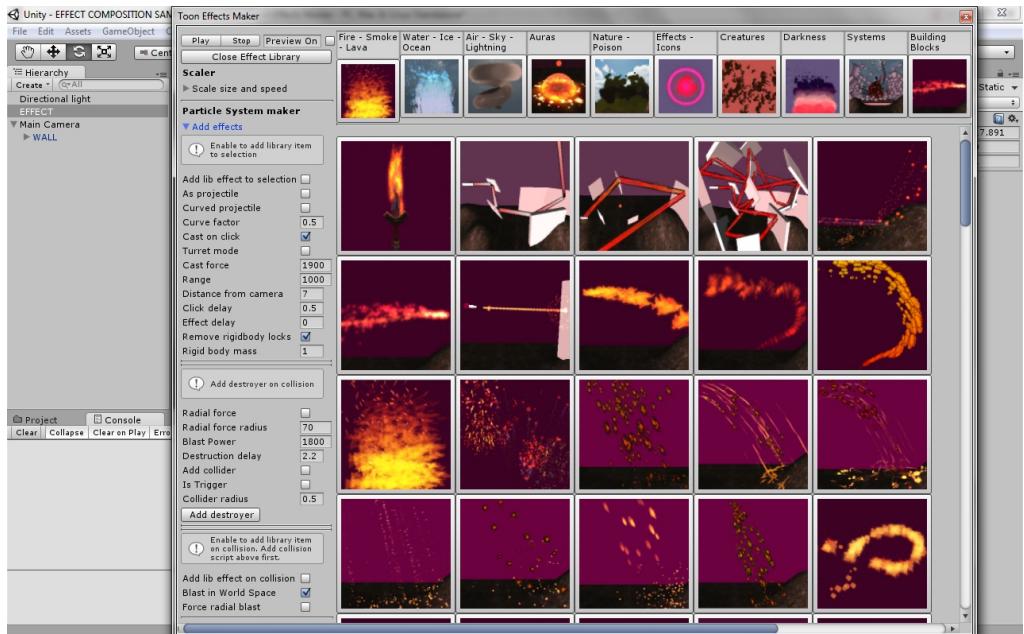
Step 1: Basic scene setup

Place the "WALL" prefab (Prefabs folder) in a new scene and create an empty gameobject to hold the new effect to be created (named "EFFECT" here).

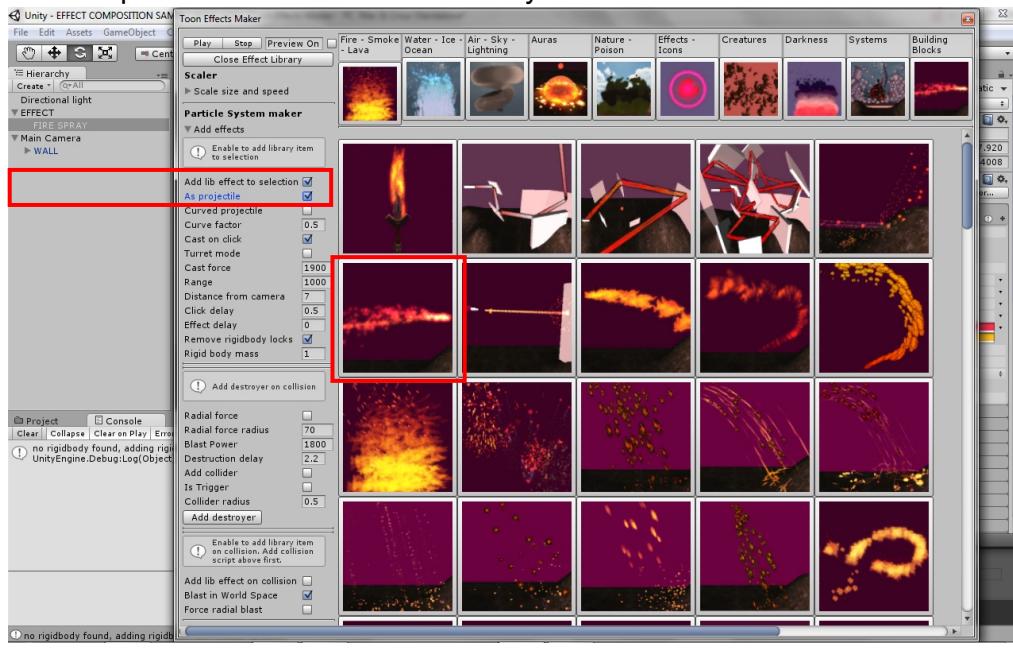


Step 2: Toon Effects Maker

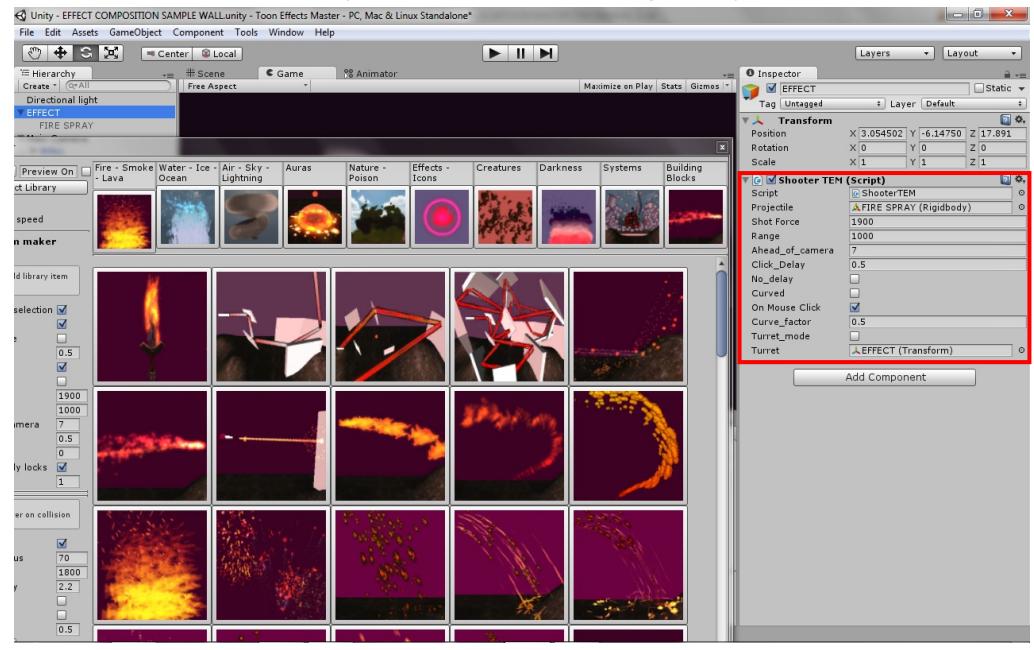
Go to Window -> Toon Effects Maker and open the effect Editor. Press "Open Effect Library" to expand the ready to use effects.



Step 3: Add projectile. Press "Add lib effect to selection" option and "As projectile" so a script to handle the casting will be automatically added. Define options and then click on a library effect to add.



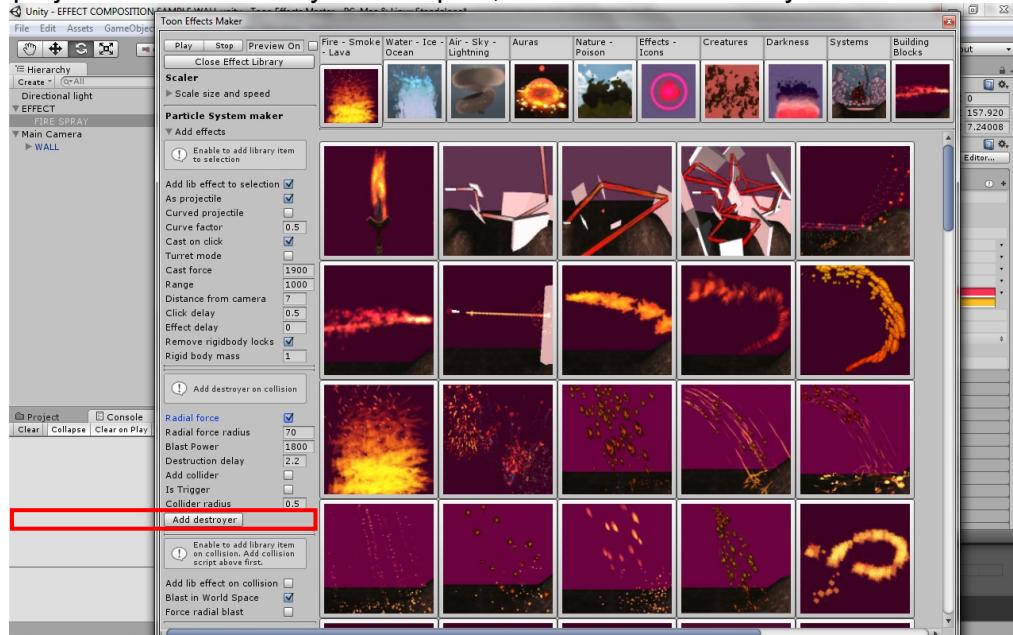
Step 4: Shooter script. After adding the projectile, the system will add the following control script to the initially selected effect holder and add a reference to the projectile particle, plus a rigidbody and collider if not exist.



Toon Effect creation - Step by step guide for a complete projectile effect

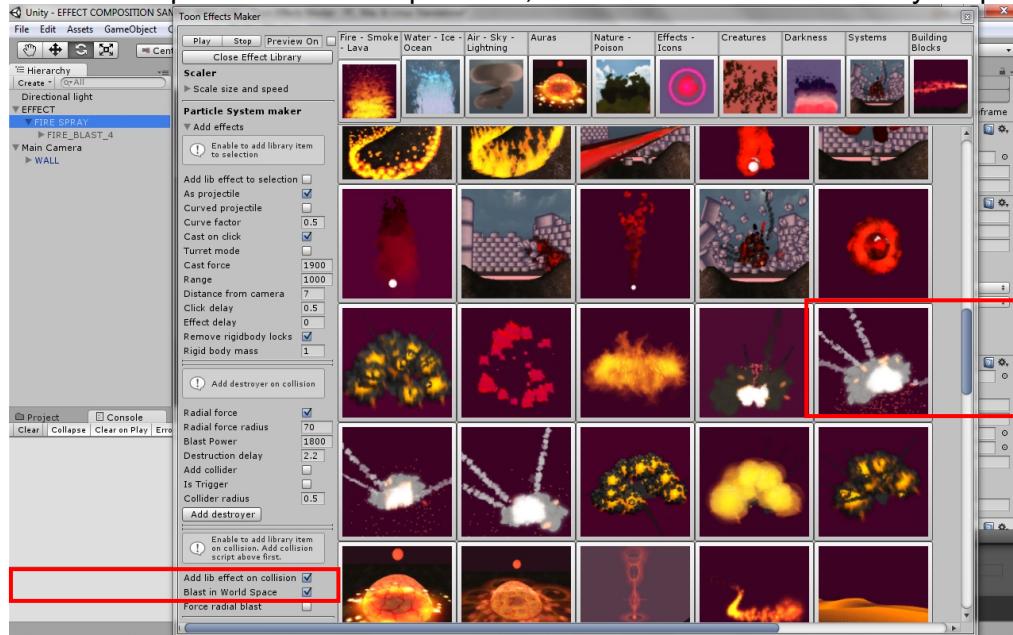
Step 5: Add destroyer.

Select the projectile and press "Add Destroyer" to add a destruction script. The projectile will be destroyed on impact, after the defined delay.



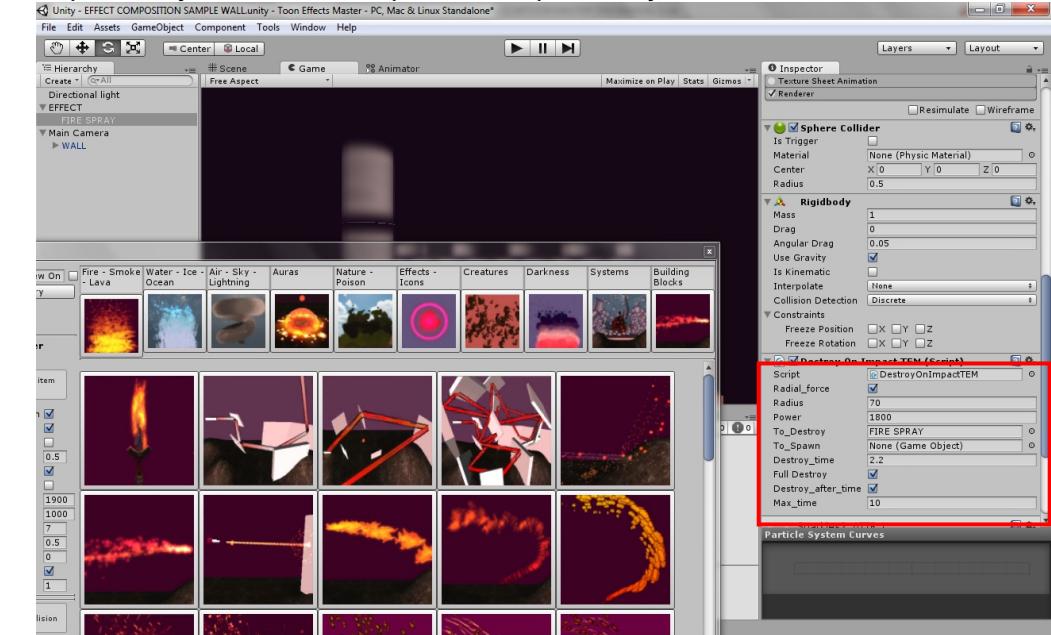
Step 7: Add library effect as spawn on collision

Select projectile & press "Add lib effect on collision", then click on a library item to add on impact. The effect is parented, disabled & inserted in destroy script.



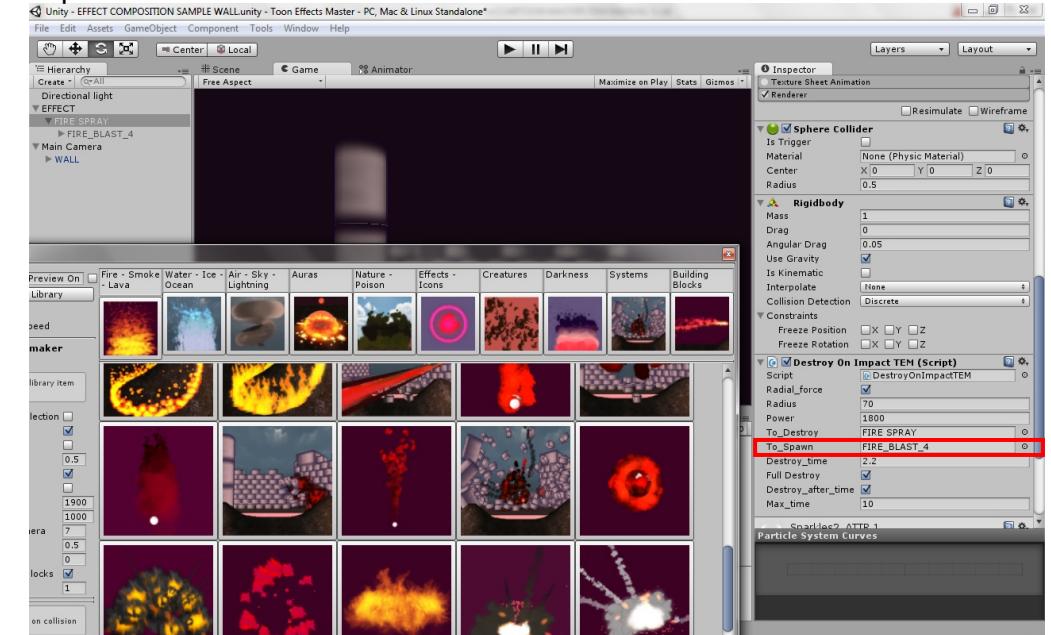
Step 6: Destroyer script.

The script must be added in the collision body of the effect, a rigidbody is also required. By default the script will not spawn any extra effects on collision.



Step 8: Destroyer script spawn on impact.

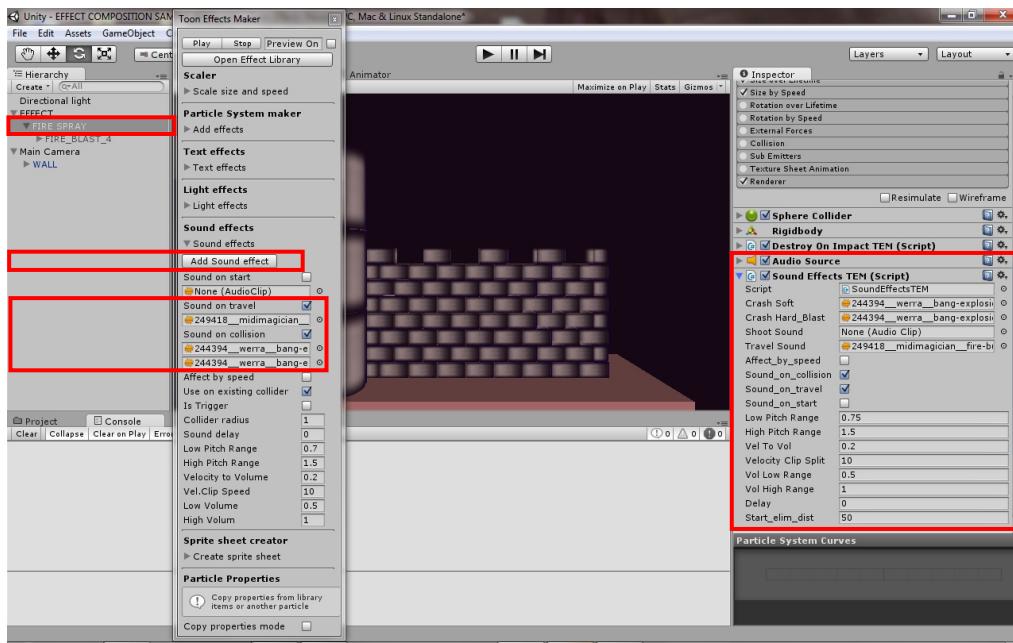
The destruction script now holds a reference to the effect to be spawned on impact and will handle its activation.



Toon Effect creation - Step by step guide for a complete projectile effect

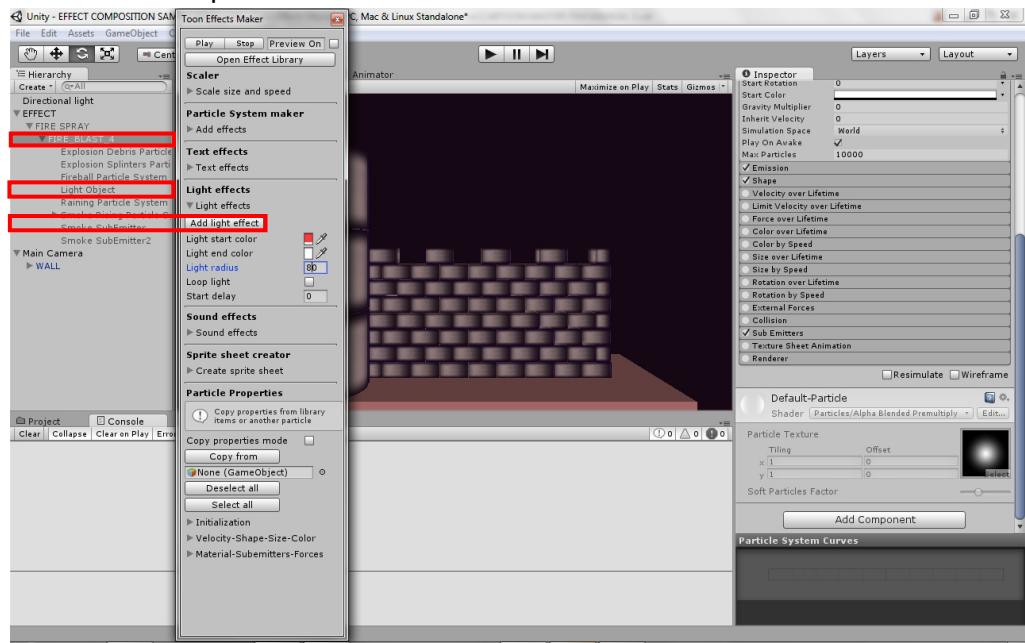
Step 9: Add sound

Select the projectile that holds the collider and rigidbody, choose tracks to be used on effect start, travel and impact and then press “Add sound effect”, to add the sound controller to the effect.



Step 10: Add light

Select the spawn on destruction object and press “Add light effect”, to add the light controller. This light will be enabled after the spawn item is spawned and activated on impact.



Step 11: Test effect

Enter play mode and test the effect. Cast the projectile with a mouse click on the wall to destroy it.

Step 12: Customize the effect

Use the Copy Properties mode to further customize the effect by copying properties from other effects in the library. Each script can also be customized individually after it has been added in the steps above, to override some of the default options, like light flicker curve, sound and audio source parameters, Shuriken properties etc.

TOON EFFECTS MAKER - DYNAMIC TOON OCEAN AND WAVES

ToonEffectsMaker

Toon Effects Maker

Play Stop Preview On

Close Effect Library

Scaler

► Scale size and speed

Particle System maker

► Add effects

Text effects

► Text effects

Light effects

► Light effects

Sound effects

► Sound effects

Sprite sheet creator

► Create sprite sheet

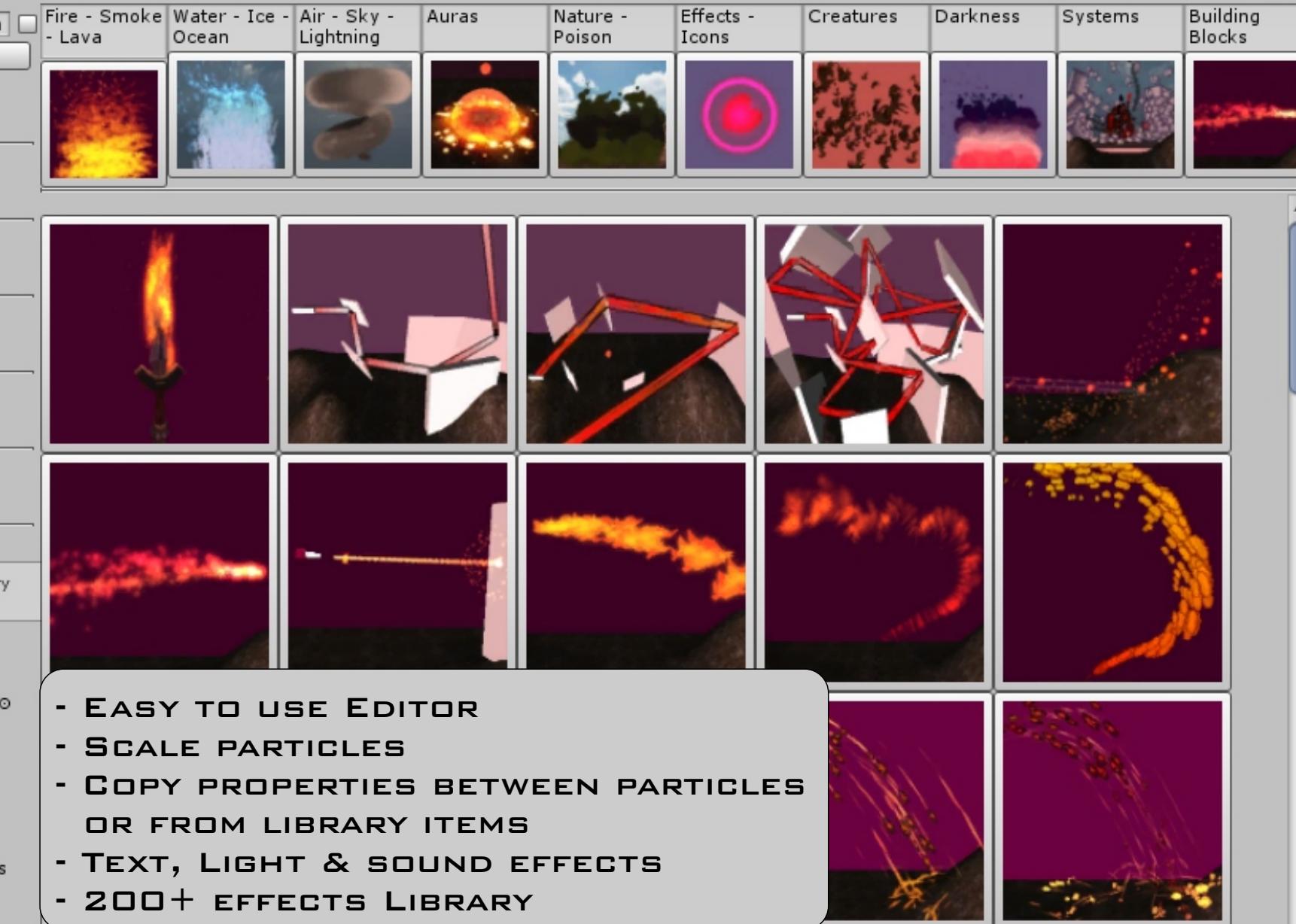
Particle Properties

 Copy properties from library items or another particle

Copy properties mode

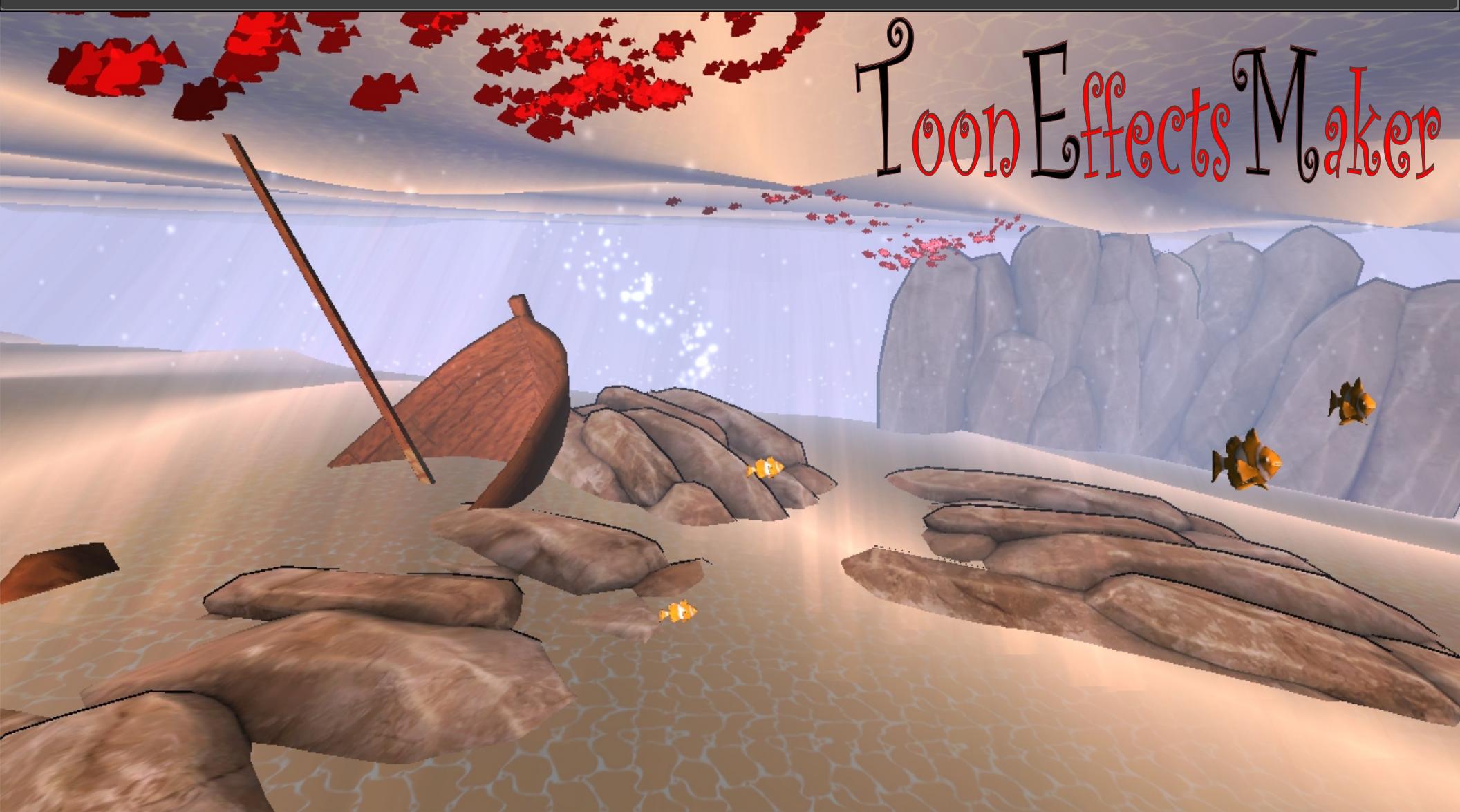
Copy from

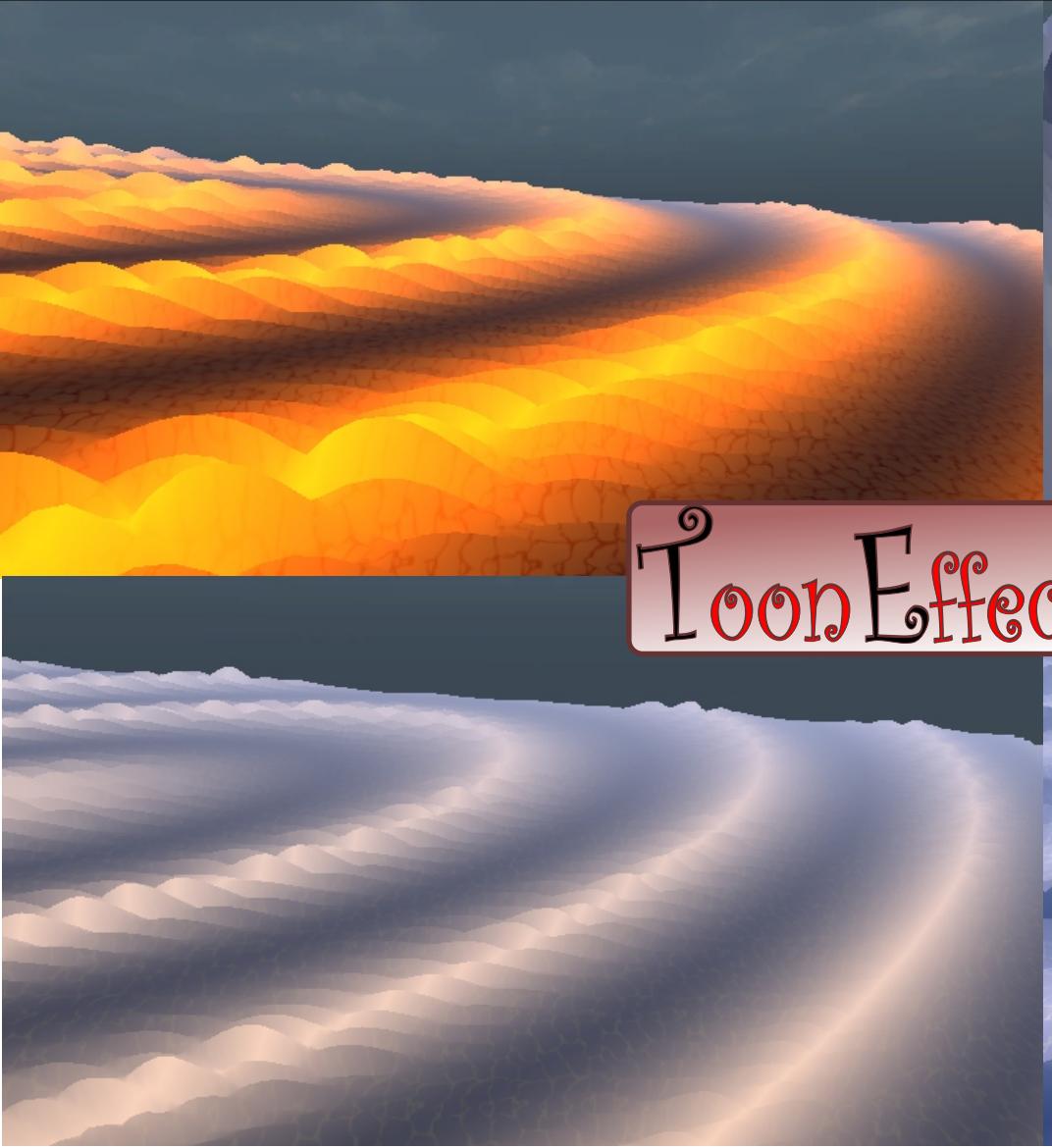
 None (GameObject)



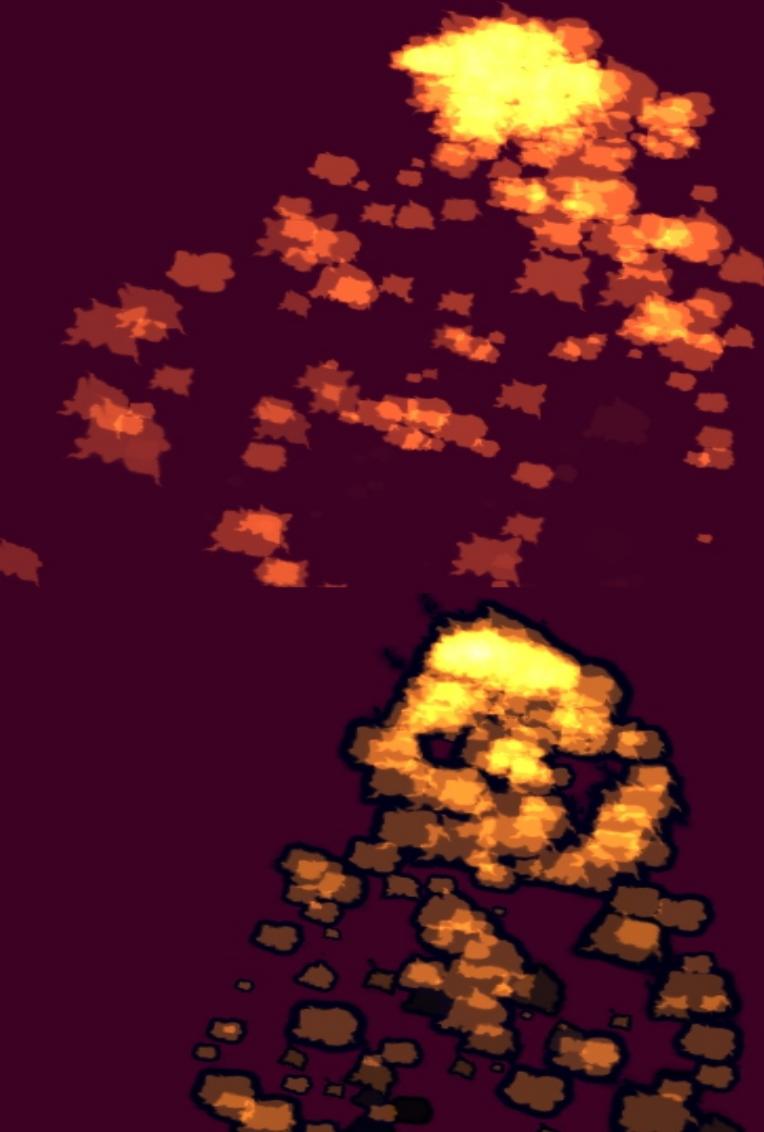
- EASY TO USE EDITOR
- SCALE PARTICLES
- COPY PROPERTIES BETWEEN PARTICLES OR FROM LIBRARY ITEMS
- TEXT, LIGHT & SOUND EFFECTS
- 200+ EFFECTS LIBRARY

Toon Effects Maker



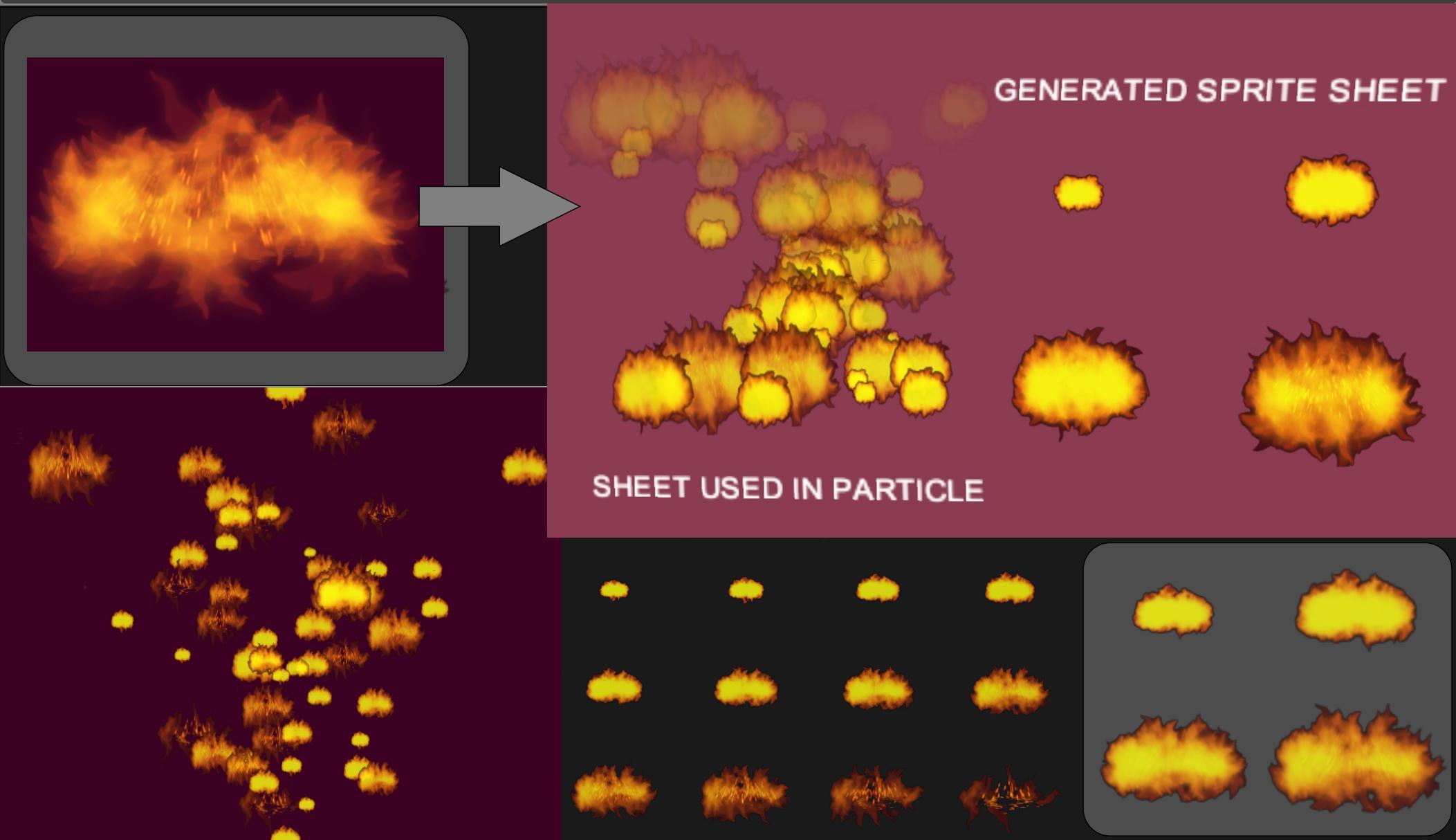


Toon Effects Maker



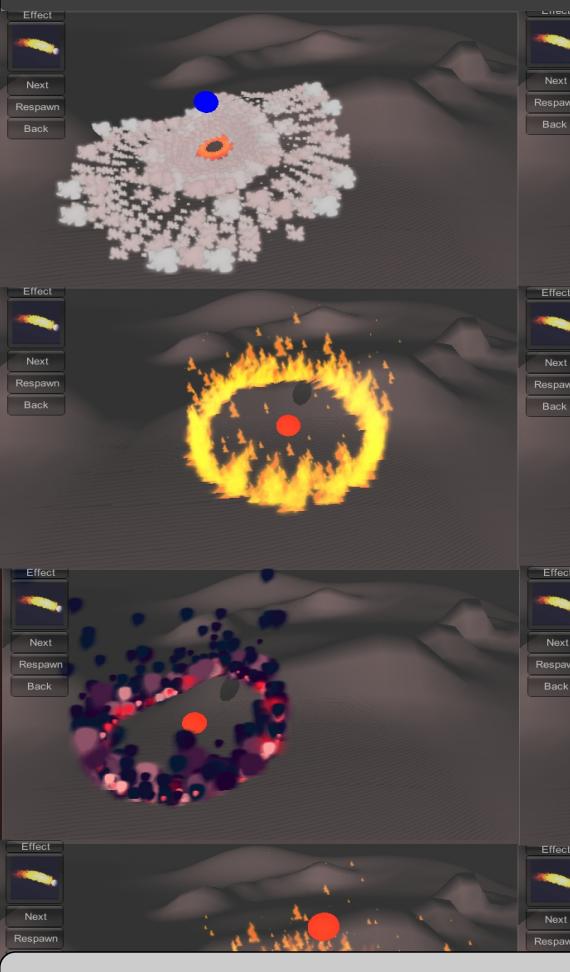
ToonEffectsMaker

TOON PARTICLE SHADER



TOON EFFECTS MAKER - SPECIAL TOON PARTICLE SHADERS

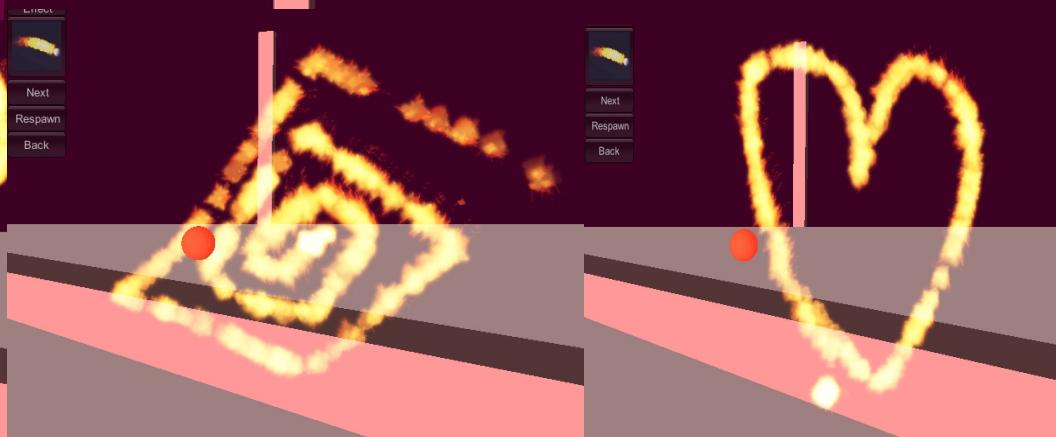
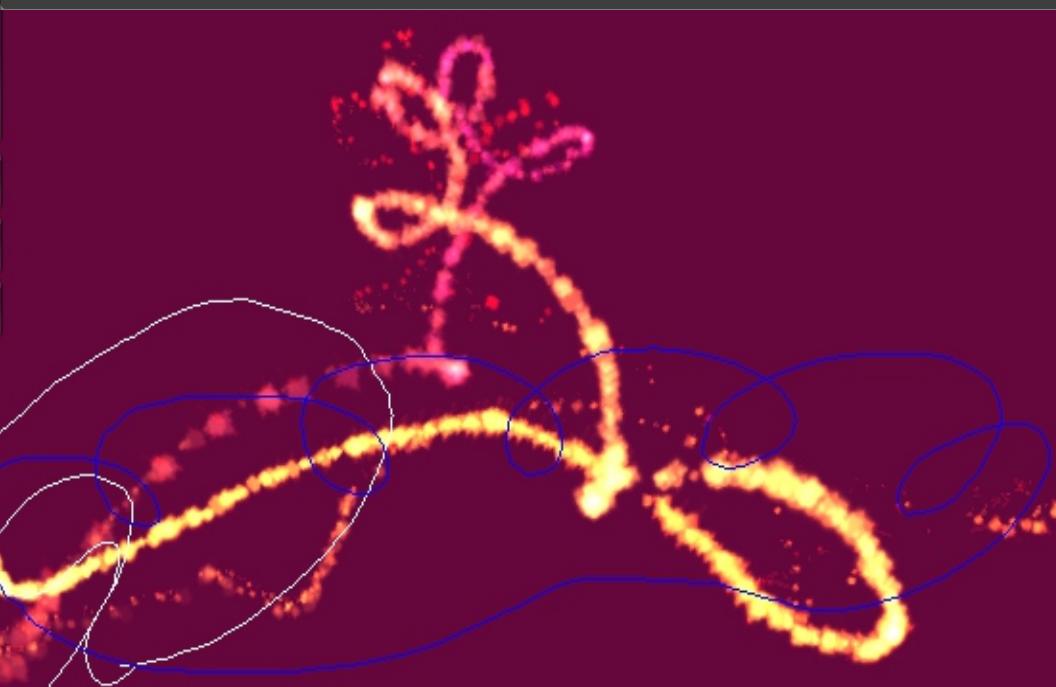
Toon Effects Maker



- TERRAIN CONFORM
- CIRCULAR EMISSION CONTROL
- RADIAL PARTICLE ROTATION



Toon Effects Maker



ToonEffectsMaker - Effects library

TOON EFFECTS MAKER - EXTENSIVE LIBRARY OF PRE-MADE EFFECTS, TO USE OR COPY PROPERTIES FROM

