

Unity Asset Store license

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When you purchase this asset, you get a license to use effects, models, textures, scripts, shaders, materials and sounds based on the Unity Asset Store license.

License does NOT apply to contents of "Demo scene" folder! It's also mean that asset support doesn't apply to animations and scripts that are used in the demo scene, but you can use scripts under the standard Asset Store license.

Using

1. Scripts

1) HS_CameraShaker. This script can be used only for shaking objects.

You can call it from another script:

```
Main body:  
private HS_CameraShaker cameraShaker;  
function:  
cameraShaker = hitCollider.GetComponent<HS_CameraShaker>();  
StartCoroutine(cameraShaker.Shake(amplitude, frequency, duration, timeRemaining));
```

timeRemaining is a delay before shaking.

You need add this script to your GameObject and make 'object to shake' parent to 'object with this script'.

2) HS_ShakeOnCollision. Demo script for shaking objects when hit by an explosive wave that changes size with a curve.

2. Light

When using light sources in effects with HDRP, problems may arise on the stage. If you find a bug, you need to remove the light source from effect prefab.

3. Shaders

3.1) The "Use depth" on the material from the custom shaders is the Soft Particle Factor.

3.2) You can change the cutoff in all shaders (except Add_CenterGlow and Blend_CenterGlow) using (Uv0.Custom.xy) in particle system.

4. Universal Render Pipeline (URP) and High Definition Render Pipeline (HDRP)

Just import package from "URP and HDRP packages" folder.

5. Post Processing

If you want to use post-effect like in the demo video:

You can use default Post Processing from **Package manager**. Download Post Effects throw Package manager and enable "Bloom". Or you can use any other "Bloom". But best to use Post Processing v1 (deprecated) from Asset Store because of standard PP makes all scene gray.

You should turn on "HDR" on main camera for correct post-effects. (bloom post-effect works correctly only with HDR)

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 than default MSAA and have the same quality.

And there are a couple of free ones in the Unity Asset Store.

Support email

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P.S. I really need your feedback in the Asset Store because every 150th buyer left the review.