Pack includes prefabs of main effects + prefabs of collision effects (\Assets\OrdosFX\Magic Circles FX\Prefabs).
Support platforms:
 All platforms (PC/Consoles/VR/Mobiles)
 All effects tested on Oculus Rift CV1 with single and dual mode rendering and work perfect.
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NOTE:
 If you want to use posteffect for PC like in the demo video:
 1) Download unity free posteffects
 https://assetstore.unity.com/packages/essentials/post-processingstack-83912
 2) Add "PostProcessingBehaviour.cs" on main Camera.
 3) Set the "PostEffects" profile. (path "Assets\OrdosFX\Magic Circles FX\PostEffects.asset")
 4) You should turn on "HDR" on main camera for correct posteffects.
 If you have forward rendering path (by default in Unity), you need disable antialiasing "edit->project settings->quality->antialiasing"
 or turn of "MSAA" on main camera, because HDR does not works with msaa. If you want to use HDR and MSAA then use "MSAA of post effect". It's faster then default MSAA
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Using effects:
Simple using (without characters):
 1) Just drag and drop prefab of effect on scene and use that (for example, bufs or projectiles).
Using with characters:
 1) You can use "animation events" for instantiating an effects in runtime using an animation. (I use this method in the demo scene)
 https://docs.unity3d.com/Manual/animeditor-AnimationEvents.html
 2) You need set the position and the rotation for an effects.

For using effects in runtime, use follow code:
 "Instantiate(prefabEffect, position, rotation);"