

Load the Rocket_Launch_VFX.unity scene for an example setup of all the Rocket Launch VFX. Alternatively, to set the VFX up for your own rocket, make your rocket a child of the Rocket_With_Anim prefab in your scene, then make sure this Prefab is hooked up in the "Rocket Launch Anim" slot in the Rocket_Launch_VFX script (select the Rocket_Launch_VFX in the hierarchy window, then drag the Rocket_With_Anim prefab - also in the hierarchy window - into the Rocket Launch Anim slot in the Inspector window)

Click the left mouse button in the (in the Game window) to launch the rocket. There's several parameters to control the launch timings - select the Rocket_Launch_VFX prefab to see these in the Inspector window; "Start Delay" is a delay in seconds before the engine's fire. "Engine Warmup Time" is how long before the rocket actually lifts off. Finally, the "Launch End Timer" is how long the launch smoke keeps spawning.

To add shake to your camera, simply make the camera a child of the Camera_Shake_Node prefab. Also note there's several flame VFX for your rocket in the Jet_Engine_VFX prefab.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com