

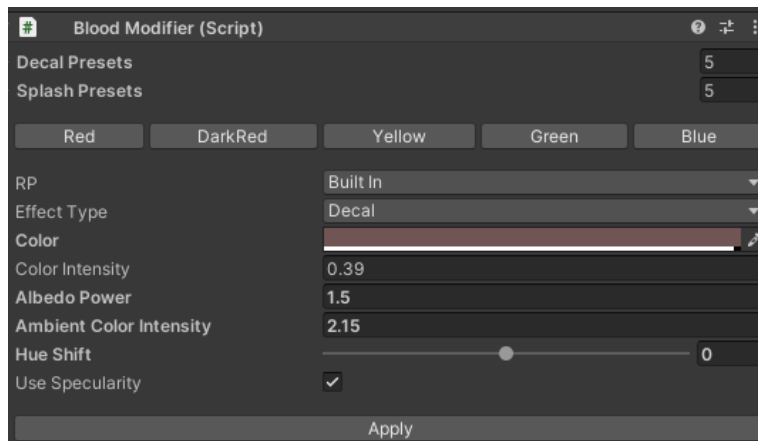
# Blood Effects Pack

## Description

Enhance your game with the *BloodEffectsPack*! This versatile asset pack includes blood splashes, decals, and gut 3D meshes, offering both realistic and stylized effects. Customize colors and details to fit your unique style and bring a dynamic edge to your scenes. Perfect for adding depth and impact to your projects!

## Scripts

### *BloodModifier.cs*



An editor script for detecting shared materials in the hierarchy and applying material preset parameters for different blood color configurations.

### **DecalPresets:**

An array of ScriptableObjects containing material preset parameters for various blood color configurations used in blood decals.

### **SplashPresets:**

An array of ScriptableObjects containing material preset parameters for various blood color configurations used in blood splashes.

### **RP:**

Current Render Pipeline.

### **EffectType:**

Defines whether the game object is a decal or a splash.

### **PresetButtons:**



Loads the material preset when clicking the buttons.

**Color:**

Color material property value applied when the Apply button is clicked.

**ColorIntensity:**

ColorIntensity material property value applied when the Apply button is clicked.

**AlbedoPower:**

AlbedoPower material property value applied when the Apply button is clicked.

**AmbientColorIntensity:**

AmbientColorIntensity material property value applied when the Apply button is clicked.

**HueShift:**

HueShift property material value applied when the Apply button is clicked.

**UseSpecularity:**

UserSpecularity material property value applied when the Apply button is clicked.

**GravityScale:**

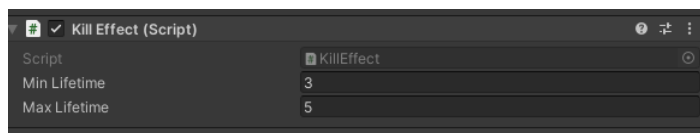
Particle gravity scale value applied when the Apply button is clicked.

**ApplyButton:**



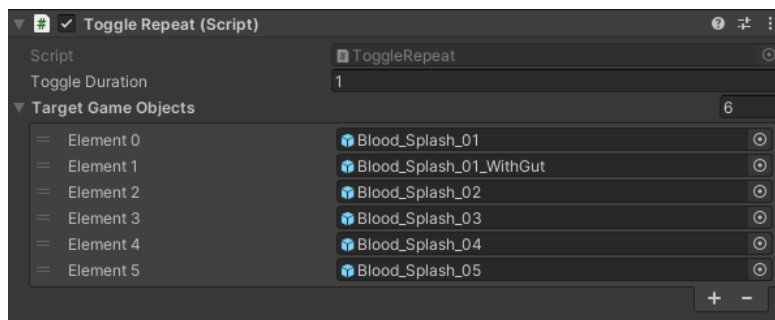
Applies material property configurations to all detected shared materials in the hierarchy.

*KillEffect.cs*



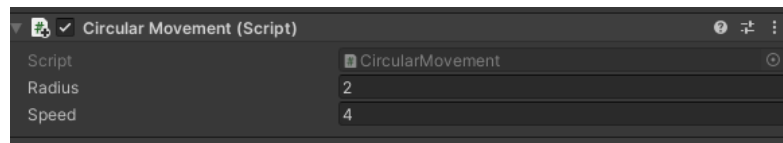
Kills the game object after a random duration between the minimum and maximum lifetime values.

*ToggleRepeat.cs*



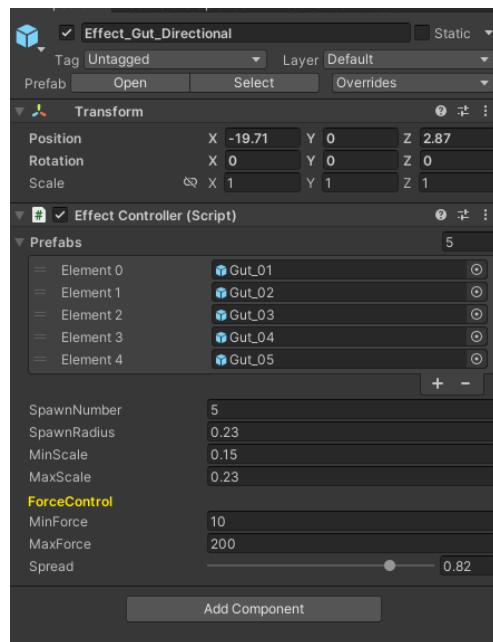
Toggles the active states of target game objects for the duration specified by the ToggleDuration property. Used for demonstration purposes.

## CircularMovement.cs



Moves the game object in a circular path. Used for demonstration purposes.

## EffectController.cs



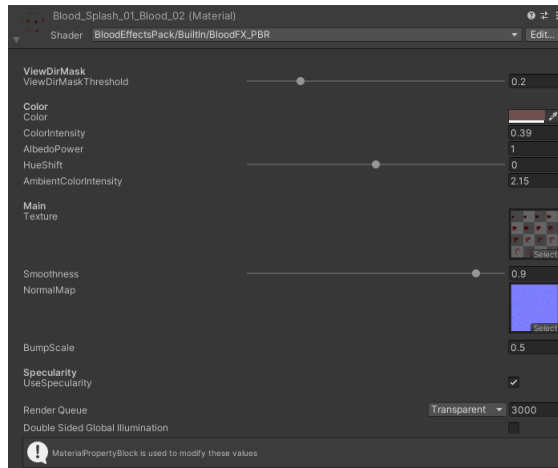
Used for spawning gut meshes and applying forces.

### **Prefabs:**

List of prefabs that will be used for random spawning:

# Shaders(Built-In)

*BloodEffectsPack/BuiltIn/BloodFX\_PBR*



## **ViewDirMaskThreshold:**

Threshold to control masking of faces that are close to perpendicular to the view direction.

## **Color:**

Tint color applied to the main texture.

## **ColorIntensity:**

Adjusts the intensity of the Color parameter.

## **AlbedoPower:**

Applies the power operation to the albedo, defined as  $pow(albedo, AlbedoPower)$

## **HueShift:**

Adjusts the HueShift.

## **AmbientColorIntensity:**

Adjusts the intensity of the ambient color.

## **Texture:**

Assigns the main texture.

## **Smoothness:**

Controls the smoothness of the surface.

## **NormalMap:**

Assigns a tangent space normal map.

## **BumpScale:**

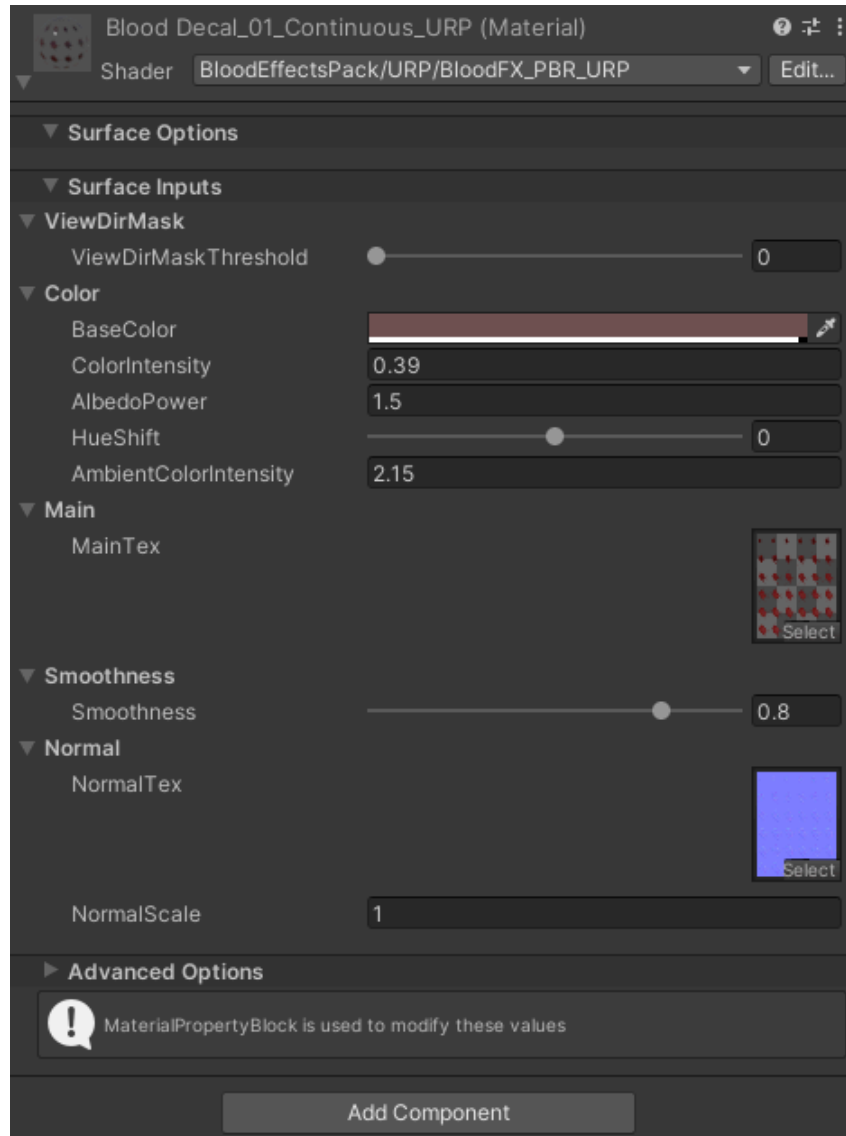
Adjusts the intensity of the normal map.

## **UseSpecularity:**

Toggles the material's specularity.

# Shaders(URP)

*BloodEffectsPack/URP/BloodFX\_PBR*



**ViewDirMaskThreshold:** Threshold to control masking of faces that are close to perpendicular to the view direction.

**BaseColor:**

Tint color applied to the main texture.

**ColorIntensity:**

Adjusts the intensity of the Color parameter.

**AlbedoPower:**

Applies the power operation to the albedo, defined as  $pow(albedo, AlbedoPower)$

**HueShift:**

Adjusts the HueShift.

**AmbientColorIntensity:**

Adjusts the intensity of the ambient color.

**MainTexture:**

Assigns the main texture.

**Smoothness:**

Controls the smoothness of the surface.

**NormalTex:**

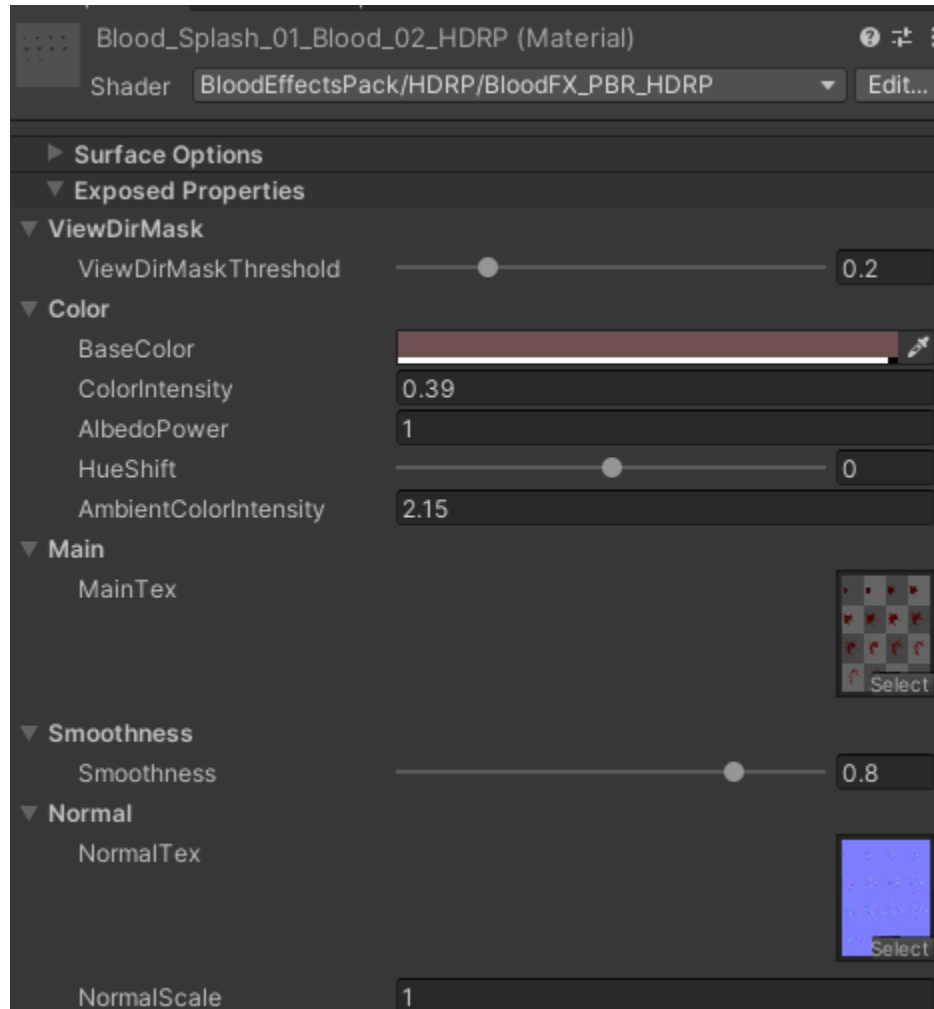
Assigns a tangent space normal map.

**NormalScale:**

Adjusts the intensity of the normal map.

# Shaders(HDRP)

*BloodEffectsPack/HDRP/BloodFX\_PBR*



**ViewDirMaskThreshold:** Threshold to control masking of faces that are close to perpendicular to the view direction.

**BaseColor:**

Tint color applied to the main texture.

**ColorIntensity:**

Adjusts the intensity of the Color parameter.

**AlbedoPower:**

Applies the power operation to the albedo, defined as  $\text{pow}(\text{albedo}, \text{AlbedoPower})$

**HueShift:**

Adjusts the HueShift.

**AmbientColorIntensity:**

Adjusts the intensity of the ambient color.

**MainTexture:**

Assigns the main texture.

**Smoothness:**

Controls the smoothness of the surface.

**NormalTex:**

Assigns a tangent space normal map.

**NormalScale:**

Adjusts the intensity of the normal map.