

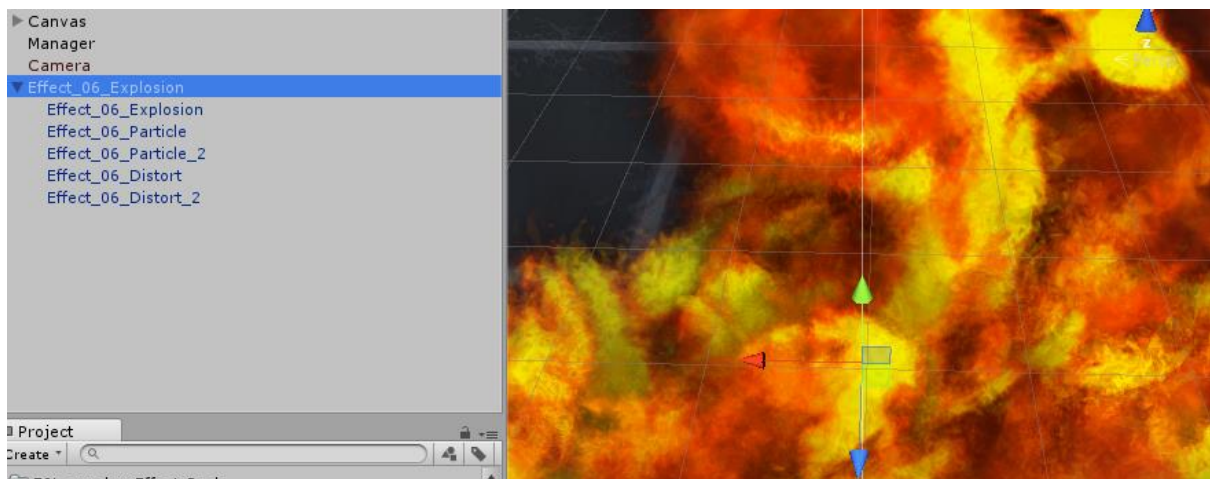
Customize Effects Guide Paper

***Notice* :: Before better customization tool, please use this methods to modify effects**

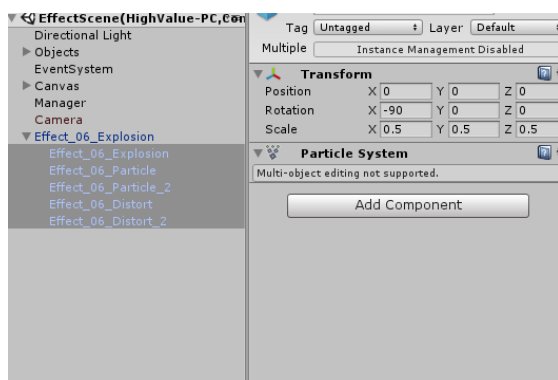
Common concepts that change effect's elements (unity particle system based gameobject) is surely change each particle system's elements. If you want to change scale, change all each particle system's scale factor. You can change easily like scale problem. Just drag all what you want to change and change them. A factor that is included in particle system, this is different with scale change. Click each particle system's elements and change factor. After unity 2017.1.0 version, you can change multiple select in particle system. Thanks.

Type 01 – Simple Effects

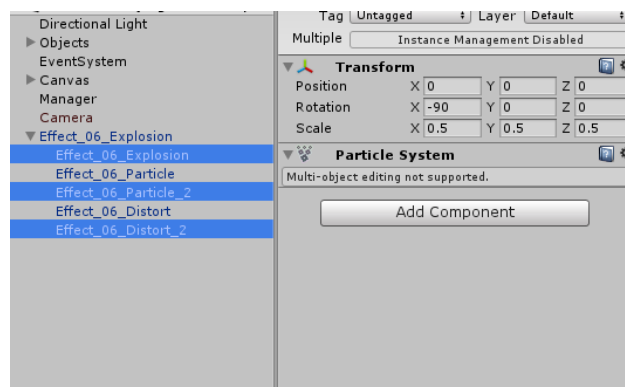
In this asset, you can find like 'Effect_06_Explosion' Effects



In this effect, there is no any contents except particle systems based effect

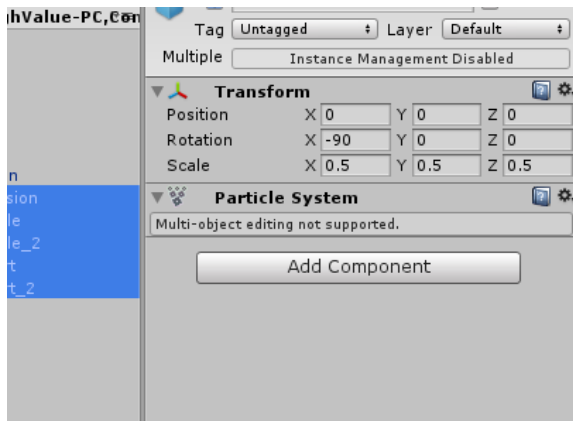


(Dragged all)

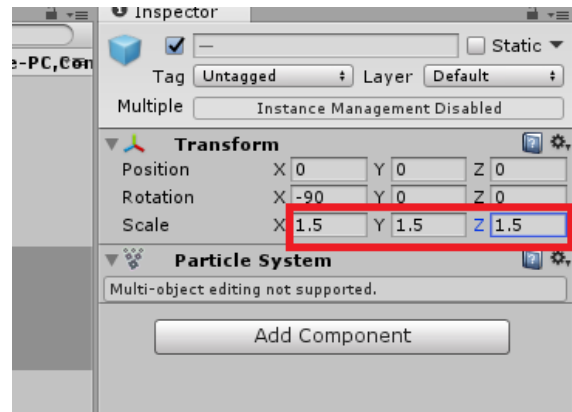


(Not dragged all)

First, select all contained effects. If you want to not change all effects, just drag what you want to change

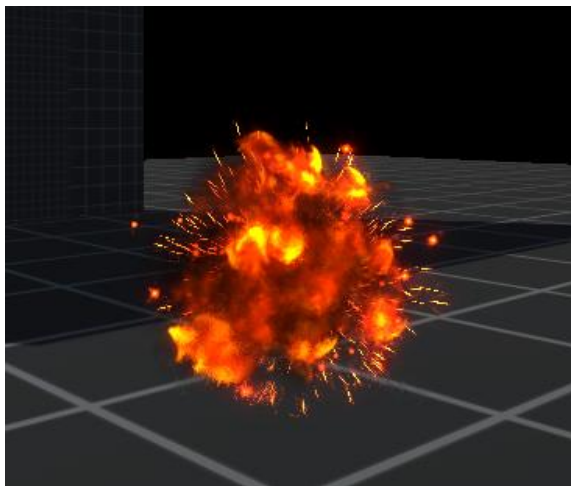


(Original effect scale)

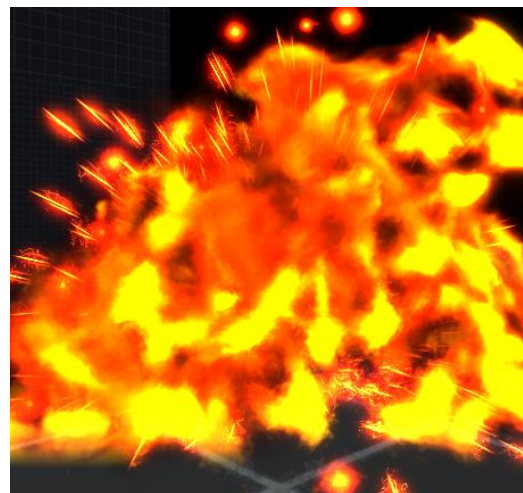


(Changed effect scale)

Second, change scale that is included in 'Inspector - Transform' what you want to change.



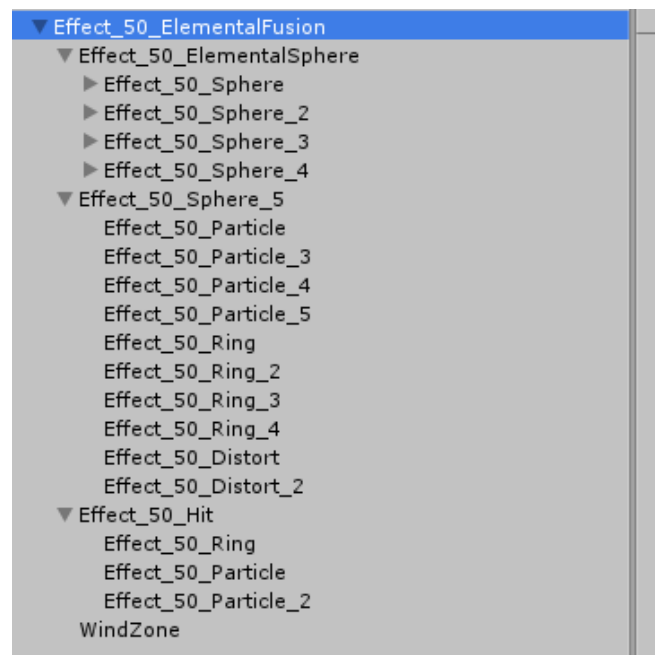
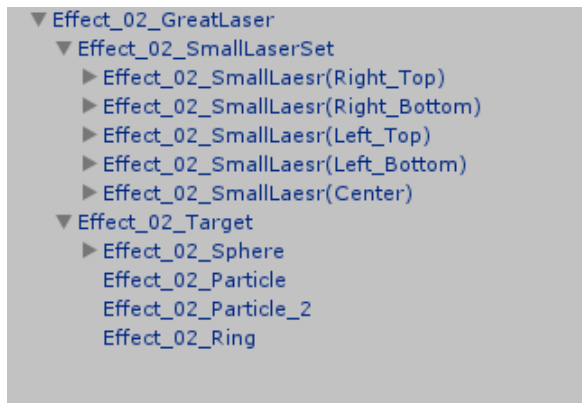
(Original effect size)



(Changed effect size)

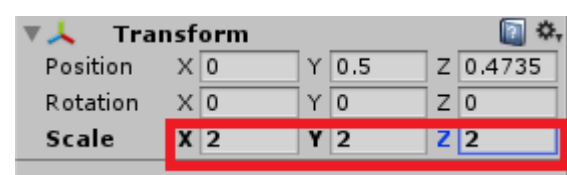
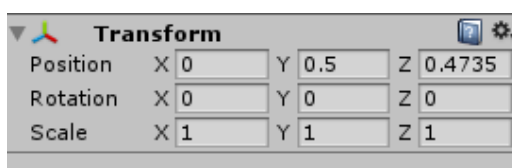
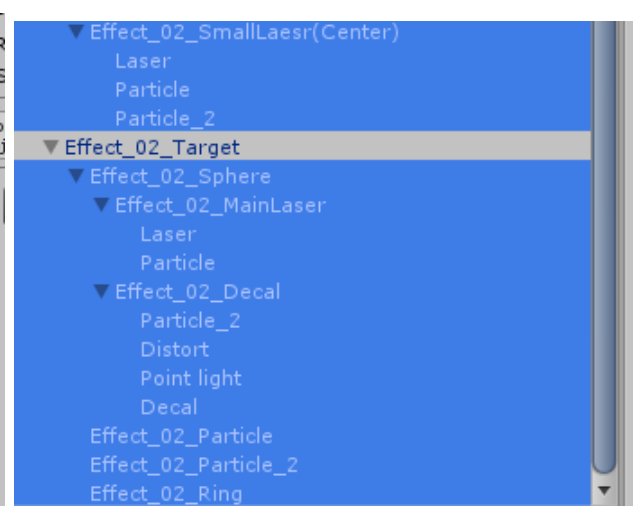
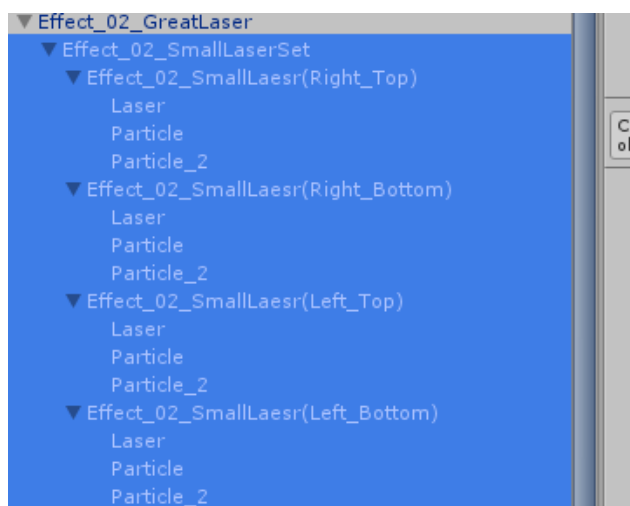
Then successfully, effects size changed via your scale value.

Type 02 – Object Based Effects

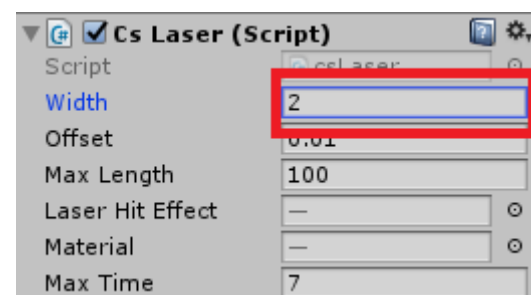
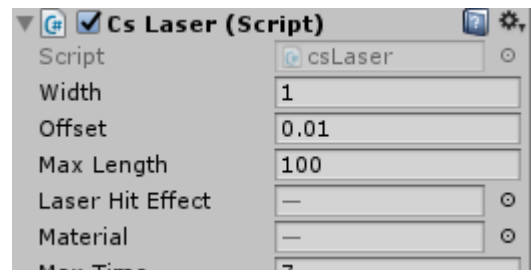
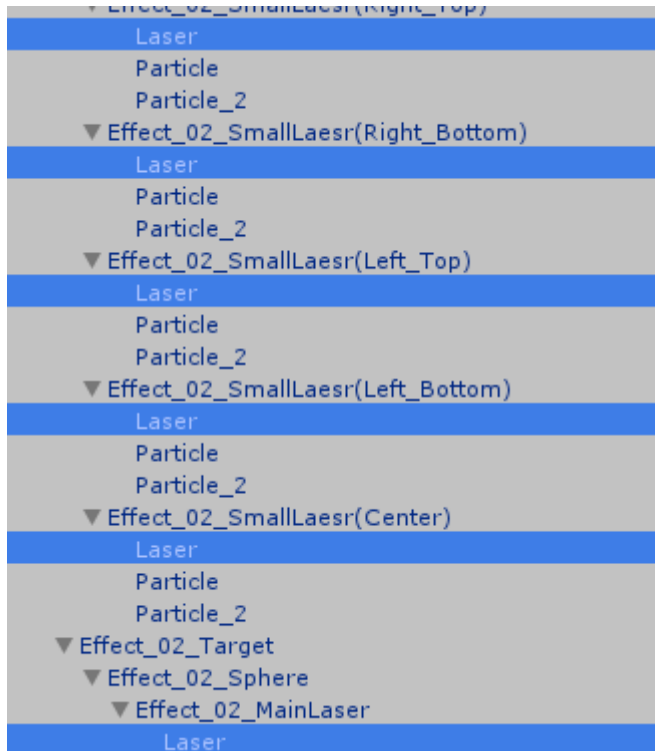


In this effects, there are a lot of contents like parent-child related objects.

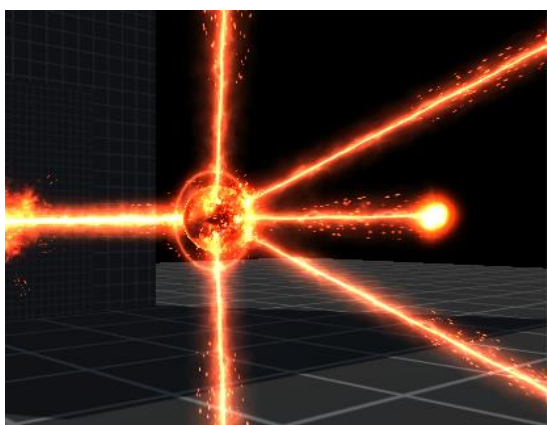
Let's check 'Effect_02_GreatLaser' First.



First, select all effect's contents except 'Effect_02_Target'. If you don't this, scale is doubled in main sphere. Then, change scale factor in 'Inspector – Transform'



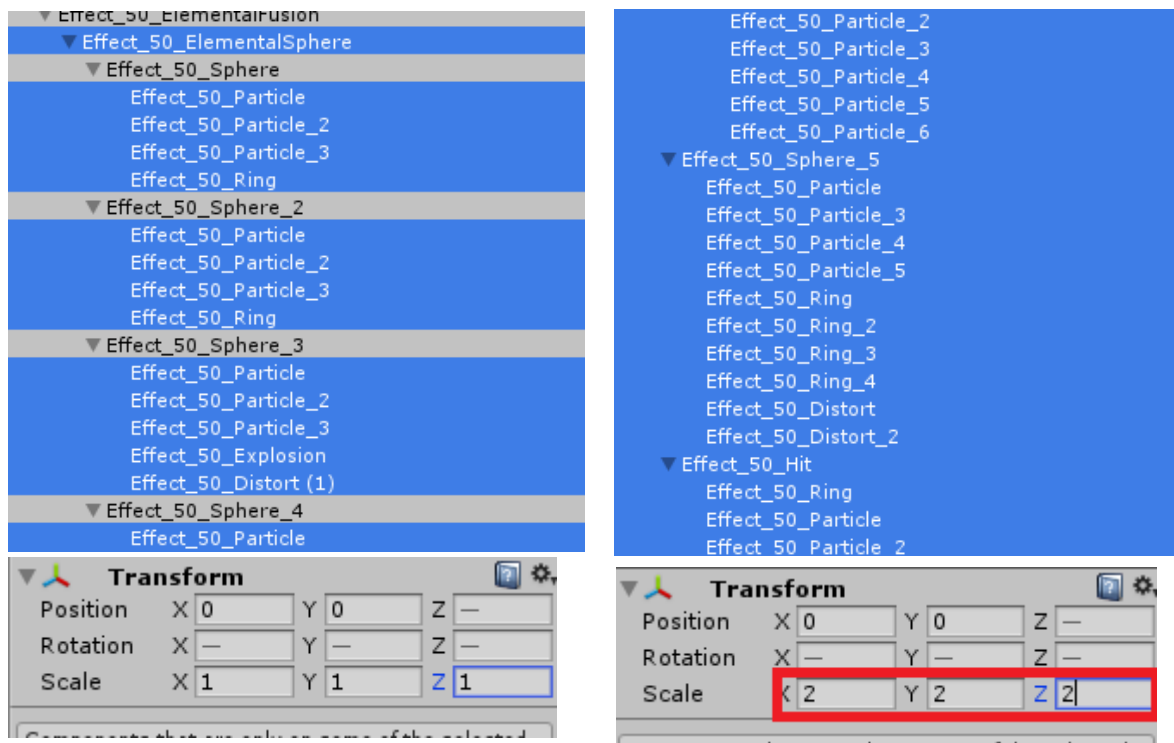
Second, select all 'Laser' contents included in smalllaser, mainlaser and change laser factor.



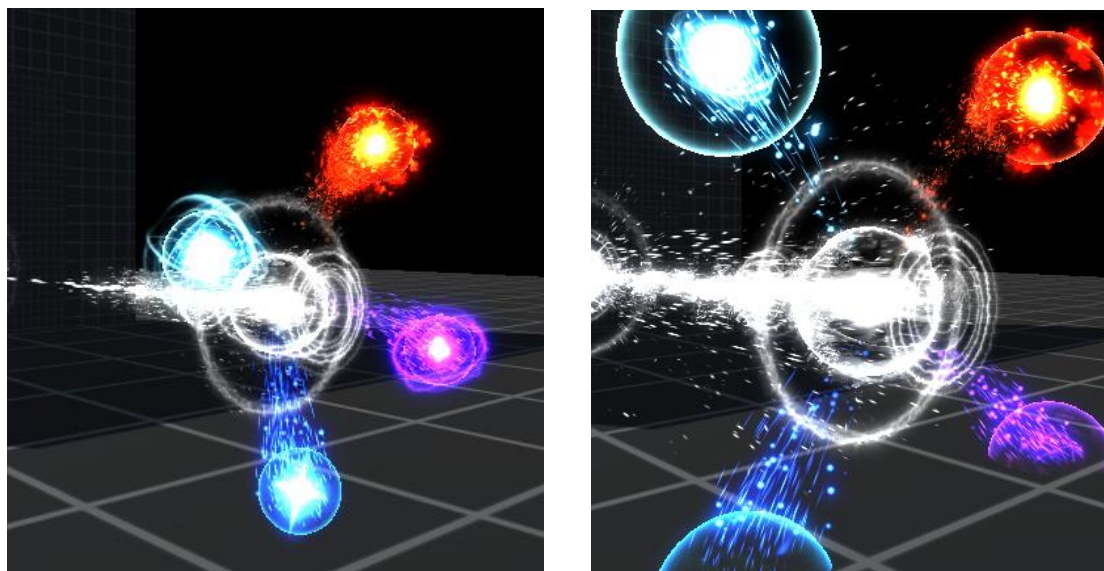
Now, you can see changed lookout of effect.

Remember don't multi select with sphere and parent object. They double factor.

Next, we need to check 'Effect_50_ElementalFusion'



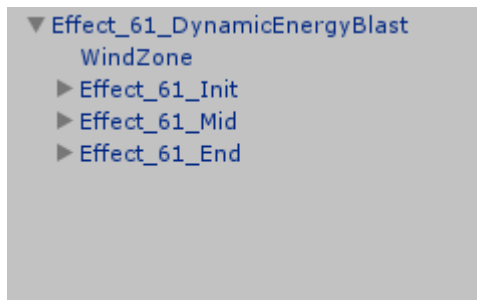
First, select all effect's contents except 'Effect_50_Sphere', 'Effect_50_Sphere_2', 'Effect_50_Sphere_3', 'Effect_50_Sphere_4'. If they are selected too, scale change multiply. Then, change scale factor in 'Inspector – Transform'



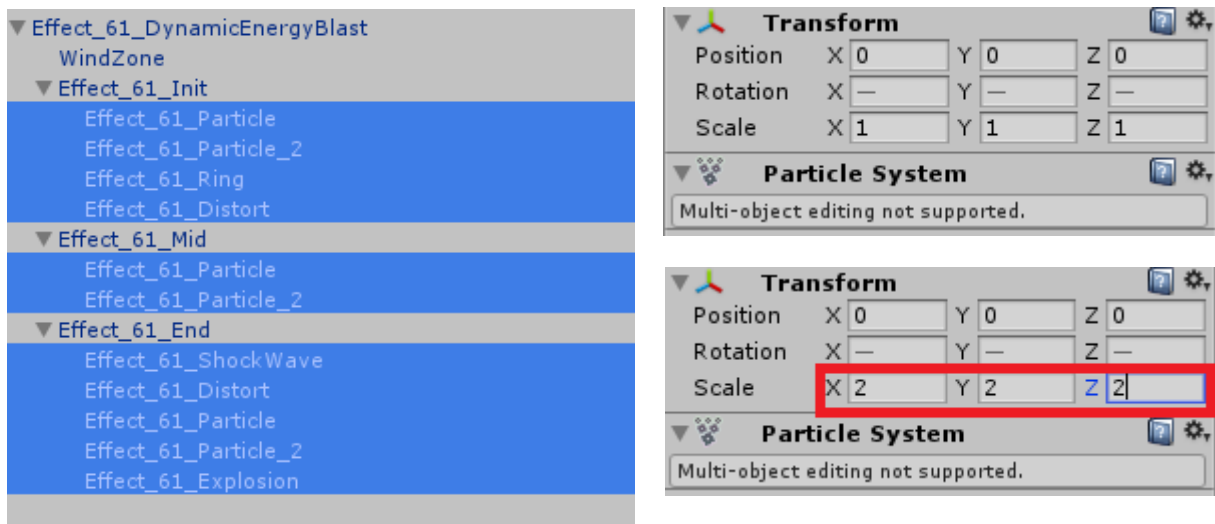
Then, you can see clearly changed effect's scale.

Remember don't multi select with sphere and parent object. They double factor.

Type 03 – Divided with Init, Mid, End

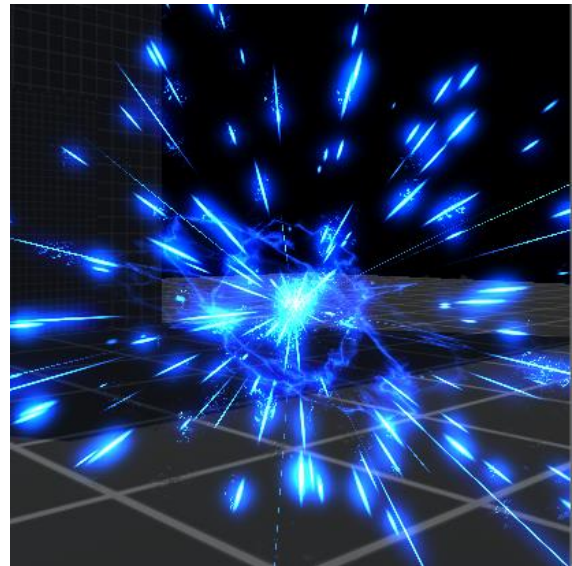
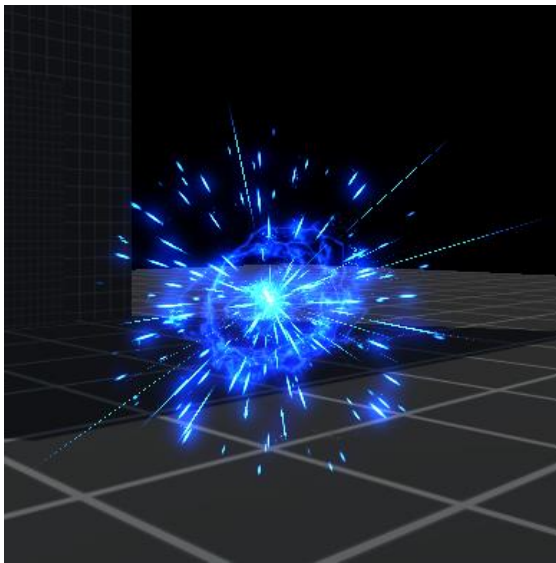


In this asset, you can find divided effect's running with Init, Mid, End (or just Init & End, Mid & End. They are all same like this method)

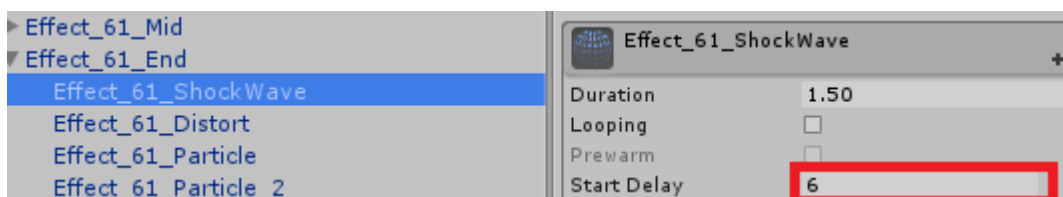
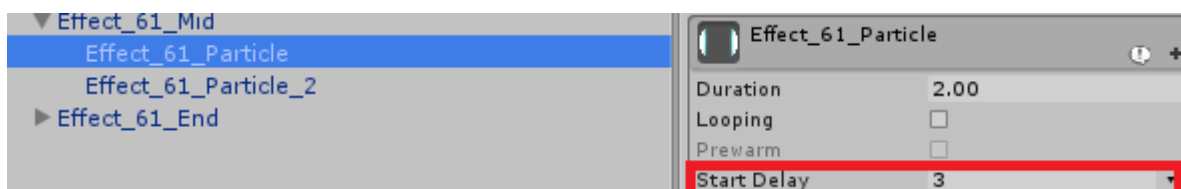
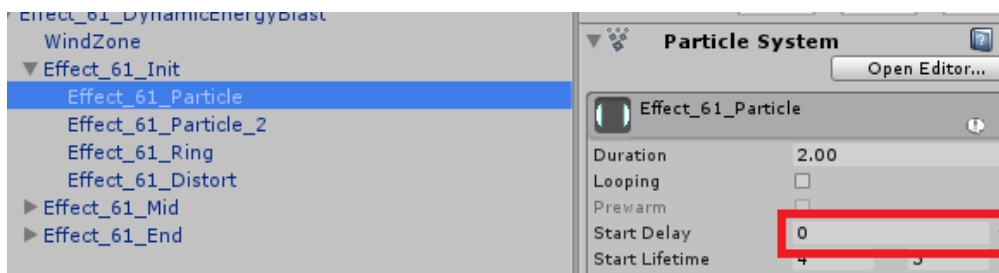


First, select all contents except 'Init', 'Mid', 'End' parent object (just only exist 'Transform' inspector object not added particle system).

Second, change scale factor in 'Inspector – Trnasform'.



Then, you can check effect's scale changed easily.



These type of effect have different 'Start Delay' via 'Init', 'Mid' and 'End'. If you want to change this, please change this each particle system and use other publisher's particle element factor change asset.

Thanks!