

UNI VFX: Realistic Explosions, Fire & Smoke 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:

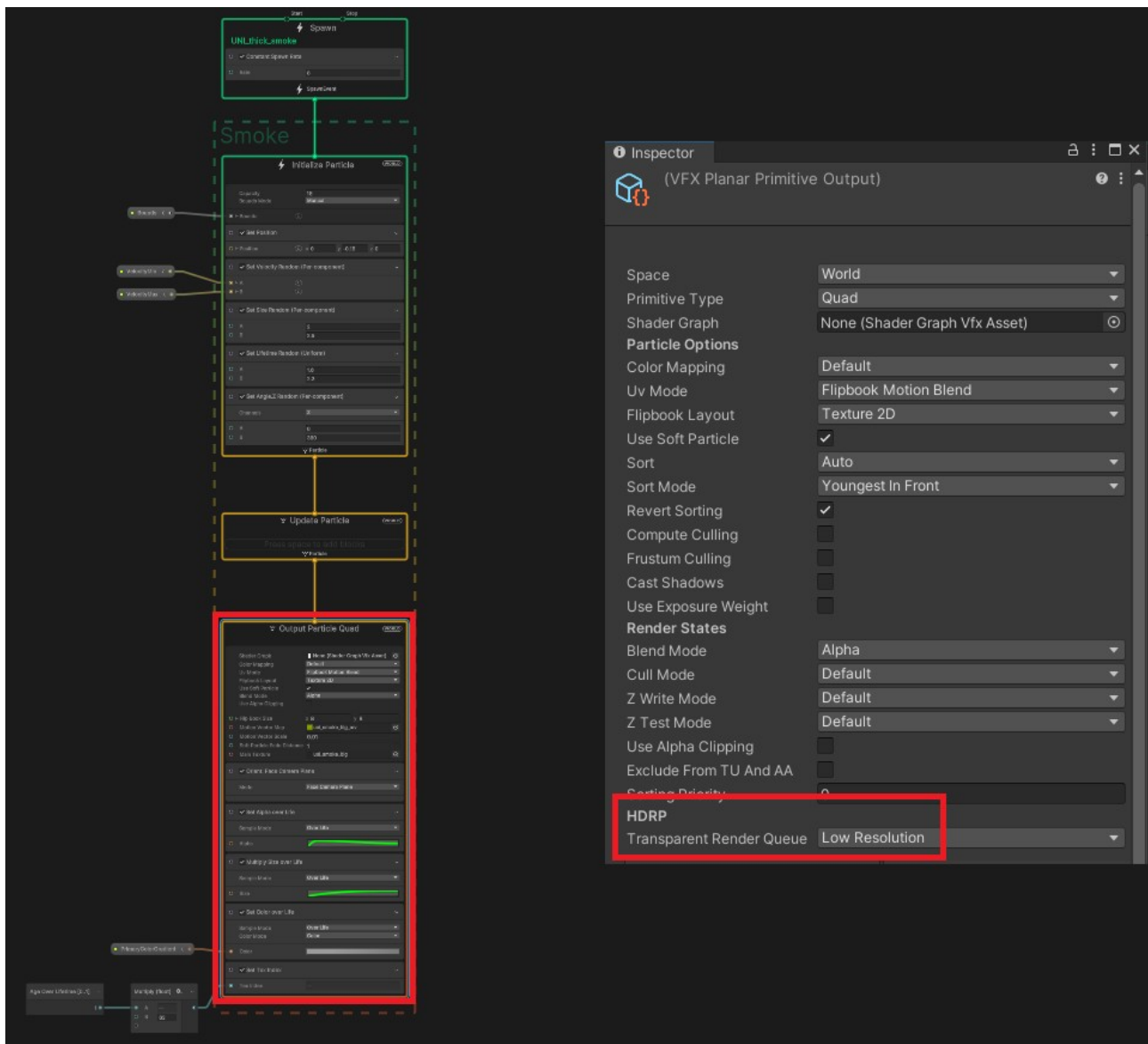
Effects with '**OnPlay**' event only: Ground Explosion, Aerial Explosion, Flash Explosion, High Explosion, Scattered Explosion, Massive Explosion, Small Explosion, Napalm Explosion, Cluster Explosion, Molotov Explosion, Impact Explosion, Smoke Explosion, Dirt Explosion, Ground Impact Smoke, Small Impact Smoke

Effects with '**OnPlay**' and '**OnStop**' events: Bonfire, Small Fire, Gas Fire, Ground Fire, Device Fire, Long Smoke, Thick Smoke, Small Smoke, Steam leak, Steam evaporation

HDRP optimization note

In some cases, looping effects can have higher impact on performance in HDRP when the camera gets into the effect (so it takes whole screen). If camera can get into the effect in your game and you notice an impact on performance, there is a simple solution:

- Open the VFX in Visual Effect Graph,
- Select Output,
- Set Transparent Render Queue to Low resolution in the Inspector (see the image below),
- Set it for other Outputs in the VFX if needed.



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.](#)