VFX GRAPH MUST BE INSTALLED BEFORE USING THE ASSET .

HOW TO USE?

Drag and Drop "BowandArrow" Prefab into scene.

In the inspector assign an arrow to the arrows array.

Enter play mode and press "Space" to test.

SHADERS:

Trails_Shader:

Color_01: Gradient's First color of trail

Color_02: Gradient's second color of trail

Texture Speed: Scroll Speed of texture

Dissolve Amount: Dissolve Amount of Texture

Dissolve Speed: Dissolve Speed of texture

VFX GRAPH:

1. Arrows_Graph

ArrowLife: Lifetime of Arrow

Arrow Color: Color of the Arrow

SmokeColor: Color of the Smoke

Arrow: Mesh of Arrow

2. Muzzle

MuzzleColor: Main color of Muzzle

3. Impact
   Color_01: Main Color of Impact