UNI VFX: Missiles & Explosions for Visual Effect Graph

Here you'll find details on this VFX Pack. For more information on setup etc. that is common to all UNI VFX packs, see the **Manual** in the same folder.

List of all effects and events:
Orb – buildup, create, loop, hit, stop
Razor Missile – create, loop, hit, stop
Sweeping Wave – create, loop, hit, end, stop
Comet – create, loop, hit, stop
Lightning Spear – buildup, create, loop, hit, stop
Onslaught – buildup, hit, stop
Crushing Pull – create, loop, hit, stop
Outburst – create, loop, hit, stop
Mark of Death – create, loop, hit, stop
Strafe – create, loop, hit, stop

Please don't forget to rate this asset and write a review in the Asset Store! It helps me improve a lot. I really want these packs to be the best they can be.

- Publisher page in the Asset Store.