

Sci-Fi AOE Pack Notes

- To use any effect, simply drag and drop it in your scene, by instantiating it, or any preferred method you choose..
- To modify the size of a particular effect, attach the "VFXScaler" script into the prefab object, adjust the scale as desired, and subsequently, you can safely remove the script without compromising the altered size.
- For optimal appearance, it's recommended to configure the first effect (Aoe_01) to face the camera.
- All scripts, excluding those specific to the demo scene, include commented explanations clarifying their functionalities and operations.
- Each effect includes four distinct themes along with one editable version, providing a variety of visual options to choose from.
- The normal versions utilize fewer materials by leveraging packed textures for optimized performance and efficiency.
- The editable version employs separate materials and textures to facilitate easier editing, enhancing flexibility and customization options.
- A video tutorial demonstrating the setup process for Aoe_06 can be found [here](#).

Included scripts :

Script Name	Usage
CameraController	Demo Scene.
ParticleSpawner	

VFX Scaler	Dynamically scaling the particle system in proportion to its parent's scale.
ObjectFormation	To instantiate the formation object (Aoe_06) and manage its visibility.
ParticleDestroy	Destroy the particle systems once they have completed their lifespan, with an adjustable delay duration configurable in the script inspector.
ParticleOrientation	To align the particle system rotation towards the camera's orientation.
PrefabDestroy	<p>Destroy the prefab after a specified duration, which can be adjusted in the script inspector.</p> <p>This functionality is utilized with Aoe_06.</p>