Hey, Thanks for downloading this asset pack. If you run into any issues, email me at .
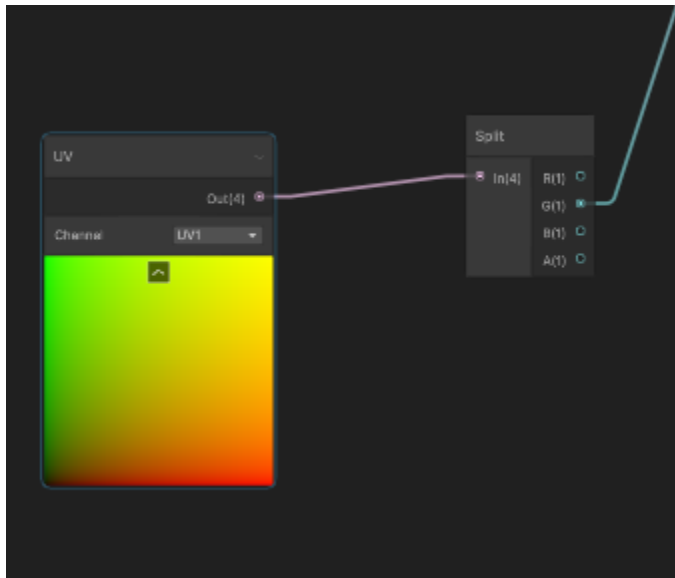
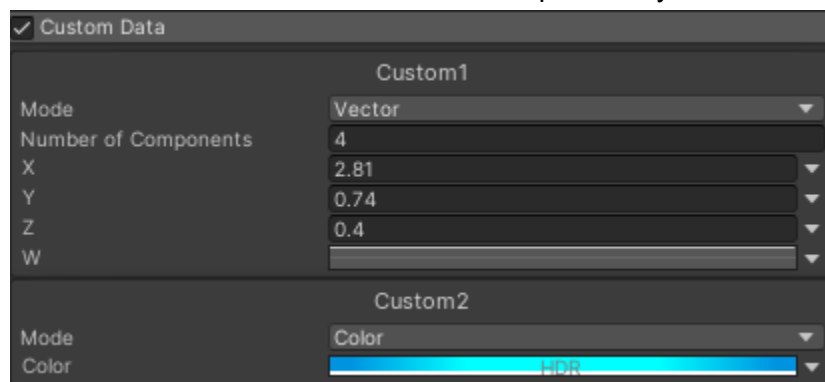Normally, Textures have an alpha layer as shown below.
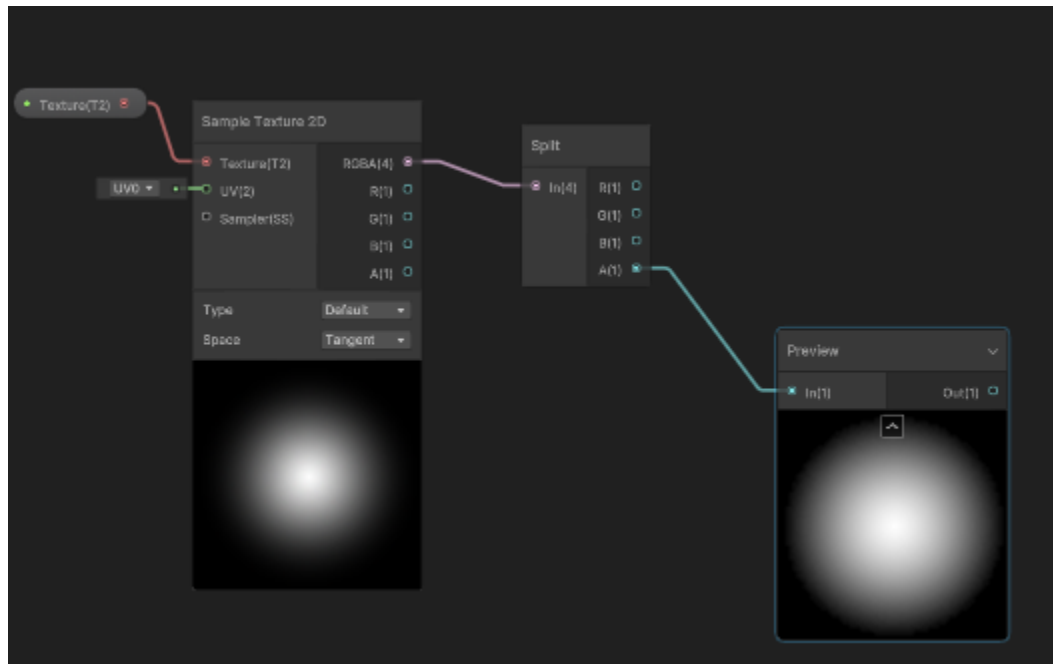
In this asset pack, the textures do not have an alpha layer so keep that in mind when editing the shaders.
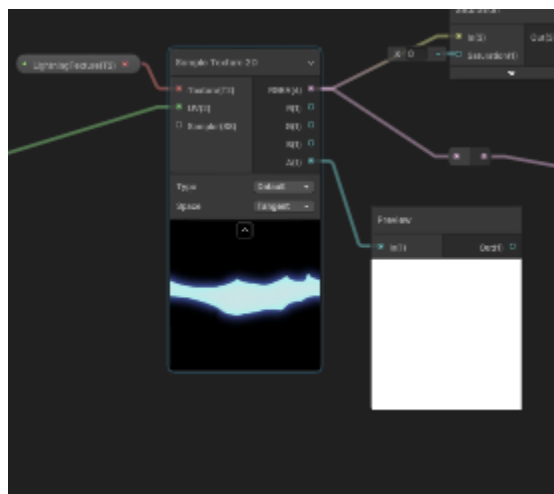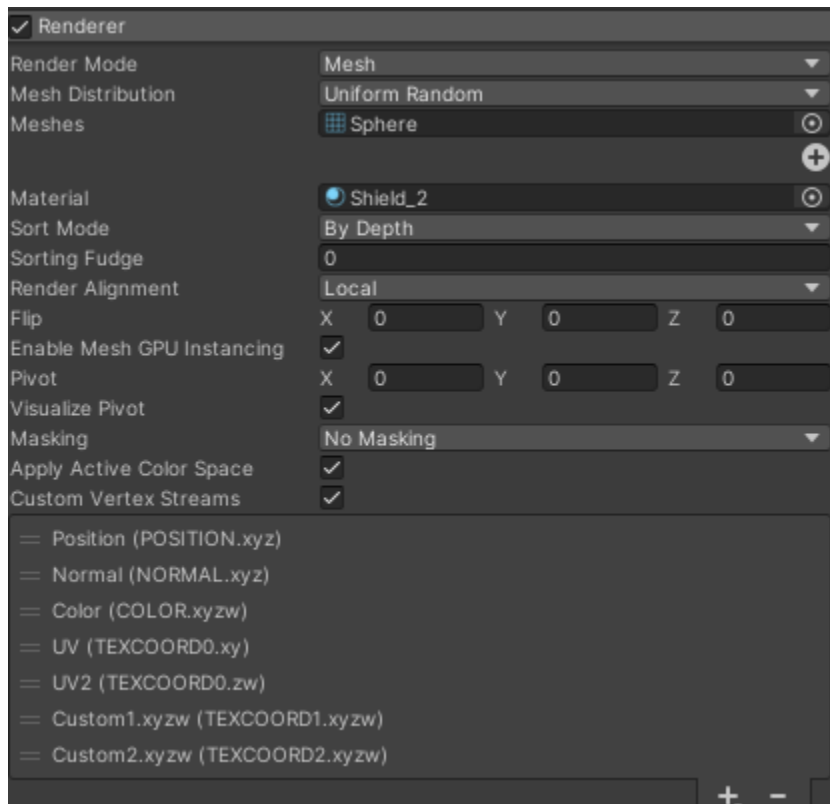
In most of the shaders, you will see something like this,

It relates to the Custom Data field on the particle system.

To enable it, go to the renderer tab and toggle the Custom Vertex Streams. You will have to add in the UV2 and keep track of the TEXCOORD settings, they are the link for the custom data above. TEXCOORD 1 = UV1, etc.

Make sure the Depth Texture and Opaque Texture are toggled on.
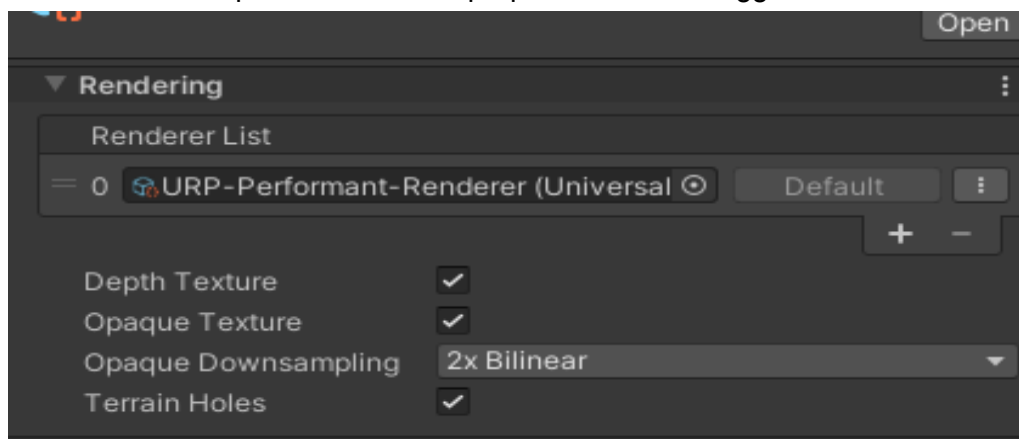
Here is a list of all the packages installed in the asset kit. Make sure you have the same as mine to ensure no problems on import.

Features

2D
7 packages ✓

Packages - Unity

▶ JetBrains Rider Editor	3.0.15 ⬆
▶ Test Framework	1.1.31 ⬆
▶ TextMeshPro	3.0.6 ✓
▶ Timeline	1.6.4 ✓
▶ Toolchain Win Linux x64	2.0.3 ✓
▶ Unity UI	1.0.0 ✓
▶ Universal RP	12.1.7 ✓
▶ Version Control	1.17.2 ⬆
▶ Visual Scripting	1.7.8 ✓
▶ Visual Studio Code Editor	1.2.5 ✓
▶ Visual Studio Editor	2.0.16 ✓

2D [Release]

Unity Technologies

Registry Unity

com.unity.feature.2d   📖 QuickStart

Import images including multi-layered Photoshop files as Sprites and configure them to create 2D games. Create freeform, tile-based and spline-based 2D game worlds. Create frame-by-frame and bone-based animated characters. Integrated with 2D physics to support simulations with colliders and joints. Supports the needs of a range of 2D art styles, including pixel art.

▶ **7 Packages Included**