



# Vefects: Anime Stylized VFX

Inside the Shaders folder, you'll find these shaders:

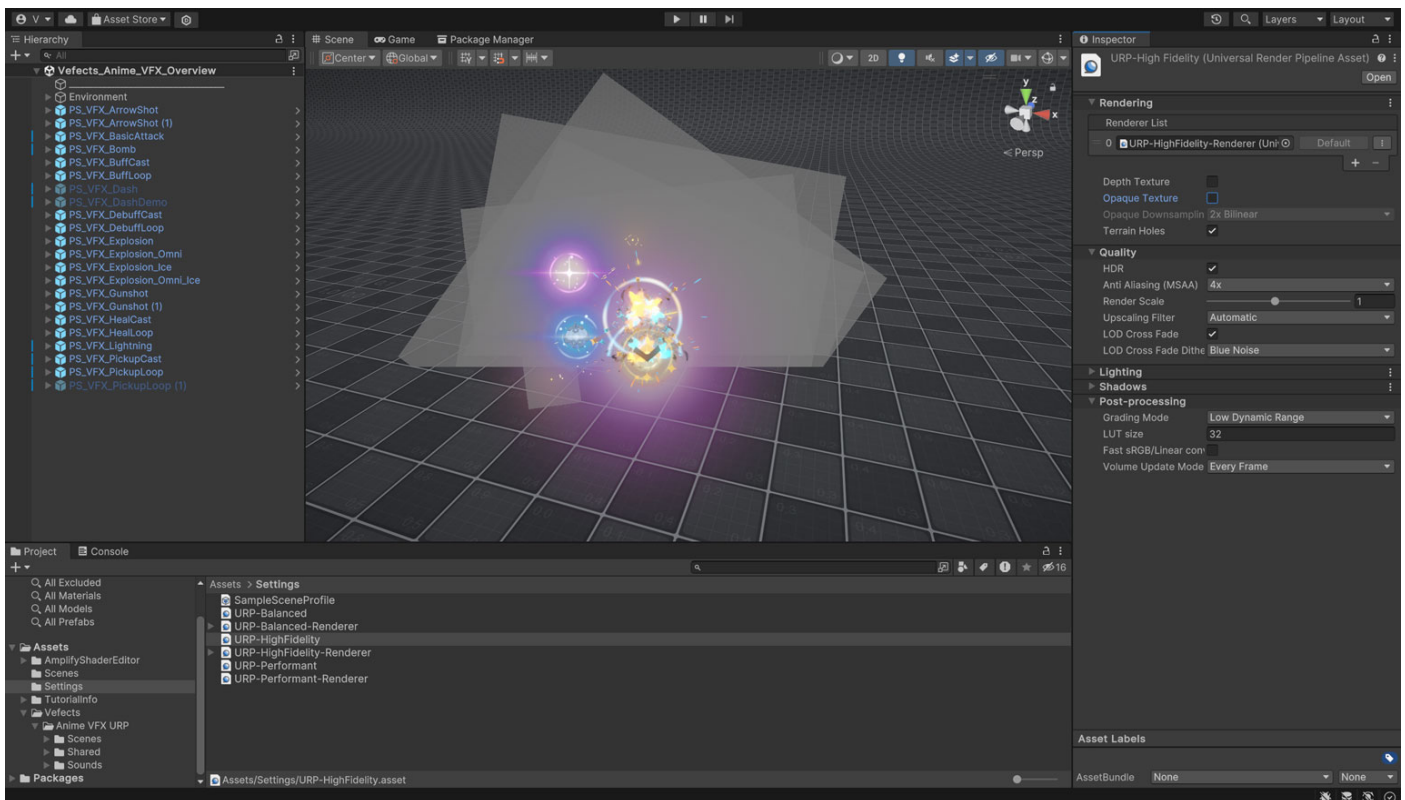
- SH\_VFX\_T\_Bomb\_New
- SH\_VFX\_T\_DissolveAdd\_New
- SH\_VFX\_T\_DissolveDisto\_New
- SH\_VFX\_T\_FresnBomb\_New
- SH\_VFX\_Vefects\_Distortion\_01

They include different functionalities for different use cases.

Mostly, you'll find Texture slots, dissolve masks, gradient maps, core intensity, emission, alpha boldness... and so on.

It is highly recommended to edit the shader using **Amplify Shader Editor** in case you want to modify something.

Also, some general rules of thumb:

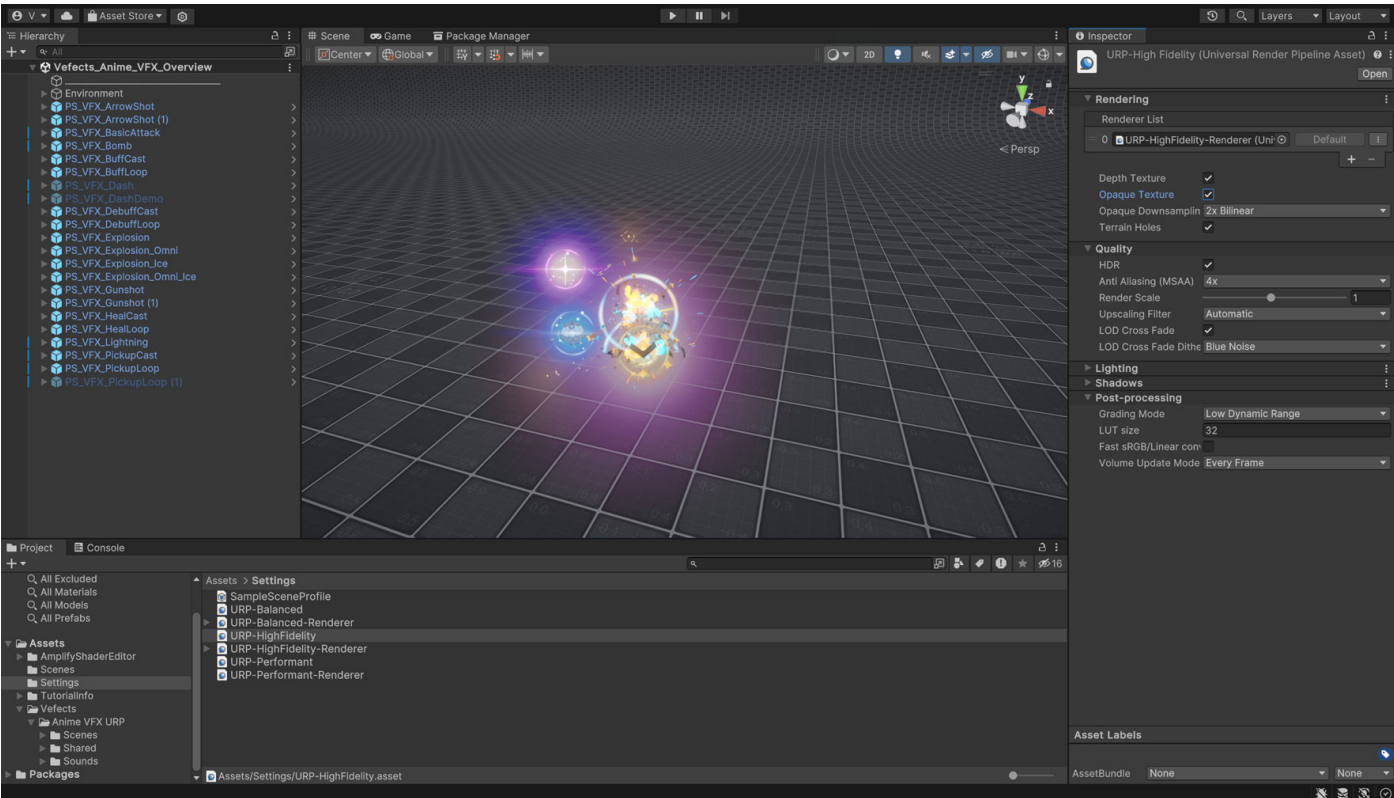
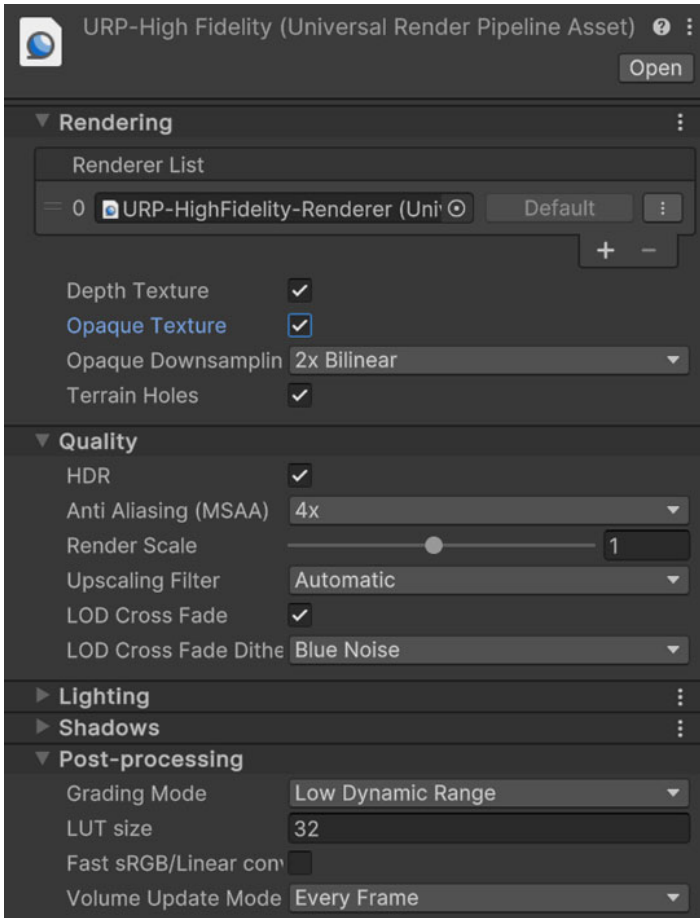


If you're seeing those gray squares, follow these next steps.



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Access your current URP project quality / graphics setting and make sure that Depth Texture AND Opaque Texture are active. The gray patches are gone.

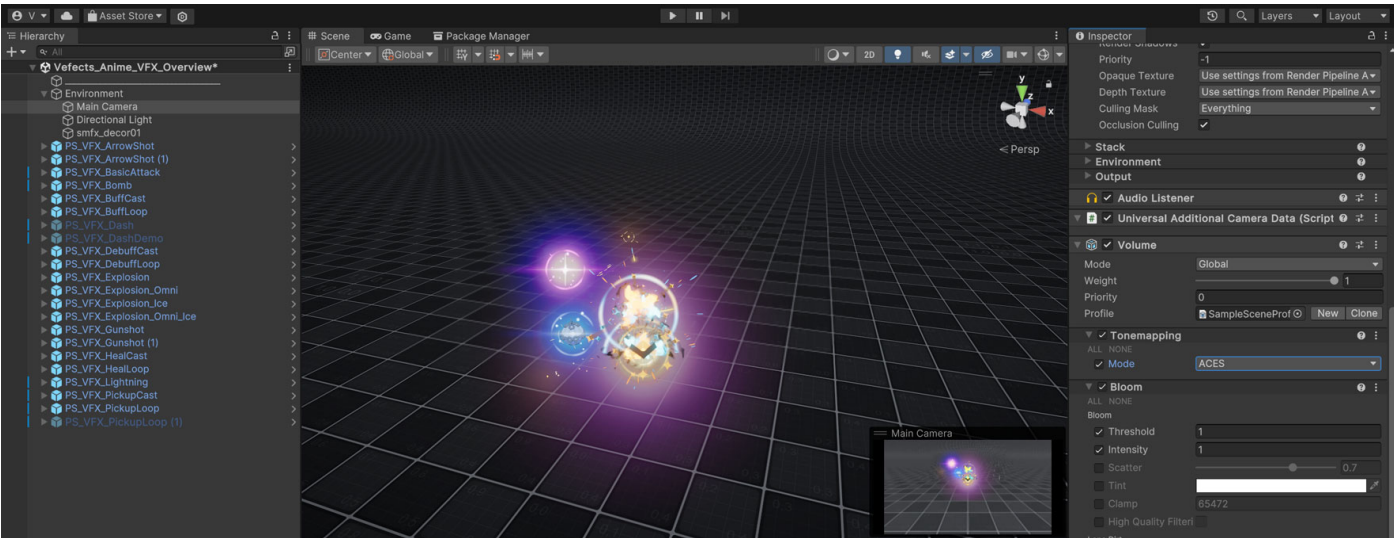
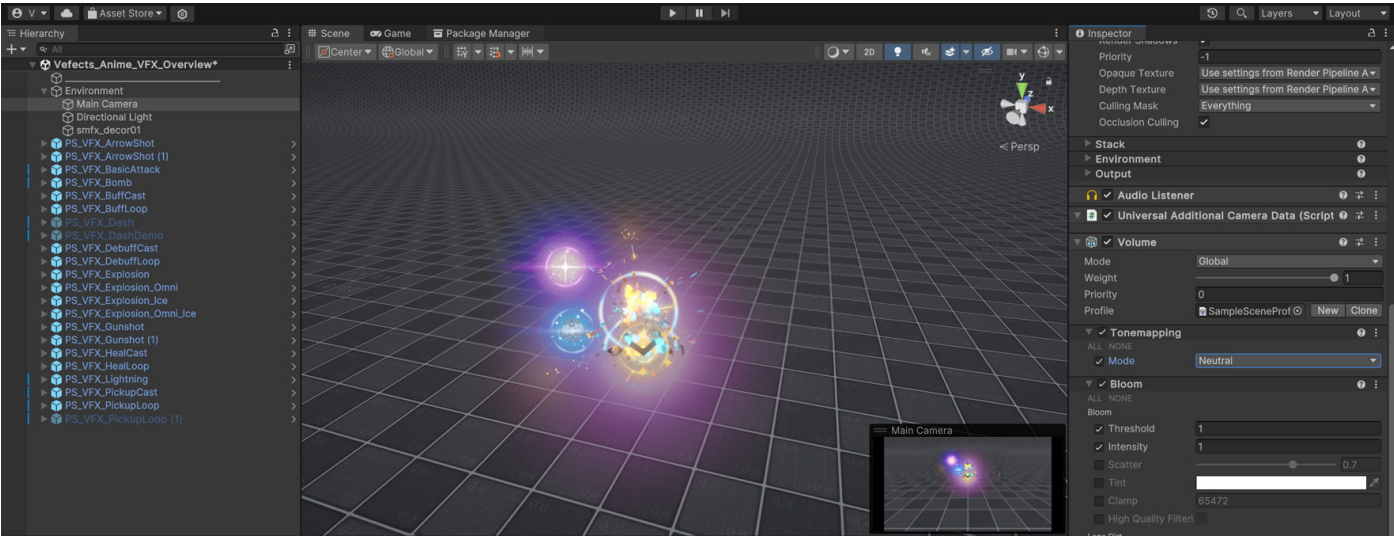


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It's highly recommended to use the ACES colorspace in your PostProcessing settings, as that will make the VFX look even cooler.

Although, sometimes you won't be able to use it, as the project might require another profile.

Check that you're using Linear color space instead of Gamma in your settings too.





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Check our tutorials on YouTube for some other tips.

And if you encounter a bug or something doesn't seem to be working, contact us directly at **info@vefects.com** or use the info below. Thanks!

For more info about our products, feel free to **contact us** at:

<https://vefects.com/>

<https://www.instagram.com/vefects/>

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