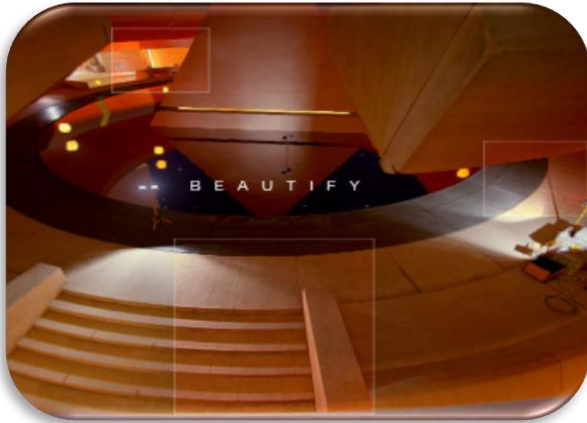


Don't miss these other cool assets brought to you by **kronnect**

## BEAUTIFY



**Beautify** is an acclaimed full-screen image processing effect that **improves the image quality in real time producing incredibly crisp and vivid scenes.**

In addition to this unique image enhancement filter, you will find in Beautify additional effects like high quality Bloom, dirty lens effect, vignetting, night & thermal vision and more!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/beautify-61730?aid=1101IGsd>

## DYNAMIC FOG & MIST

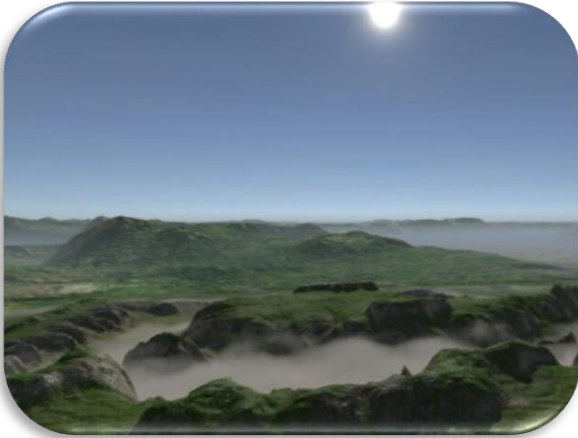


**Dynamic Fog & Mist** is a full-screen image effect that adds live, moving Fog, Mist and Sky Haze to your scenes making them less dull and boring.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/dynamic-fog-mist-48200?aid=1101IGsd>

## VOLUMETRIC FOG & MIST



**Volumetric Fog & Mist** is the enhanced version of **Dynamic Fog & Mist** (which is also included in the package) and has been designed to provide a better looking fog and **cloud formations with support of lighting and glow effects**.

It's feature rich with options like fog of war, Sun tracking, better transparent and sprite support, sun shafts and more.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/volumetric-fog-mist-49858?aid=1101|Gsd>

## WORLD POLITICAL MAP SERIES



**World Political Map** series is a collection of professional mapping assets for Unity (2D and Globe Editions). Used by many companies and agencies across the world to visualize data, resources, interact with the user, etc.

**Get it on the Asset Store (Globe Edition):**

<https://assetstore.unity.com/packages/tools/gui/world-map-globe-edition-41890?aid=1101|Gsd>

**Get it on the Asset Store (2D Edition):**

<https://assetstore.unity.com/packages/tools/gui/world-map-2d-edition-43180?aid=1101|Gsd>

## WORLD MAP STRATEGY KIT



**World Political Strategy Kit** is a complete framework for building AAA strategy games, including all world countries and provinces, +7000 cities, cool 3D PBS dynamic viewport for map, hexagonal grid, path-finding, real elevation, and much more.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/templates/systems/world-map-strategy-kit-55121?aid=1101IGsd>

## WORLD MAPS PRO BUNDLE



**World Maps Pro Bundle** is our most complete and professional suite of maps for Unity platform for the best price.

This bundle contains:

- World Political Map Globe Edition
- World Political Map 2D Edition
- World Map Strategy Kit
- World Flags and Weather Icons

Purchase this bundle and save \$\$\$!

<https://assetstore.unity.com/packages/tools/gui/world-maps-pro-bundle-80125?aid=1101IGsd>

## COMPASS NAVIGATOR PRO



**Compass Navigator Pro** adds a “Skyrim”-like compass bar to your UI, including smooth fade in/out, various bar designs, +11 icons in two variations (+22 icons) and nice features like beam lights!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/gui/compass-navigator-pro-59519?aid=1101|Gsd>

## X-FRAME FPS ACCELERATOR



**X-Frame FPS Accelerator** provides you extra frames per second in your mobile games (iOS and Android). It takes advantage of the huge screen resolution of these devices to sacrifice some pixels in Exchange of performance with flexible and dynamic quality options.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/camera/x-frame-fps-accelerator-63965?aid=1101|Gsd>

## SHADER CONTROL



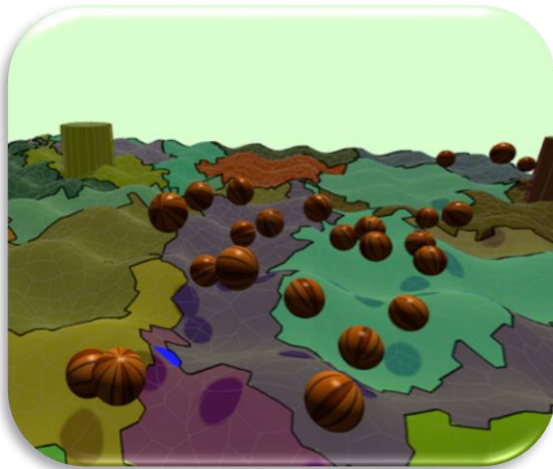
**Shader Control** is a tiny but powerful tool that will allow you to identify and manage shader keywords usage in your project, taking more control over the build size and compilation time.

Quickly locates and helps you disable keywords not needed, learn about the shaders used in your project and their keywords!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/shader-control-74817?aid=1101IGsd>

## TERRAIN GRID SYSTEM



**Terrain Grid System** is an advanced grid generator and territory/cell highlighter/fader for both **Terrain** and **2D** grids.

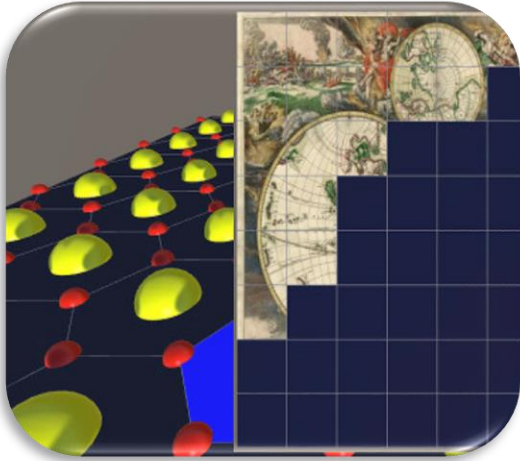
It can generate voronoi, hexagonal and boxed grids dynamically on your terrain, with flexible position options.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/terrain/terrain-grid-system-47215?aid=1101IGsd>



## GRIDS 2D



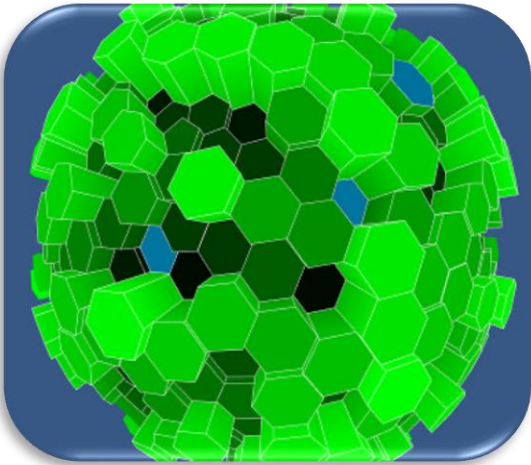
**Grids 2D** is similar to Terrain Grid System but only for flat 2D grids. It's fast, convenient and easy to use.

It can also generate voronoi, hexagonal and boxed grids dynamically on your terrain, with flexible API to integrate with your game.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/sprite-management/grids-2d-59981?aid=1101|Gsd>

## HEXASPHERE GRID SYSTEM



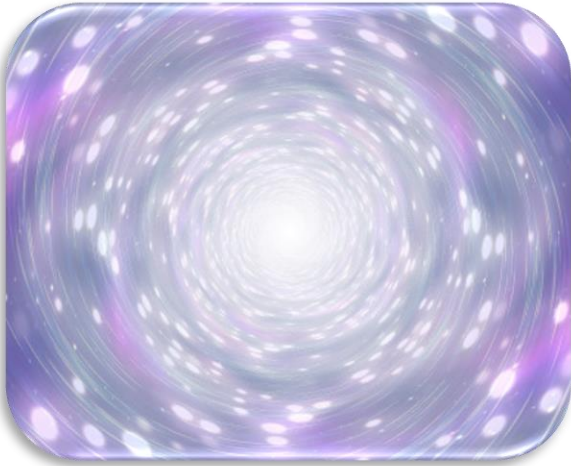
**Hexasphere Grid System** leverages shader technologies like texture arrays and geometry shaders to render hundreds of thousands of interactive and customizable tiles in a spherical/hexagonal grid.

Fully interactive, with VR support and super-fast.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/modeling/hexasphere-grid-system-89112?aid=1101|Gsd>

## TUNNEL FX 2



**Tunnel FX 2** is a full-screen post image effect that creates stunning, colorful 3D animated tunnels. It does not create any real tunnel but just draw the tunnel as a post-effect behind any geometry or UI.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/tunnel-fx-68564?aid=1101Gsd>

## GLOBAL SNOW



**Global Snow** renders your existing scene into a winter landscape with a couple of clicks. Just add a single script to your camera and customize the results.

Supports relief mapping for realistic snow effect + human footprints + terrain marks with automatic collision detection and more!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/global-snow-79795?aid=1101Gsd>

## VOXEL PLAY



**Voxel Play** is a procedural, fast environment based on cubes. It leverages highly optimized code, including geometry shaders and texture arrays, to generate beautiful, rich, vast infinite worlds which can be customized and modified in many ways.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/templates/systems/voxel-play-106618?aid=1101IGsd>

## LIQUID VOLUME



**Liquid Volume** is a powerful and highly customizable shader that simulates realistic and animated liquid containers. Can be used in 3D scenes and 2D UI (demos included).

Liquid Volume is super easy and fun to use: just add the main script to any primitive (sphere, box, cylinder and similar shape models) to convert it into a liquid container!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/liquid-volume-70992?aid=1101IGsd>



## LIQUID VOLUME PRO



**Liquid Volume Pro** includes all features of Liquid Volume and adds additional advanced options plus improved compatibility with more platforms.

Among the new options are multiple liquid layers support, miscible liquids, bubbles, better mesh options and full WebGL support!

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/vfx/shaders/liquid-volume-pro-129967?aid=1101|Gsd>

## HIGHLIGHT PLUS



**Highlight Plus** adds outline, glow and see-through effects to any 3D object in the scene.

It's performant and designed for all platforms, including standard and LWRP rendering pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/particles-effects/highlight-plus-134149?aid=1101|Gsd>

## HIGHLIGHT PLUS 2D



**Highlight Plus 2D** adds outline, glow, see-through and other effects to any sprite in the scene.

It's performant and designed for all platforms, including standard and LWRP rendering pipelines.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/particles-effects/highlight-plus-2d-138383?aid=1101IGsd>

## TRAILS FX



**Trails FX** renders smooth, mesmerizing trails behind moving objects and characters.

It's performant thanks to the use of GPU instancing and use correct transparency order producing a fascinating effect.

**Get it on the Asset Store:**

<https://assetstore.unity.com/packages/tools/particles-effects/highlight-plus-2d-138383?aid=1101IGsd>