Fireworks

A Game-Ready Asset by **OccaSoftware**
Version 1.1

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Introduction

Fireworks is an easy-to-use, artist-friendly, and feature-rich shader and VFX package that enables you to achieve realistic Firework rockets and explosions in your scenes.

This package includes a Firework prefab, a demo scene, a Visual Effect Shader Graph, and a Visual Effect Asset for use with the Visual Effect Graph package in **Universal Render Pipeline** or **High Definition Render Pipeline**.

Includes
- Prefabs
    - Firework VFX
- Shader Graphs
    - Firework Particle Shader Graph
- Visual Effect Assets
    - Firework Rocket + Explosion Visual Effect Graph Asset
- Scenes
    - Demo Scene

Features

1. **Plug-and-play:** Drag and drop the complete prefab into your scene with limited set-up. The effect plays automatically when the game object is instantiated.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.

3. **Customizable:** Configure the Firework Visual Effect with 16 different properties, including color, velocity, size, and turbulence of the rocket core, explosion, and trailing sparkles.

Using this in a project?
I'd love to feature your work using this Shader on my Twitter @occasoftware. Just reach out :)

Support
Please reach out to hello@occasoftware.com or on Twitter [@occasoftware](https://twitter.com/occasoftware) for any support including questions, bug reports, feedback, etc.

How to Use

1. Confirm that you are using **Universal Render Pipeline** or the **High Definition Render Pipeline**.
2. Import **Visual Effect Graph** into your project.
   a. Select Window -> Package Manager -> Unity Registry.
   b. Search for **Visual Effect Graph.**
   c. Click **Download**, then **Import.**
3. Import the Fireworks Unity Package
4. Drag-and-drop the "**Firework VFX**" Prefab into your scene.
5. Customize that instance of the **Firework VFX Prefab**.
   a. Select the instance of the prefab in your scene, then right click and select **Unpack Prefab Completely**.
   b. Adjusting the settings in the **Properties** panel within the **Visual Effect** component.
   c. Drag and drop the new version of your Firework VFX into your **Prefabs** folder to make a prefab out of it.
6. Customize the Sounds
   a. Change the audio source file included in the child SFX object of the Firework.
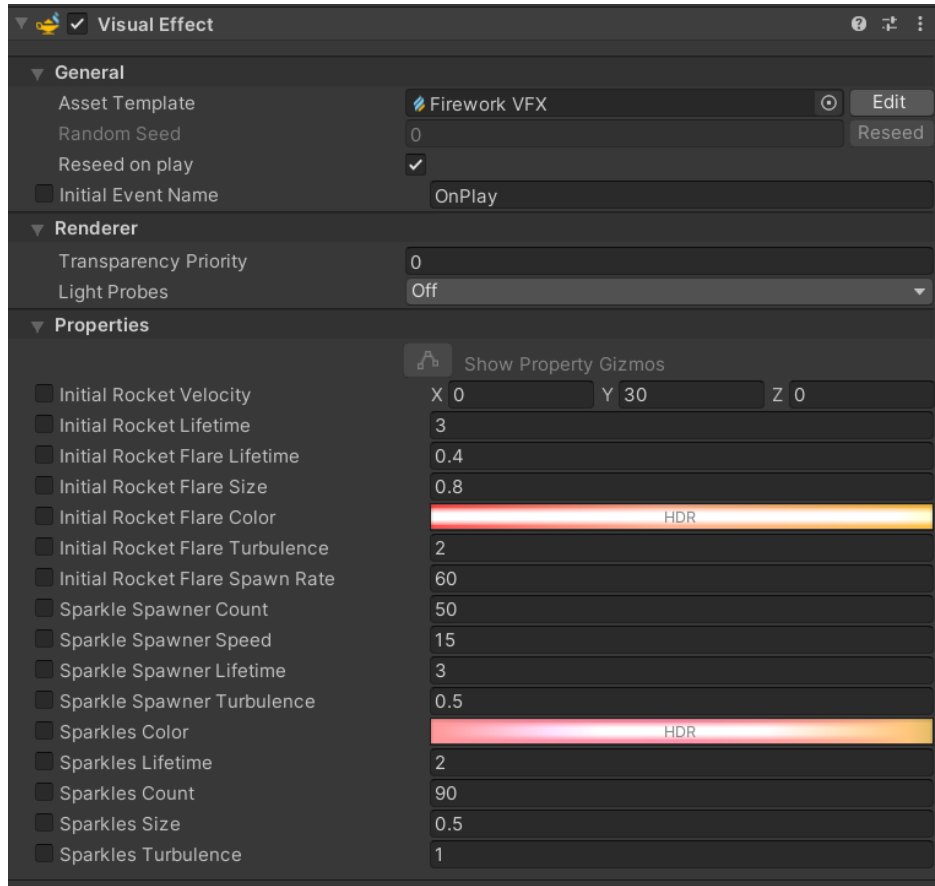
Thank you for your download!

Thank you for using our game assets for Unity.

Listening to you and learning how we can improve is important to us, and your feedback helps us create better experiences for you and other developers in the future.

We would greatly appreciate it if you could take 5 minutes to leave a review on the Asset Store.

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Sincerely,
The OccaSoftware Team