



# Vefects – Pixel Craft VFX

This pack contains different materials per each particle:

- “Color” version which contains pre-baked colors in the textures, but you can adjust the Hue Shift in the material.
- “Mask” version which allows you to choose the colors of the materials independently.
- “Grayscale Mask” version that allows you to control the color in the Shuriken Particle System and adjust the brightness in the material itself.

Inside each “Particles” folder you’ll find:

- “Play Once” version that plays the particles one time. Ideal to spawn as a GameObject in real time, it will play automatically. Perfect for slashes, impacts or buffs.
- “Loop” version that will play all the time, ideal for projectiles or environmental effects like lava pools, dust, or leaves.

Here’s an extended video tutorial:

<https://youtu.be/HTYIYJRwKS8>

**Join our Discord server!**

<https://discord.gg/VeRbY8kMaD>

Got questions? Reach out to [info@vefects.com](mailto:info@vefects.com)