VFX Arsenal

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A visual effects pack for use in Unity

Requirements:

1-Unity 2019.3.0f3+
2-HDRP v7.1.7
3-VFX Graph v7.1.7
4-Shader Graph v7.1.7
5-HDRP Config v7.1.7

Folder Structure:

-Editor
-Example Scene
-Prefabs
  -Flame
  -Shock
-Textures
-Utilities
-VFX Presets
  -Flame
  -Shock

How-to:

Go under the prefabs folder and just drag & drop the ones you'd like to use.

You may check the demo scenes under the Example Scene folder. ALL VFX contains every single vfx deactivated, ready to be used.

Troubleshooting

-Too much bloom!
Be sure that you're using the correct HDRP version. Unity 2019.3.0f3 uses 7.1.6 by default which is incorrect.

-Prefabs are not showing anything
If you've updated the HDRP version after you imported VFX Arsenal, re-importing the **VFX Presets** folder will solve the issue

Customization

Each prefab has their own customization options on their respective inspectors as exposed VFX Graph variables. Most of them should be self-explanatory but one important note would be to keep away from ones named Total Size and Point Cache. Those are filled by the Mesh provided to the PointCacheBaker script.

Mesh effects can be set by assigning either an entire GameObject or just one which should contain at least a Mesh component. SkinnedMeshRenderers are experimental, they may not work as expected.

For now, colllision is not supported as a layer-matrix basis but you may add a collision object in any graph by adding a Collide With... block to Particle Update.