

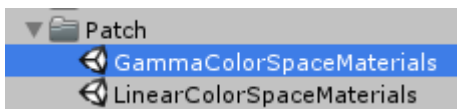
# Asset Guide Paper

## 1. Use this asset in 'Gamma Color Space' workspace.

This asset is based on Linear Color Space. you need to change all materials for use this in Gamma space.

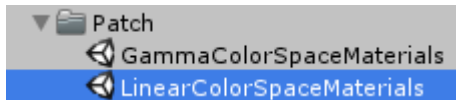


Patch 'GammaSpaceMaterials'. Then, you can use color changed effects.



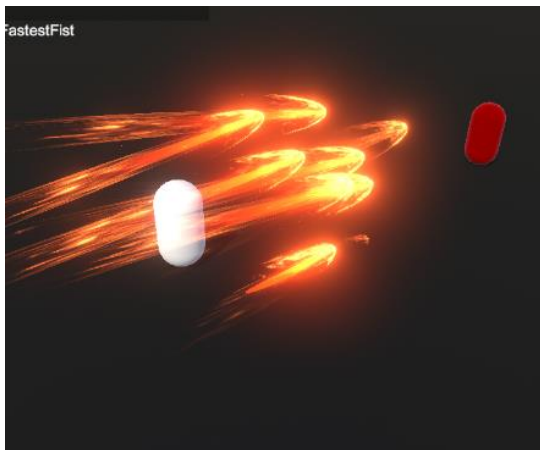
## 2. Use this asset in 'Linear Color Space' workspace

This asset is based on Linear Color Space, but you may need to change effects materials for what reason. If so, you just Patch 'LinearSpaceMaterials'.



## 3. Effects size change

Really easy to effects size. Just change prefab or parent object size.

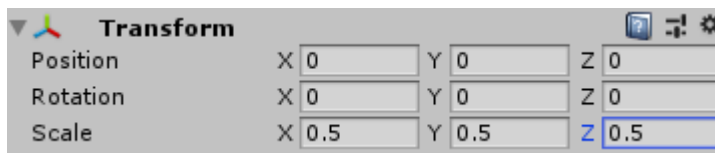


( Original Effects Lookout)



( Changed Effects Lookout)

Like screenshots, you can resize all effects each axis but recommend change all effects size with same factor.



( Recommend change like this )

All of the effects are linked with Demoscene scripts but you don't need this in your own projects.

I think you use your own scripts, but If you use this asset's scripts, you need to change.

Change m\_scalefactor value in start function.

Script lists are 'ObjectMoveDestroy', 'ObjectMove', 'MultipleObjectsMake'

```
void Start()
{
    m_Time = m_Time2 = Time.time;
    m_scalefactor = FantasyActionEffectsScene.m_gaph_scenesizefactor_2; //transform.parent.localScale.x; //;
}
```

( Original script )

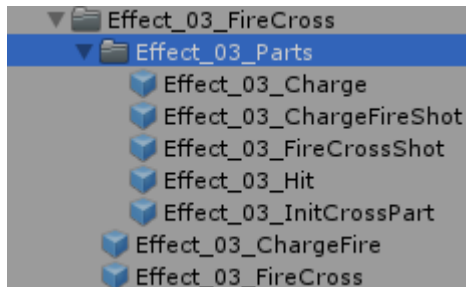
```
void Start()
{
    m_Time = m_Time2 = Time.time;
    m_scalefactor = transform.parent.localScale.x;
}
```

( Change like this )

#### 4. Most of Effects are based on Parts

This effects asset make most of the effects using scripts for easy to customize to your project.

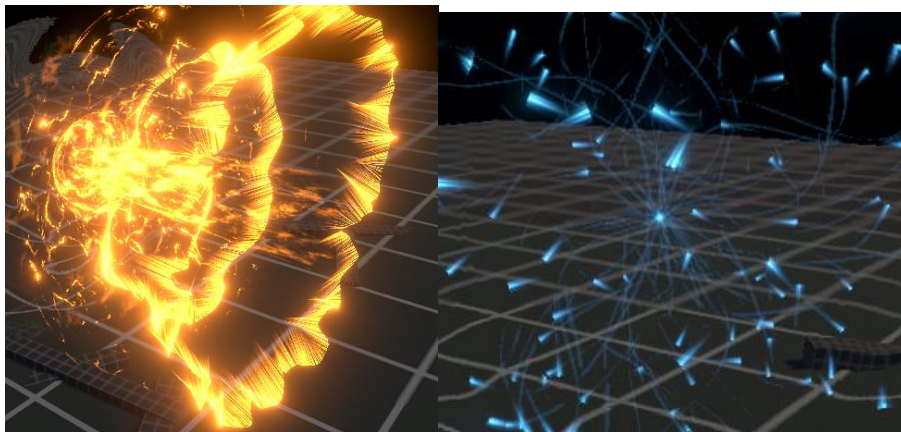
A lot of effects are separated with 'Parts'.



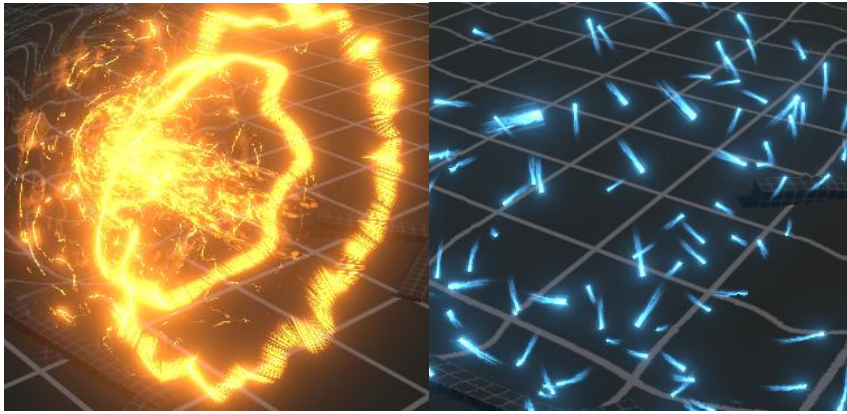
Using this, you can customize more easily and submit effects to your projects.

#### 5. Check 'Anisotropic Textures' setting

When first import this asset in empty space or your project, some effects are not well displayed like promotion. In this case, you need to change Anisotropic Textures to 'Forced On'. Then, you can see well display effects.



( Anisotropic Texture – Per texture )



( Anisotropic Texture – Forced On )