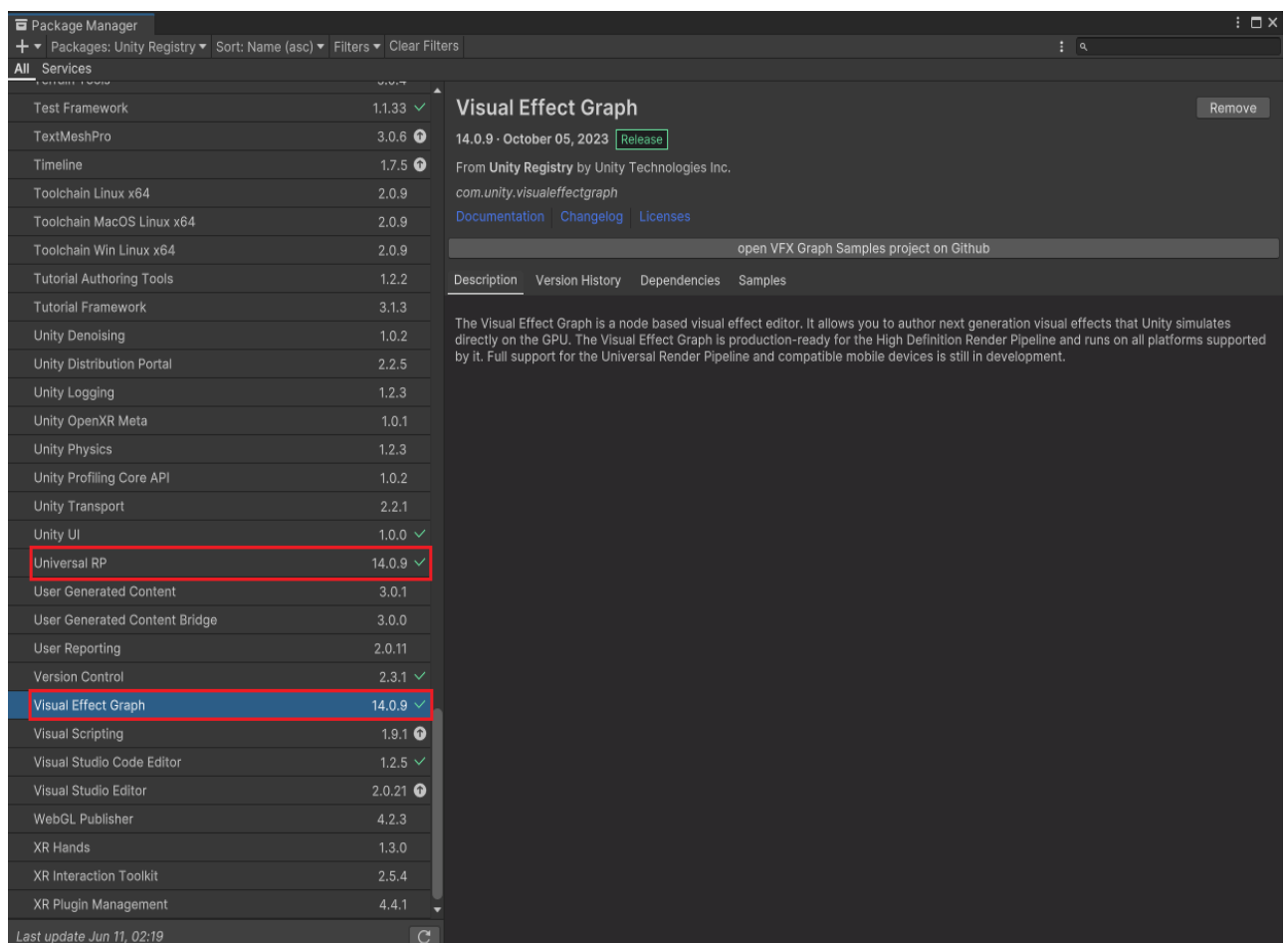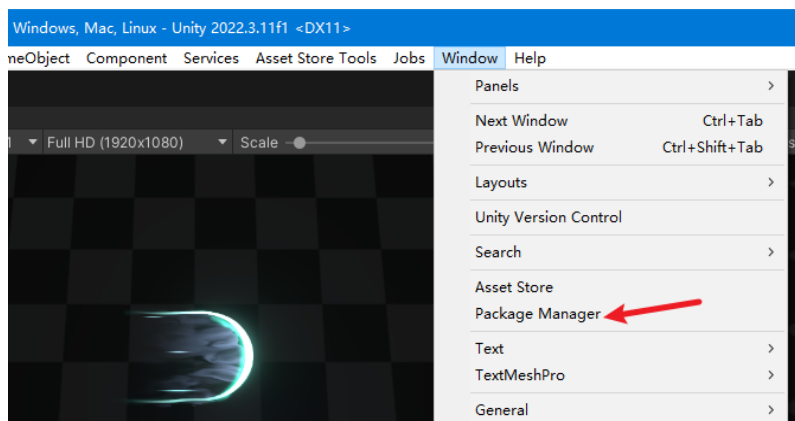# TwoUncle VFX Packs for Visual Effect Graph

Thank you for purchasing this asset pack! These are the VFX packs we made for ARPG games.
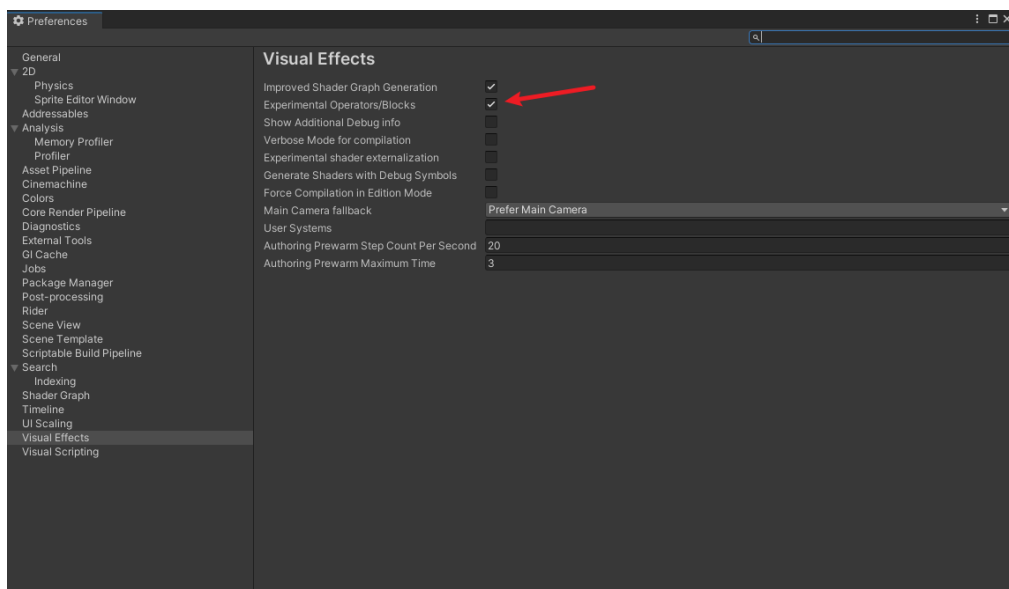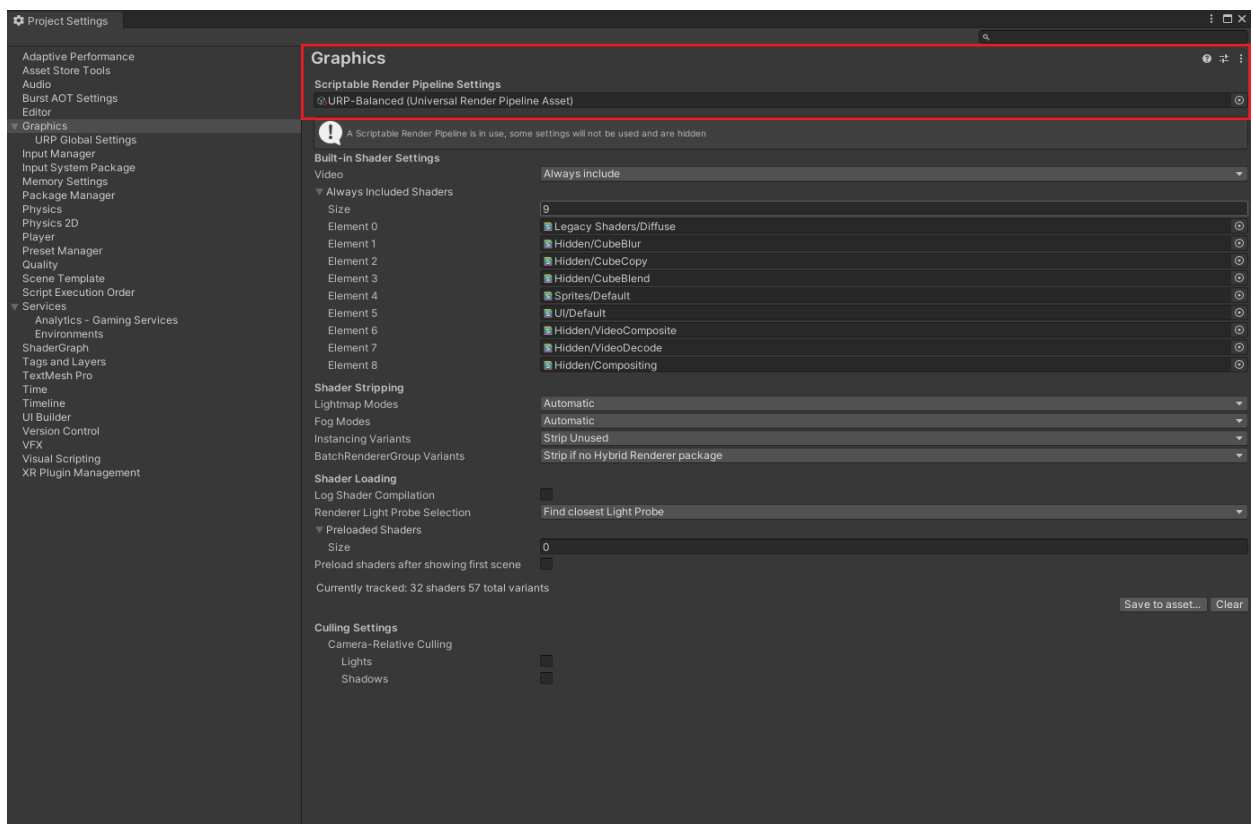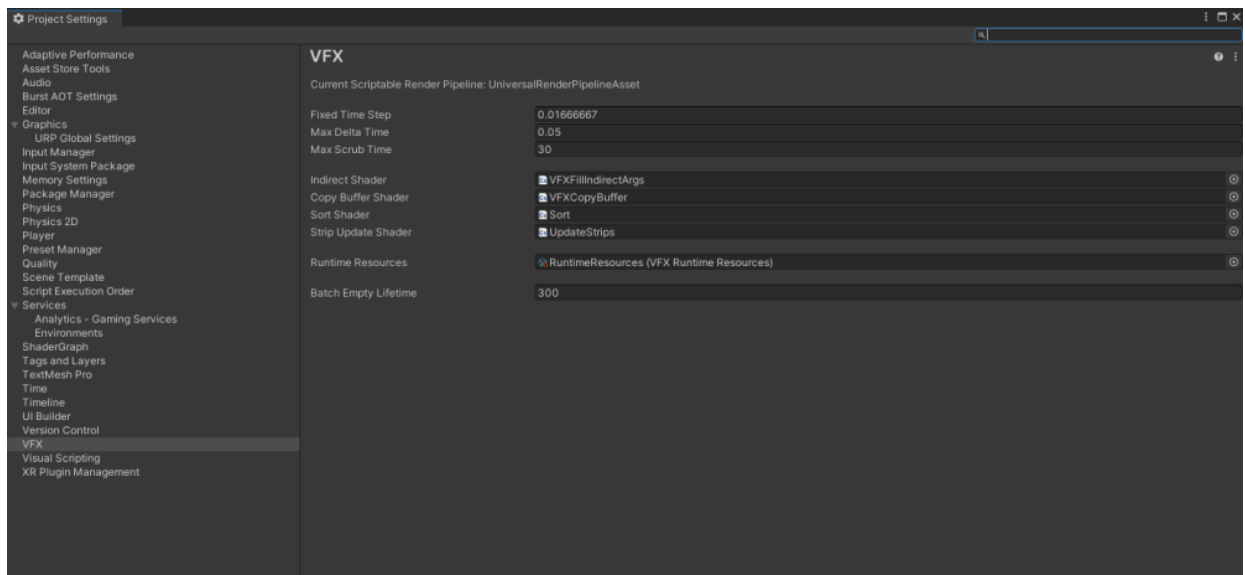
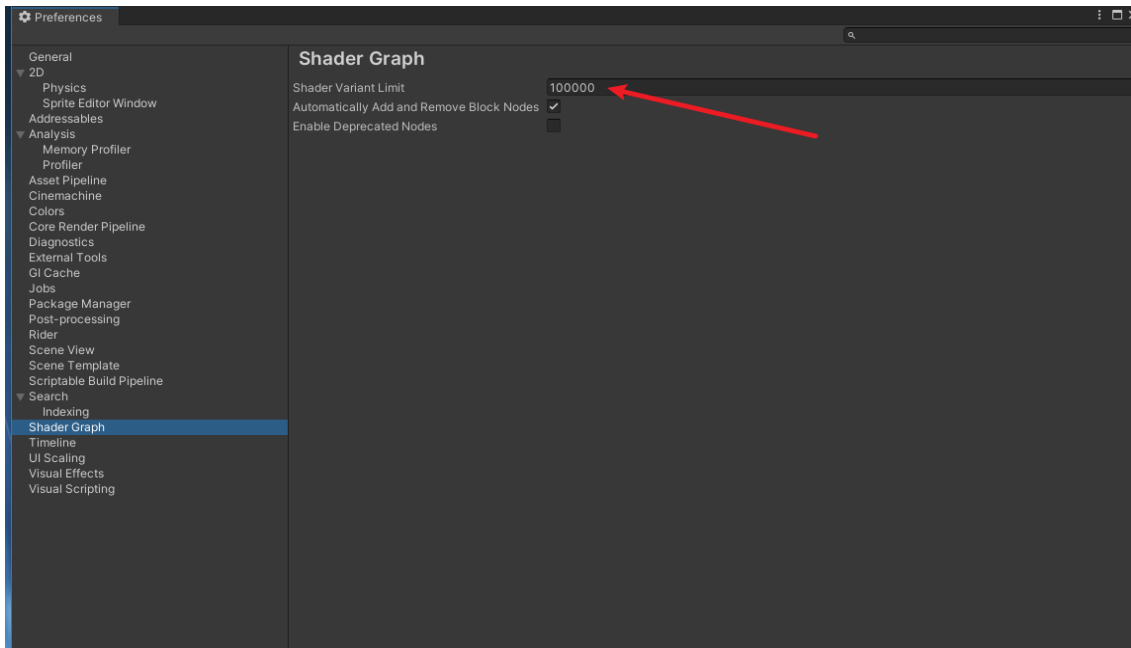This manual contains information that is shared among all VFX packs.

1. Setup

Make sure you have **Visual Effect Graph** and **Shader Graph** packages installed.
You can install those from the editor. Go to Window → Package Manager. Find Visual Effect Graph and Shader Graph in Unity Registry Packages and install them:

Project Settings

VFX

Current Scriptable Render Pipeline: UniversalRenderPipelineAsset

Fixed Time Step	0.01666667
Max Delta Time	0.05
Max Scrub Time	30
Indirect Shader	VFXFillIndirectArgs
Copy Buffer Shader	VFXCopyBuffer
Sort Shader	Sort
Strip Update Shader	UpdateStrips
Runtime Resources	RuntimeResources (VFX Runtime Resources)
Batch Empty Lifetime	300

Graphics

Scriptable Render Pipeline Settings

URP-Balanced (Universal Render Pipeline Asset)

⚠ A Scriptable Render Pipeline is in use, some settings will not be used and are hidden

Built-in Shader Settings

Video	Always include
▼ Always Included Shaders	
Size	9
Element 0	Legacy Shaders/Diffuse
Element 1	Hidden/CubeBlur
Element 2	Hidden/CubeCopy
Element 3	Hidden/CubeBlend
Element 4	Sprites/Default
Element 5	UI/Default
Element 6	Hidden/VideoComposite
Element 7	Hidden/VideoDecode
Element 8	Hidden/Compositing

Shader Stripping

Lightmap Modes	Automatic
Fog Modes	Automatic
Instancing Variants	Strip Unused
BatchRendererGroup Variants	Strip if no Hybrid Renderer package

Shader Loading

Log Shader Compilation	☐
Renderer Light Probe Selection	Find closest Light Probe
▼ Preloaded Shaders	
Size	0
Preload shaders after showing first scene	☐

Currently tracked: 32 shaders 57 total variants

Save to asset...   Clear

Culling Settings

Camera-Relative Culling	
Lights	☐
Shadows	☐

Preferences

Visual Effects

Improved Shader Graph Generation	☑
Experimental Operators/Blocks	☑
Show Additional Debug Info	☐
Verbose Mode for compilation	☐
Experimental shader externalization	☐
Generate Shaders with Debug Symbols	☐
Force Compilation in Edition Mode	☐
Main Camera fallback	Prefer Main Camera
User Systems	
Authoring Prewarm Step Count Per Second	20
Authoring Prewarm Maximum Time	3

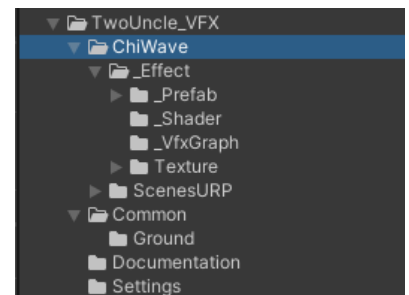Make sure the setting is not empty, as shown in the images.

2. Folder structure

Main content folder is named according to the pack, for example 'ChiWave'.
Subfolder Scenes contains:
- **Demo scene** – Easily browse VFX in Play mode.
- **Prefabs scene** – Contains all Prefabs.

'Common' folder contains files that are shared among all VFX asset packs.

3. **Contact me**

Feel free to email me:
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2WNR8