



# Vefects: Slime VFX

Dive into the immersive world of dynamic slime with our comprehensive VFX pack tailored for Unity!

From bubbling puddles to oozing blobs, from playful splatters to menacing tendrils, our meticulously crafted VFX elements seamlessly integrate into any Unity project, enhancing both visual fidelity and player engagement.

Includes Sound Effects too!

To customize your own slimes, duplicate one of the prefabs, rename it (same for the materials you'll be adjusting) and adjust colors, size, timings, positions etc. This can be applied for particles, animated slime prefabs, etc.

Pretty straightforward.

Beware, there's no actual functionality or game logic inside the pack, it's an art based pack for you to use with your own game logic, so stuff like a projectile being shot, travelling, exploding and hurting a target is something each user will do on their own based on the needs of their project, as it's impossible for us to code anything else than just something functional for demo purposes, taking into account that we can't know each user's needs nor project game logic to hook those behaviours up.

The pack is pretty simple to grasp, but if you've got any other questions, contact us.

Have some slimy fun! :)

**Join our Discord server!**

**<https://discord.gg/VeRbY8kMaD>**

For more info about our products, feel free to **contact us** at:

<https://vefects.com/>

<https://www.instagram.com/vefects/>

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<https://www.youtube.com/channel/UCC8Ookxa2TOdCoKRT4wLcbA/videos>