Important Settings

URP & HDRP

▸ Since explosions include a **point light**, assign all particle system components to a **separate layer** from the light and **exclude that layer** from the **light's culling mask**. This prevents the light from **interfering with the explosions**, ensuring it only illuminates the surrounding environment. If lights are not required, you can disable them completely.

URP Only

▸ Make sure to enable the "**Opaque Textures**" option inside the **Universal Render Pipeline Asset**, otherwise the initial distortion effect of the explosions will not work.

HDRP Only

▸ To make 6D lighting work on HDRP, you need to **attach** the "**LightDataToShader**" script inside the script folder to **all the lights** in your scene.

Contacts

If you have any questions, need support, or want to provide feedback on the Explosions pack, feel free to contact me directly:

✉ ▸ Email: **davide.mezzaqui01@gmail.com**

▸ Discord: **davide_mezzaqui**