Sci-Fi Arsenal (v1.65)

Documentation by Kenneth Foldal Moe (Archanor VFX) - 31.05.2020

Quick links: SUPPORT EMAIL | TWITTER | PORTFOLIO | EULA | REFUND

Contents

Introduction

Hello and welcome to the documentation of Sci-Fi Arsenal. Here you'll find some information on how to most efficiently use and customize the asset for your project.

If you're ready to dive right in, the effects can be found in the **'Sci-Fi Arsenal/Sci-Fi Effects/Prefabs'** folder. Effects here are sorted in 3 main categories: Combat, Environment and Interactive. To view an effect, you can simply doubleclick it to get a quick view inside the prefab or drag and drop it into your Scene and the effect will start playing immediately.

You can also more efficiently browse effects directly in Unity by adding all the demo scenes from the **'Sci-Fi Arsenal/InteractiveDemo/Scenes'** folder into the Build Settings, open one of the scenes and press Play. While in the Game window you can click through the in-game button row at the bottom to navigate to the different scenes.

Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, certain elements of the effects may appear to be stretched.

The effects in Sci-Fi Arsenal uses almost entirely **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

In some cases you may have to change the scale and settings for Trail Renderers, Audio Sources and Lights manually.

Extras

In the **'Sci-Fi Arsenal/Sci-Fi Effects/Scripts'** folder you can find some helpful scripts that may aid you customizing the effects further.

- **SciFiBeamStatic** - A scripted beam effect. Uses effects from the **'Prefabs/Combat/Beam/Setup'** folder. Apply a Start, End and Beam effect and try out the custom settings.

- **SciFiLightFade** - This lets you fade out lights which are useful for explosions

- **SciFiLightFlicker** - This script will make real-time lights flicker and pulsate

- **SciFiPitchRandomizer** - This script will vary the pitch sound of sound effects to make them less repetitive

- **SciFiRotation** - A simple script that applies constant rotation to an object

Sci-Fi Arsenal also uses some sample textures from [Sci-Fi Textures](#) which is available at the Asset Store!

Upgrading to URP

When you import the asset for the first time, the asset will be using Shaders for the **Built-in Render Pipeline** (often called Standard). If you are planning to work in Standard, upgrading is not necessary.

Before upgrading, make sure your project is configured to use **URP (Universal Render Pipeline)**.

WARNING: Any changes made to original materials and prefabs in the asset folder may be lost when upgrading as certain assets will be overwritten.

To upgrade to URP, locate the **'Sci-Fi Arsenal\Upgrade'** folder, then open (double-click) and Import the bundled **'Sci-Fi Arsenal URP Upgrade'** unitypackage to your project. This will replace all of the Materials in the asset folder, and could make some minor changes to Scenes and Prefabs in the **'Sci-Fi Arsenal/Demo'** folder.

If you accidentally upgraded, you can also revert to Standard materials by reimporting the asset.

FAQ

Q: Can I use this asset in my commercial game?

A: Yes! Most assets from the Asset Store often use the same license. Read more here or check the EULA.

Q: Will this asset be available in HDRP?

A: At the moment it is not planned, but maybe!

Contact

Need help with anything? For the quickest response, please reach me at archanor.work@gmail.com.

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