

STYLIZED EXPLOSION EFFECTS 1

Documentation v1.1

Stylized Explosion Effects 1 is a package containing 5 game ready, unique effects with great performance and optimized for mobile.

The following builds were made using **URP** Template. To see how the effects look on Standard Render Pipeline, please watch the video.

Download [PC Demo 1](#)

Download [PC Demo 2](#)

Download [Android Demo](#)

Compatibility:

- ✓ [Standard Render Pipeline](#)
- ✓ [Universal Render Pipeline](#)

Features:

- **NEW!** Added URP Template version 7.1.8 for Unity 2019.3.x.
- 5 unique explosion effects, each having different behaviour and color variations (except the blood and toxic explosion which share the same color but with different behaviour) with a total of 46 explosions.
- Misc folder which contains 10 smaller effects like flares, fire, blast etc, having different behaviours and colors with a total of 30 effects.
- Every effect can be resized from the Transform Panel.
- A total of 75 optimized and game ready effects.

Content:

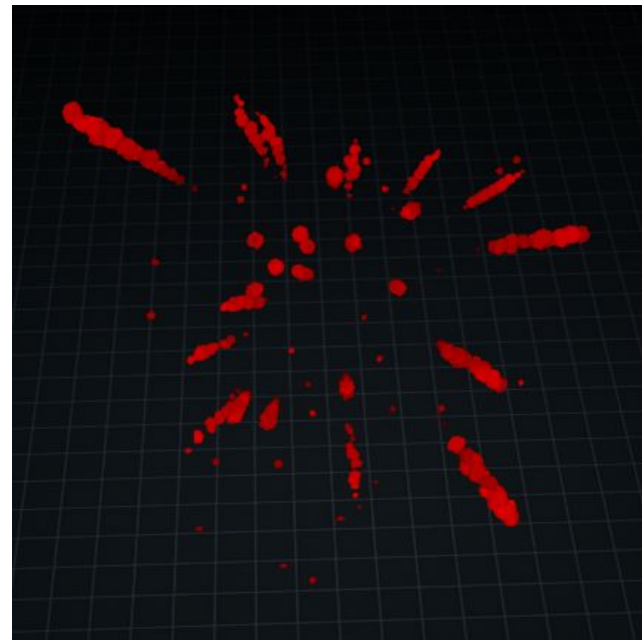
- 2 Demo Scenes for Unity Standard
- 1 Grid
- 9 Aerial Explosions
- 3 Special Aerial Explosions
- 3 Blood Explosions
- 1 Special Blood Explosion
- 9 Cluster Explosions
- 3 Special Cluster Explosions
- 9 Generic Explosions
- 3 Special Generic Explosions
- 3 Toxic Explosions
- 1 Special Toxic Explosions
- 6 Aerial Smoke Blast
- 3 Cluster Aerial
- 3 Cluster Blast
- 3 Fire Effects
- 6 Flame Trails
- 6 Flares
- 3 Smoke Blasts
- 3 Sparkle Blasts
- 7 Materials
- 10 Shape Meshes
- 17 Textures
- 5 Scripts
- New Additive Shader compatible with URP

01 | HOW TO USE

UNITY STANDARD

Post Processing Stack

1. To achieve the camera effects presented in our screenshots, you will need to import Post Processing Stack 2 in your project by using the [Package Manager](#).
2. In StylizedExplosionEffects1 > Scenes > Profiles, you can find the profile used in screenshots. Add it on the PostProcessing Object founded in Hierarchy.



URP TEMPLATE

For URP template you need Unity 2019.3.0 or higher.

Import Steps:

1. Create an empty project using the URP Template.
2. Go to Windows > Package Manager and select Universal RP.
 - For Unity 2019.3.x, update the Universal RP to version 7.1.8 or above.
3. Import Stylized Explosion Effects in the project.
4. Import URP Template from the SRP folder in the project.

Don't forget to use the Post Processing for URP. You can find it in the **Scenes/Profiles/Stylized Explosion Effects 1 URP**. The effects should look something like this:



03 | UPDATES

- Added URP Template version 7.1.8 for Unity 2019.3.x.
- Adjusted the smoke trails lifetime for the Cluster and Aerial Explosions to disappear faster after the explosion is triggered.
- New Demo Scene.

02 | LINKS

- Facebook: <https://www.facebook.com/Fxified/>
- Asset Store: <https://assetstore.unity.com/publishers/46856>
- Youtube: https://www.youtube.com/channel/UCZYus_oN6FdVH1I_rORJ4vw
- ArtStation: <https://www.artstation.com/ovidiuvladut>
- Contact: [mailto: fxified@gmail.com](mailto:fxified@gmail.com)

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