

Dear friend,

First of all, I appreciate that you've selected this package from asset store.

You can run the DemoScene and play it.

There are 30+ prefabs of slash effect made with mesh particle.

Include 4 shader :

Rz\_Slash = Offset uv and fade out with noise

Rz\_SlashNonDistortion = just without distortion

Rz\_SlashStretch = stretch uv and fade out with noise

Rz\_Distortion = only distortion

If you need bloom, you have to import the free asset of Post Processing Stack.

Link: <https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>

Add component Post Processing Behaviour and use the Bloom.asset from my folder.

Wishing this package will make your project more attraction and inspire you.

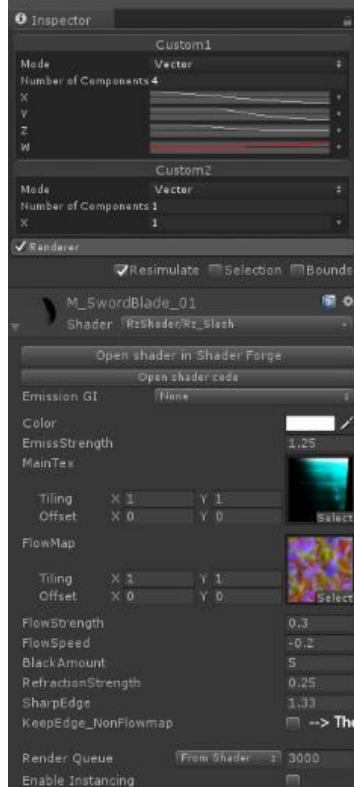
Finally, thank you again!

Have a good day.

Ryan Zeng

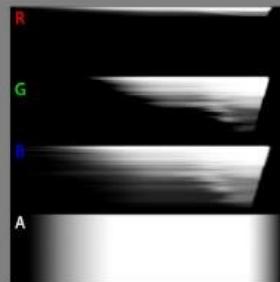
Here is a simple guide for the shader

## RzShader/Rz\_Slash



--> Slash Offset  
--> Fade out by the noise that the B channel of flow map.  
--> Emission  
--> Flow map strength

--> Distortion strength



--> Slash Highlight

--> Slash Midtone

--> Slash Shadow

--> Mask for smooth the slide in/out

Flow map R,G = Flow UV  
B = the texture of slash fade out

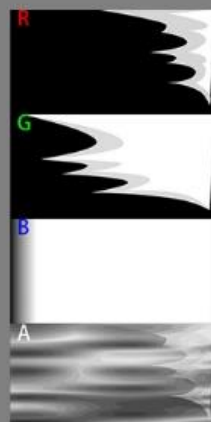


--> The top edge of slash will not be disturbed by flow map

## RzShader/Rz\_SlashStretch



--> Slash Offset  
--> Slash Stretch  
--> Fade out by the noise that the B channel of flow map.  
--> Emission



--> Slash Highlight

--> Slash

--> Mask for smooth the slide in/out

--> Texture for fade out