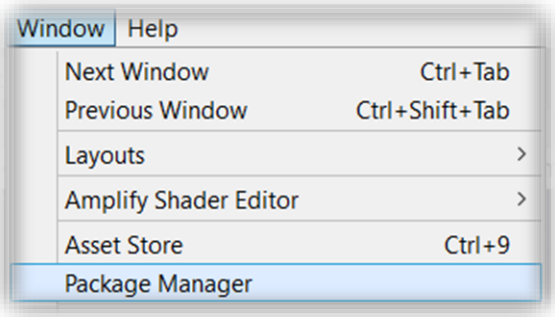
Thanks!

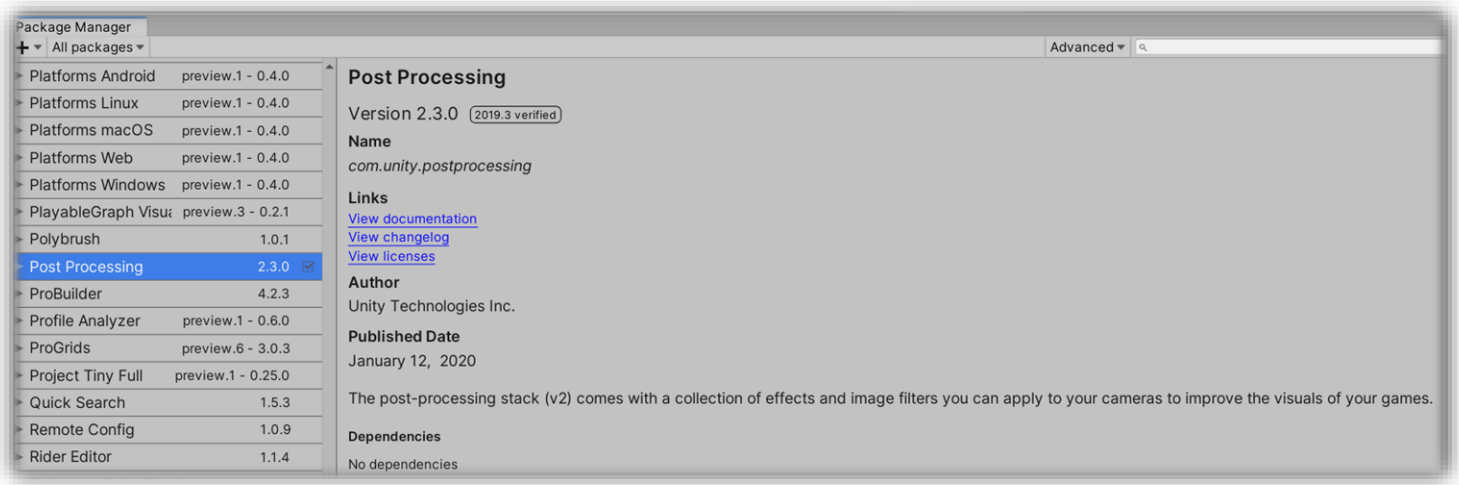
Congratulations and thanks for acquiring **Cyber Effects – Garden**!

Check for other awesome assets on my friend's page bit.ly/DeveloperPage-Elvis and know more about the developers behind the development of this visual effects series: twitter.com/ivangarciafilho and https://twitter.com/elvismdd.

Demo scene

The demo scene requires you to download and install Unity's Post processing stack from package manager, however, even with some missing scripts, It' should run, even without all the juiciness of the post effects!





Particles

There is no shader trick or textures lookup, all these trees are sculpted through the particles **Velocity over lifetime** module and animated through animation curves selected randomly per particle.

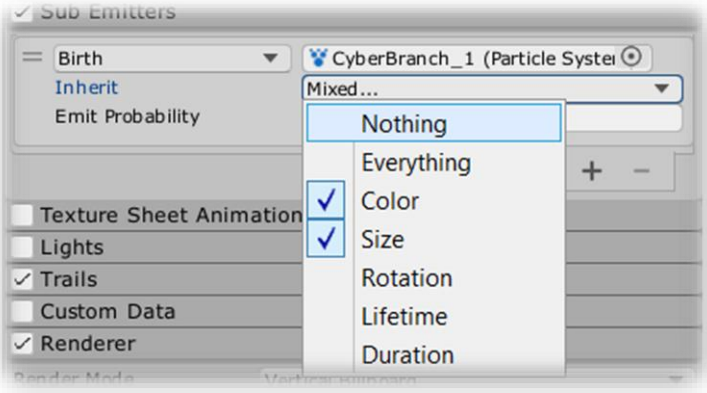
The **Trails module** is mainly used to render the tree itself while the **sub-emitter module** allows the branching behavior of the circuit lines.

The pedestal is also a descending cascade of sub-emitters just to align and adjust the scale of the final spawning cubes.

Unfortunately, the emission of geometries using Unity's particle system is sadly broken on WEBGL games, so you cannot use the pedestal for browser applications, except for the baked version of the pedestal (a combined mesh of the whole voxels already animated and frozen into a single mesh).

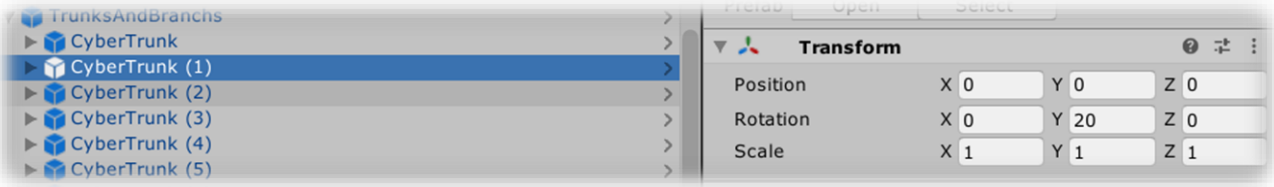
Each trunk branches into new child particles and they descend:

- Random decreasing grayscale colors.
- Random decreasing alpha values.
- Random decreasing size.



Generating random size, brightness, transparency among the branches, and a notable decreasing ramp into the size and brightness towards the tips of the tree.

Those trunks move outwards the center of the tree and each of them are rotated manually by 20 digress on the Y axis until covering 360 degrees of the whole silhouette.



Scripts

There are only 2 scripts handling the whole effect lifecycle, and they simply pause the particle system after some input delay!