Vefects: Vignette VFX

Introducing the Vignette Visual Effects Master Pack, a groundbreaking Unity Asset Store pack that redefines the standards of immersive gaming experiences. Or at least, a fun pack to include in your games :)

Specially the gritty ones, like poo or puke. We were kinda grossed out while creating those. You don't wanna search for references online. Trust our word.

Whether you're developing a cutting-edge sci-fi adventure, a captivating fantasy realm, or an intense combat scenario, the Vignette Visual Effects Master Pack has you covered.

The included screen FX are easily adjustable in colors, size, intensity, timing, etc. And they're pretty optimized too!

To customize your own vignettes, duplicate one of the prefabs, rename it (same for the materials you'll be adjusting) and adjust colors, size, timings, positions etc.
Pretty straightforward.

The current way to display those vignettes whould be to attach a prefab to the player's camera, and blend the material parameters in and out using code, lerping them.

Beware, there's no actual funcionality or game logic inside the pack, it's an art based pack for you to use with your own game logic, so coding the behaviour of when or how the vignette materials will spawn is something each user will do on their own based on the needs of their project, as it's impossible for us to code anything else than just something functional for demo purposes, taking into account that we can't know each user's needs nor project game logic to hook those behaviours up beforehand.

Fortunatelly, the pack is pretty simple to grasp, but if you've got any other questions, contact us and we'll assist you.

Have fun! :)

Join our Discord server!

https://discord.gg/VeRbY8kMaD

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