UNI VFX Packs for Visual Effect Graph

Thank you for purchasing this asset pack! I created it because I find the Visual Effect Graph a really magical tool.

This manual contains information that is shared among all VFX packs. Details that are unique to the selected UNI VFX pack can be found in the same directory as this manual.

- [List of all available packs can be found in the Asset Store](#).

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:
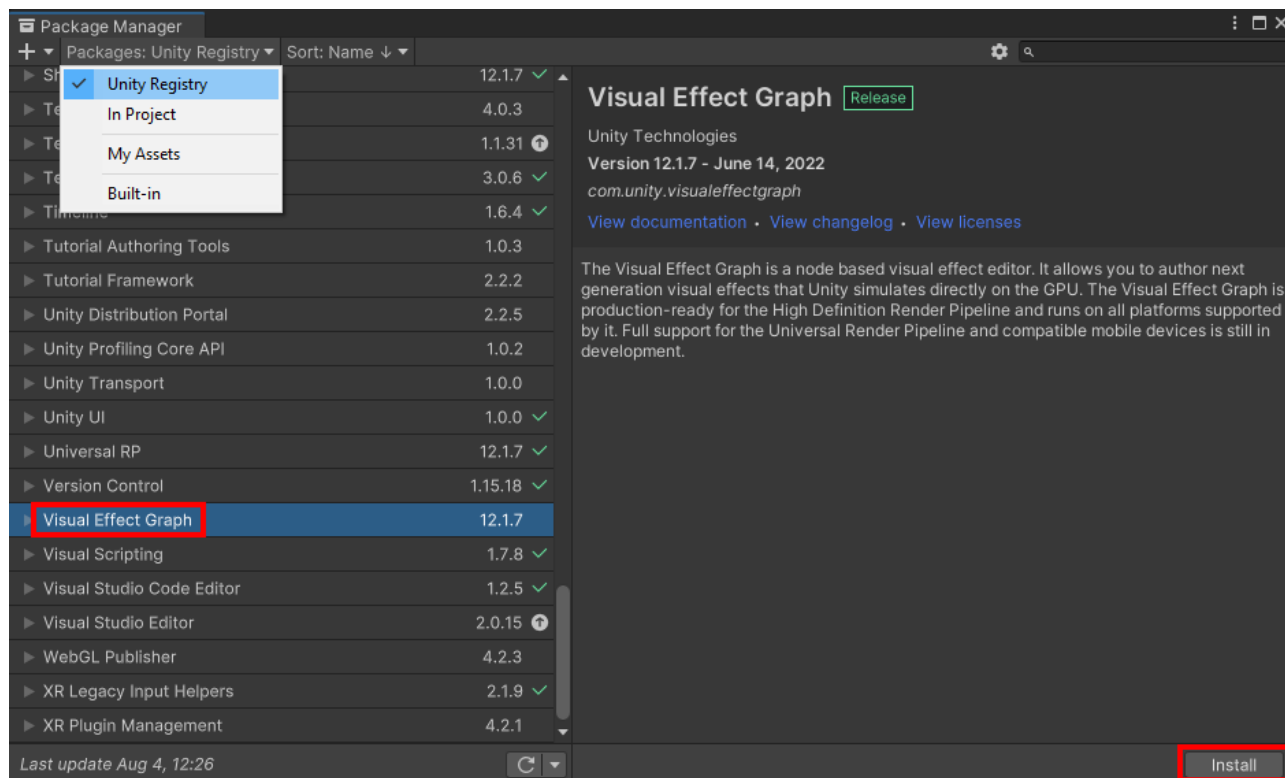
If you install Visual Effect Graph and Shader Graph packages **after this Pack, you can run into issues**. The easiest fix is to delete UNI VFX folder, restart Unity Editor and install this Pack again.

If the VFX doesn't show up, it needs to be recompiled. This can be easily fixed by opening the VFX assets in UNI VFX\-Pack name-\Visual Effects. When

opened in the Visual Effects Graph, the assets are forced to recompile. Alternatively, you can try '*Edit → VFX → Rebuild all*' in the Editor's top menu.

2. Folder structure

Main content folder is named according to the pack, for example 'Essentials'. Subfolder Scenes contains:
**- Demo scene** – Easily browse VFX in Play mode.
- Prefabs scene – Contains all Prefabs with Loop Events turned on. Not all effects have Loop Events or they require movement to look as intended. These will only play once when they load.

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

'Visual Effect Graph' stores official additions used in this pack.
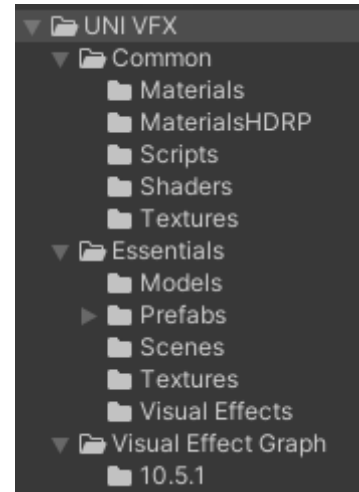
Demo scene uses Input Manager to handle UI. If you use Input System Package, the UI in the Demo scene won't work and you'll get error in the Console. To fix this, just find EventSystem in the Hierarchy and press '*Replace with InputSystemUIInputModule*':
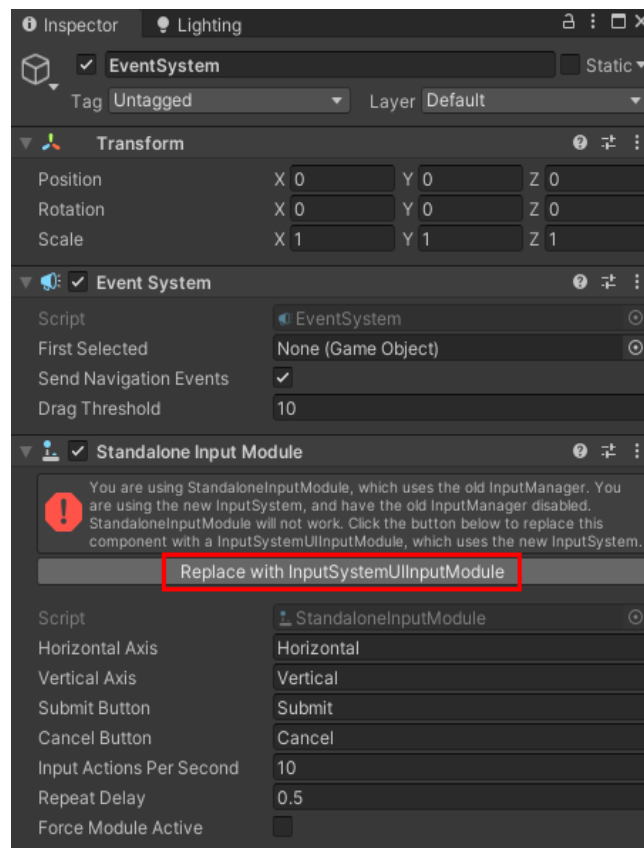
3. Tips and tricks

Events

Effects are controlled via Events: see [Unity manual](#). These can be sent whenever gameplay demands it.

Let's look at the Barrier Prefab (Essentials Pack), for example. It has these events: *create*, *loop*, *hit*, *end* and *stop*. In this case, you start with the '*create*' event, which then automatically continues with the '*loop*' event. Each time the Barrier is damaged you send the '*hit*' event that displays the corresponding effect. When the barrier expires, send an '*end*' event that plays the final effect and stops the '*loop*'.

All 'create' events are automatically continued by the 'loop' event. All VFX with 'loop' or 'buildup' events also include a 'stop' event to interrupt them without abruptly removing existing particles.

List of all effects and events in each VFX pack can be found in a separate file in the same folder as this manual.

Inspector

There are no automatic Events set in the prefabs, so they are ready for gameplay. This can be easily bypassed in the Inspector by setting desired Initial Event Name which will play right away:
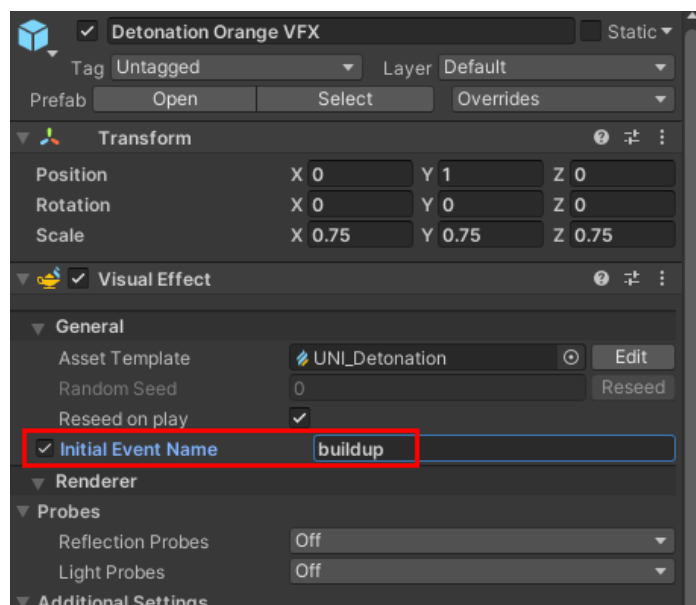
The most important effect properties are exposed in the inspector so you can easily tweak effect's appearance and make your own Prefabs:

If you need even more control, you can change anything in the Visual Effect Graph.
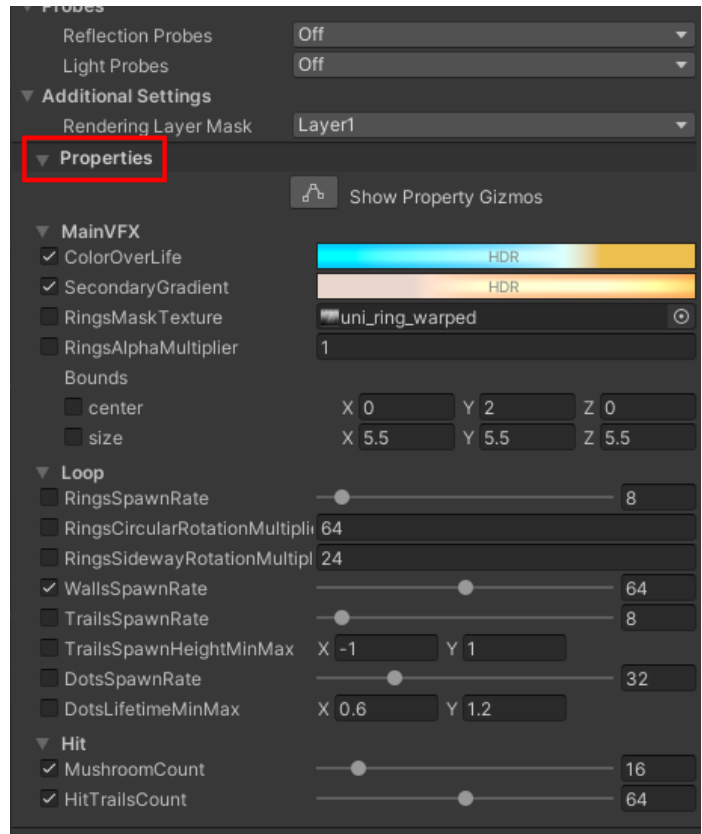
Optimization

Visual Effect Graph is very powerful, but as always you should be aware of the limitations of the target hardware. Another important factor is how many effect instances can be visible at one time. Particle spawn rate should be set accordingly.

Some VFX packs contain prefabs with lights (in separate folder) which are controlled by Events. You should be careful with those because lights can easily eat up performance. If you need a larger number of instances at once, use prefabs without light instead.

Contact me

Feel free to email me:
AssetMage@Webyw.cz