

The Slime Gun VFX uses alembic meshes for detailed 3D slime (although a version that doesn't use this is also included). For this to work correctly you'll first need to load the Alembic plugin into Unity; go to Window -> Package Manager, then in to the top left of the Package Manager window (to the right of the "+"), change it from "Packages: In Project" to "Packages: Unity Registry". Next, search for "Alembic" in the search box (top right of window) and install the package. If you already had the Slime Gun VFX package loaded before importing the Alembic plug-in you will likely need to quit and reload Unity.

For both the URP and HDRP pipelines you'll need to enable decals (the built-in render pipeline doesn't support decals); for HDRP, go to Edit -> Project Settings, then on the left choose HDRP (under Quality), scroll down to Decals and then tick the boxes. For URP, find your settings folder in the Project window (either in assets/Settings or Slime_Gun_VFX/Settings depending on which is being used), then select the settings preset that you are using (likely URP-HighFidelity-Renderer). In the Inspector window choose Add Renderer Feature and type "Decal". Set the Technique to "Screen Space".

For an example of the effect, load "Slime_Gun_VFX_Demo.unity" from the scenes folder. Click the left mouse button to fire the gun.

To use the effect in an existing scene, drag the SlimeGunVFX from the Prefabs folder into the Hierarchy window, making it a child of either your camera or player character. Position the prefab where you want the slime shots to emit from. Next, add the SlimeSplashVFX from the Prefabs folder into the Hierarchy window (just in the root, not a child of any other GameObjects). Finally, select the SlimeGunVFX (that you attached to a camera or player) and in the Inspector window, scroll down through the particle effect's settings until you reach the Slime Gun VFX script, then drag the SlimeSplashVFX prefab that you just added to the scene from the hierarchy window into the empty Slime Splash VFX slot in the particle effect script.

To adjust the Slime Gun VFX settings, select the SlimeSlashVFX prefab in the Hierarchy window and you'll have options to change the Splat Decal Min and Max sizes (the decal size will be randomly generated between these two values), plus the Decal Lifetime - this is how many seconds it will take for each decal to reduce to 0 and be deleted.

Please note that only the URP and HDRP versions of this asset support decal splat textures as the built-in pipeline doesn't support them.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.co