

CONTENTS OF THIS FILE

[Introduction](#)

[VFX](#)

[Scripts](#)

[Versions](#)

[Troubleshooting](#)

[Legal Info](#)



INTRODUCTION

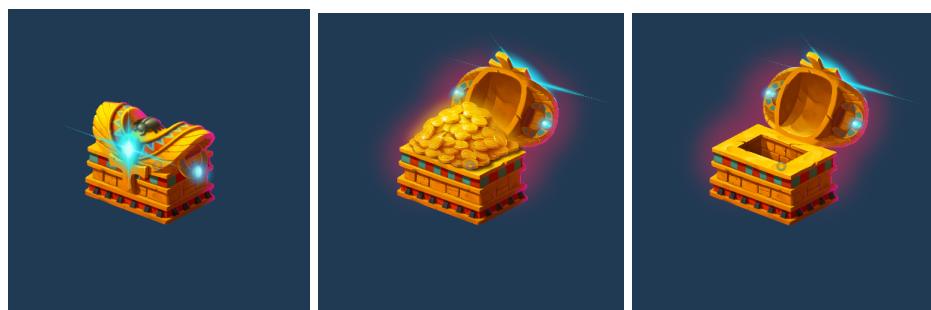
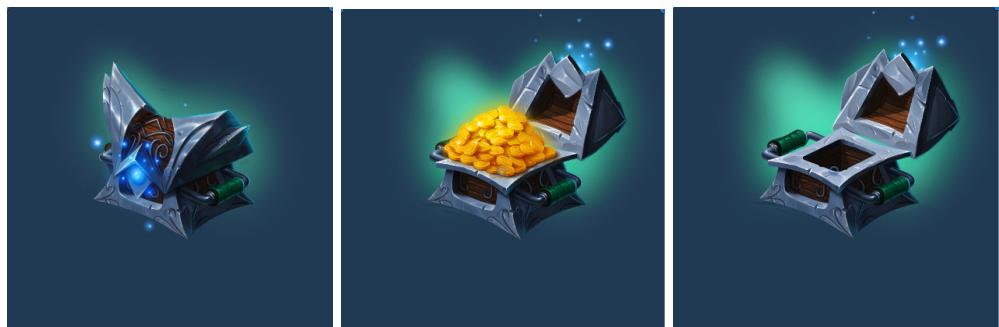
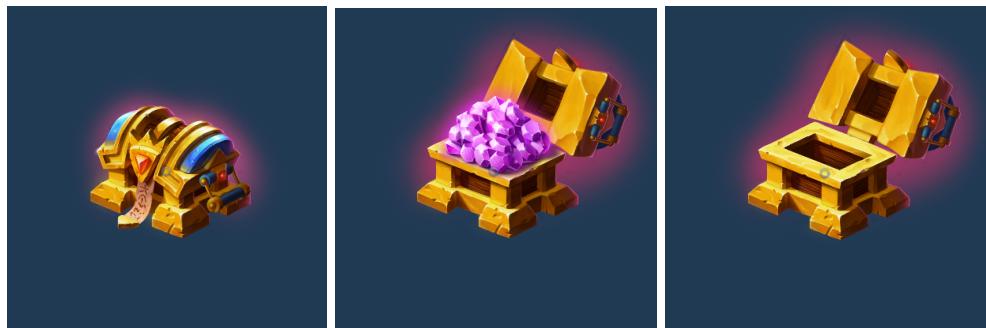
Hand-painted sets of three styled chests (Classic, Fantasy, Sci-fi). AAA quality. High resolution. Demo scenes and previews. Everything is set and ready for use. Includes PSD Files with sorted layers. In version 1.1 we added VFX. **This requires [URP](#) or [HDRP](#) and [ShaderGraph package](#), you can still use all except VFX with other render pipelines.** VFX tested in Unity version **2019.4** but it should work in later versions too. In case you don't plan to use our shaders you can simply delete the VFX folder.

Pack Contains:

- 15 x styled chests in HD (1500x1500) PNG/PSD files.
- 3 states for each chest (closed, opened-empty, opened-loot)
- two types of loot: gold and crystals + grayscale option in case you want to change color.
- Demo Scene









VFX

We created VFX using Unity Shader graph and a built-in particle system, this makes them easy to use and implement into your project. There are two types of VFX in this pack one is for chest outer glow, and the second one is for loot (gold and crystals). All parts of the VFX are set in the corresponding folder:



In case you don't plan to use the VFX from this pack, or you are using a render pipeline that is not supported we recommend deleting the VFX folder.

VFX list:

Glow_1 - is using a particle system and Shader Graph shader. You can customize glow texture via shader, and glow colors via particle system properties.

Glow_2 - is using a particle system and Shader Graph shader. You can customize glow texture, rays color, strength, and speed via shader. Glow colors can be changed via particle system properties.

Glow_3 - is using a particle system and Shader Graph shader. You can customize glow texture, rays color, strength, and speed via shader. Glow colors can be changed via particle system properties.

Glow_4 - is using a particle system and Shader Graph shader. You can customize glow texture, effect scale, distortion strength, and speed, burning strength in the shader options. Glow colors can be changed via particle system properties.

Glow_5 - is using a particle system and Shader Graph shader. You can customize glow texture via shader, and glow colors via particle system properties.

Glow_6 - is using a particle system and Shader Graph shader. You can customize glow texture via shader, and glow colors via particle system properties.

Glow_8 - is using a particle system and Shader Graph shader. You can customize glow texture via shader, and glow colors via particle system properties.

CrystalGlow - is using a particle system and Shader Graph shader. You can customize glow texture, rays color, strength, and speed via shader. Glow colors can be changed via particle system properties.

GoldGlow - is using a particle system and Shader Graph shader. You can customize glow texture, effect scale, distortion strength, speed, burning strength via shader. Glow colors can be changed via particle system properties.

SCRIPTS

NavManager - simple script, that allows you to switch chests in the demo scene.

VERSIONS

1.0 First release

1.1

- Project Updated to URP
- VFX added (please note shaders works only in URP or HDRP).
- Glow VFX can adjust some properties like color, intensity, etc.
- Added separated loot assets (gold, crystals)
- Added grayscale options for loot - now you can change their color using sprite settings.
- Added PNG version with no glow.
- Added a few missing sprites
- Replaced classic chests to fit the size of other chests

2.0

- Added three new Sci-Fi Chests(Please note currently these three chests don't have VFX, but we are working to add them soon).

TROUBLESHOOTING

If you have any problems or suggestions please feel free to contact our team at
info@moon-t.com or fill out the contact form at moon-t.com



Make Sure to follow us on social media:

[Facebook](#)

[Instagram](#)

[Twitter](#)

And check our other Assets:

<https://assetstore.unity.com/publishers/19428>

LEGAL INFO

It was hard work to create this pack, so you are allowed to use it in your projects only if you purchased it at Unity Asset Store or other legal stores. Otherwise, you are not allowed to use this pack since you are:

- A) Breaking the law.
- B) You are stealing other people's hard work.

COMMISSION WORK

Does your game need some fancy art? We can help you with that. Our artists can draw in different styles to fit all of your desires. Game art is our life, so we will do our best to meet your expectations.

Have questions drop us an email at info@moon-t.com
or contact our manager in Discord: **7p#9677**