

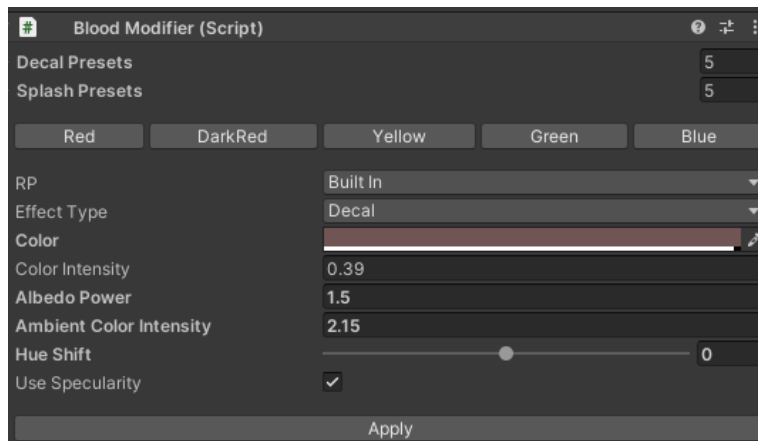
Blood Effects Pack

Description

Enhance your game with the *BloodEffectsPack*! This versatile asset pack includes blood splashes, decals, and gut 3D meshes, offering both realistic and stylized effects. Customize colors and details to fit your unique style and bring a dynamic edge to your scenes. Perfect for adding depth and impact to your projects!

Scripts

BloodModifier.cs



An editor script for detecting shared materials in the hierarchy and applying material preset parameters for different blood color configurations.

DecalPresets:

An array of ScriptableObject containing material preset parameters for various blood color configurations used in blood decals.

SplashPresets:

An array of ScriptableObject containing material preset parameters for various blood color configurations used in blood splashes.

RP:

Current Render Pipeline.

EffectType:

Defines whether the game object is a decal or a splash.

PresetButtons:



Loads the material preset when clicking the buttons.

Color:

Color material property value applied when the Apply button is clicked.

ColorIntensity:

ColorIntensity material property value applied when the Apply button is clicked.

AlbedoPower:

AlbedoPower material property value applied when the Apply button is clicked.

AmbientColorIntensity:

AmbientColorIntensity material property value applied when the Apply button is clicked.

HueShift:

HueShift property material value applied when the Apply button is clicked.

UseSpecularity:

UserSpecularity material property value applied when the Apply button is clicked.

GravityScale:

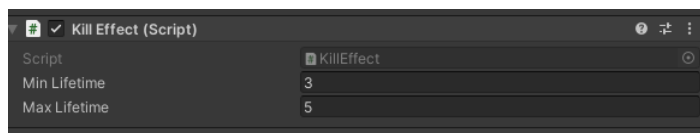
Particle gravity scale value applied when the Apply button is clicked.

ApplyButton:



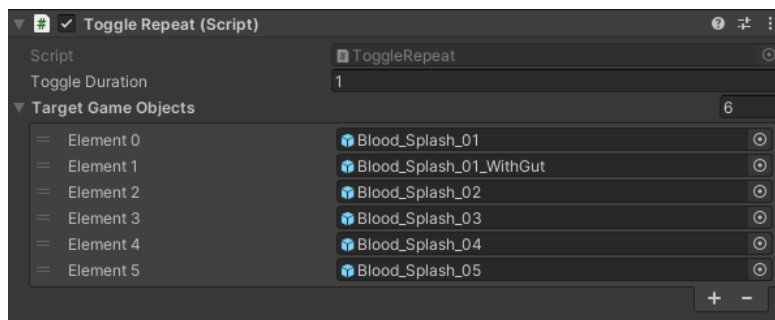
Applies material property configurations to all detected shared materials in the hierarchy.

KillEffect.cs



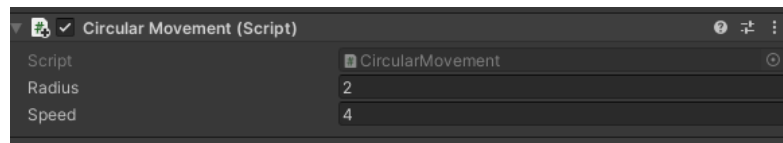
Kills the game object after a random duration between the minimum and maximum lifetime values.

ToggleRepeat.cs



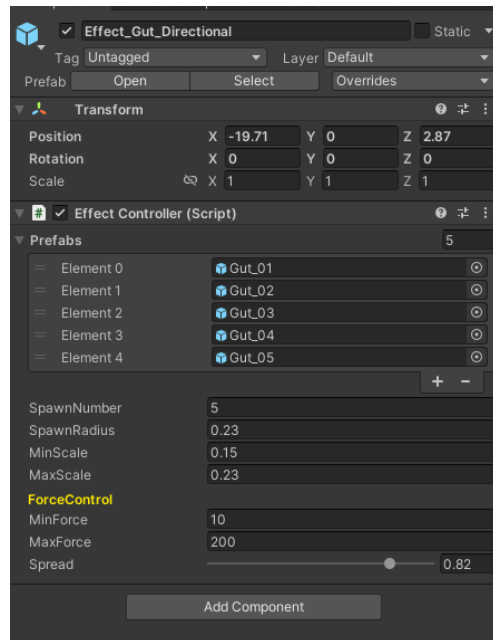
Toggles the active states of target game objects for the duration specified by the ToggleDuration property. Used for demonstration purposes.

CircularMovement.cs



Moves the game object in a circular path. Used for demonstration purposes.

EffectController.cs



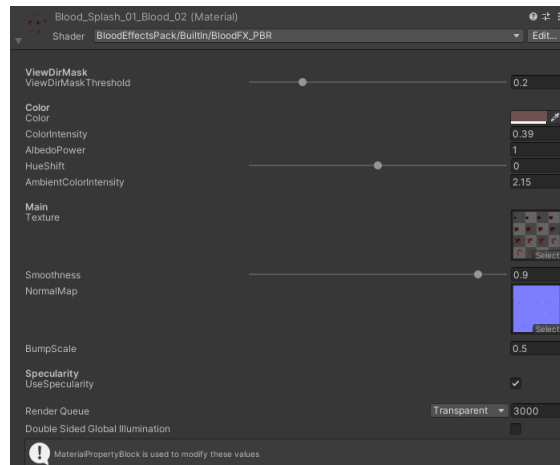
Used for spawning gut meshes and applying forces.

Prefabs:

List of prefabs that will be used for random spawning:

Shaders(Built-In)

BloodEffectsPack/BuiltIn/BloodFX_PBR



ViewDirMaskThreshold:

Threshold to control masking of faces that are close to perpendicular to the view direction.

Color:

Tint color applied to the main texture.

ColorIntensity:

Adjusts the intensity of the Color parameter.

AlbedoPower:

Applies the power operation to the albedo, defined as $pow(albedo, AlbedoPower)$

HueShift:

Adjusts the HueShift.

AmbientColorIntensity:

Adjusts the intensity of the ambient color.

Texture:

Assigns the main texture.

Smoothness:

Controls the smoothness of the surface.

NormalMap:

Assigns a tangent space normal map.

BumpScale:

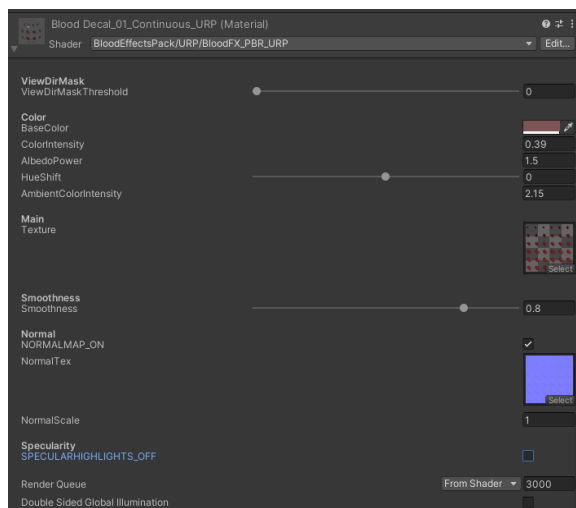
Adjusts the intensity of the normal map.

UseSpecularity:

Toggles the material's specularity.

Shaders(URP)

[BloodEffectsPack/URP/BloodFX_PBR_URP](#)



ViewDirMaskThreshold: Threshold to control masking of faces that are close to perpendicular to the view direction.

BaseColor:

Tint color applied to the main texture.

ColorIntensity:

Adjusts the intensity of the Color parameter.

AlbedoPower:

Applies the power operation to the albedo, defined as
 $\text{pow}(\text{albedo}, \text{AlbedoPower})$

HueShift:

Adjusts the HueShift.

AmbientColorIntensity:

Adjusts the intensity of the ambient color.

Texture:

Assigns the main texture.

Smoothness:

Controls the smoothness of the surface.

NORMALMAP_ON:

Toggles the material's normal map feature.

NormalTex:

Assigns a tangent space normal map.

NormalScale:

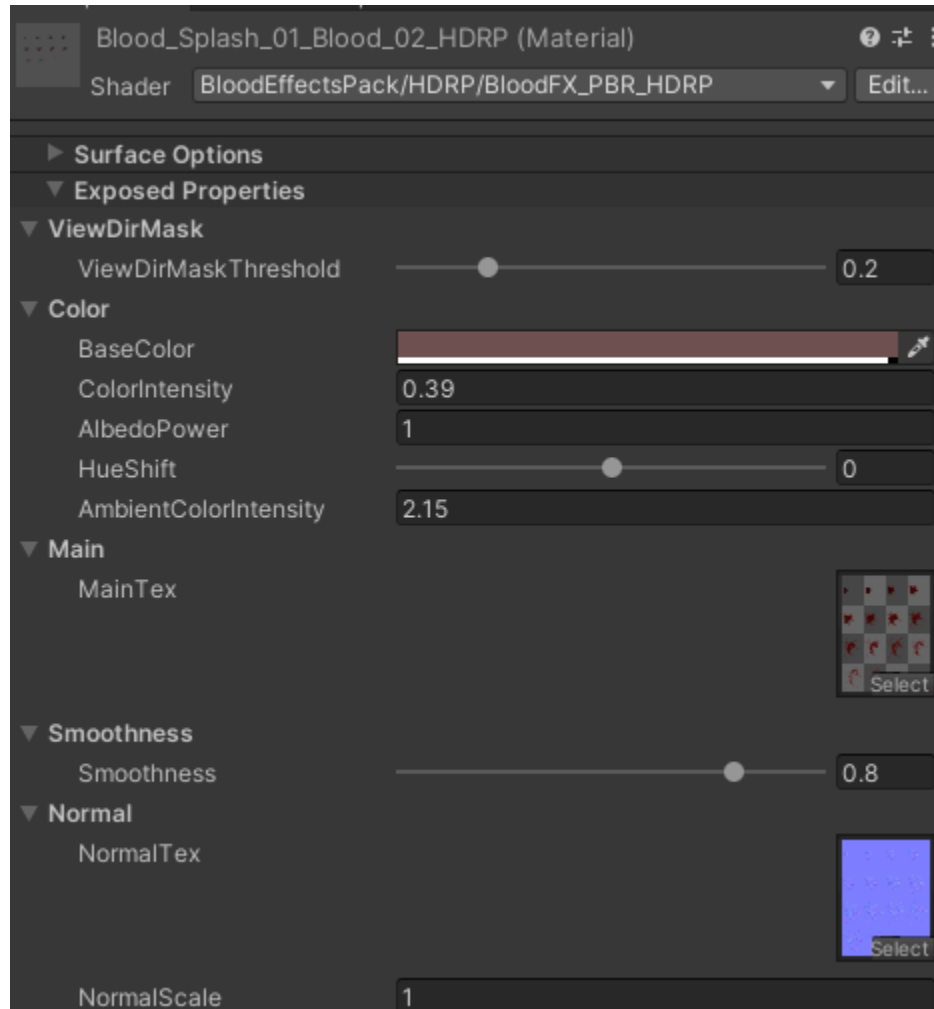
Adjusts the intensity of the normal map.

SPECULARHIGHLIGHTS_OFF:

Toggles the material's specularity.

Shaders(HDRP)

BloodEffectsPack/HDRP/BloodFX_PBR_HDRP



ViewDirMaskThreshold: Threshold to control masking of faces that are close to perpendicular to the view direction.

BaseColor:

Tint color applied to the main texture.

ColorIntensity:

Adjusts the intensity of the Color parameter.

AlbedoPower:

Applies the power operation to the albedo, defined as $\text{pow}(\text{albedo}, \text{AlbedoPower})$

HueShift:

Adjusts the HueShift.

AmbientColorIntensity:

Adjusts the intensity of the ambient color.

MainTexture:

Assigns the main texture.

Smoothness:

Controls the smoothness of the surface.

NormalTex:

Assigns a tangent space normal map.

NormalScale:

Adjusts the intensity of the normal map.