

Magic Spells FX Pack

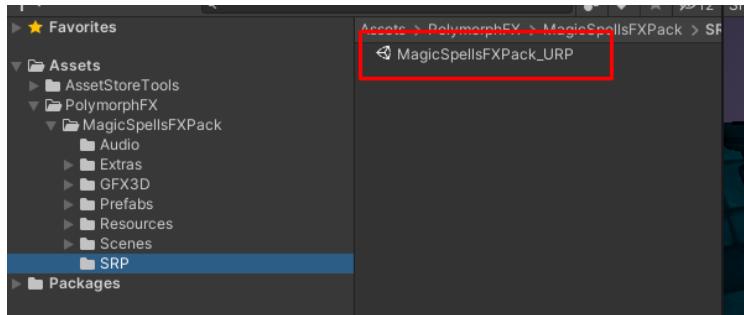
Documentation v1.01

It is highly recommended to start a new project before importing the package into your project.

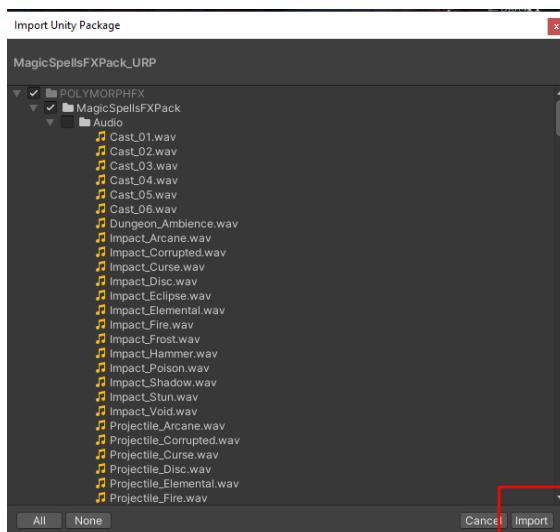
Render Pipeline

If your project uses **Unity Built-in Render Pipeline**, you can jump to the next step.

If your project is on **Universal Render Pipeline**, all you need to do is to import the **package** found in **POLYMORPHFX > MagicSpellsFPack > SRP**.



Double click on it and select Import.

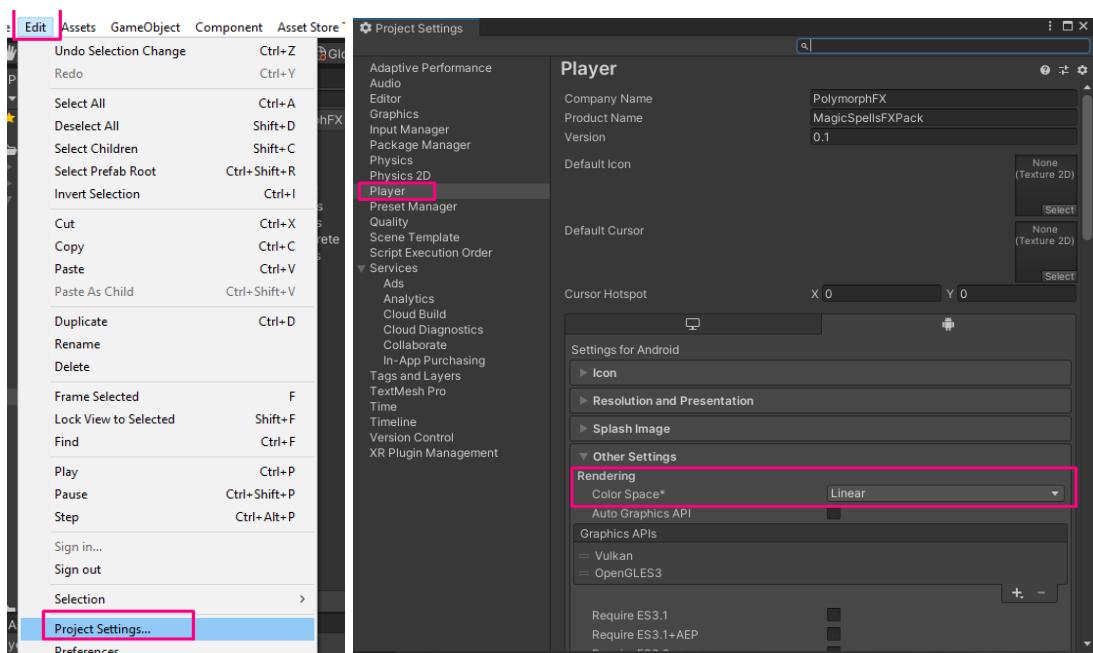


Project Setup

In order to achieve the same visuals as shown on the promo video and screenshots, we need to change some settings.

Let's start with the **Coloring Space** which needs to be set on **Linear**.

To achieve that, go to **Edit > Project Settings > Player > Other Settings > and change the Color Space* under the Rendering Tab to Linear.**



If you did this correctly, the **Scene** should look like the right picture of the screenshot.



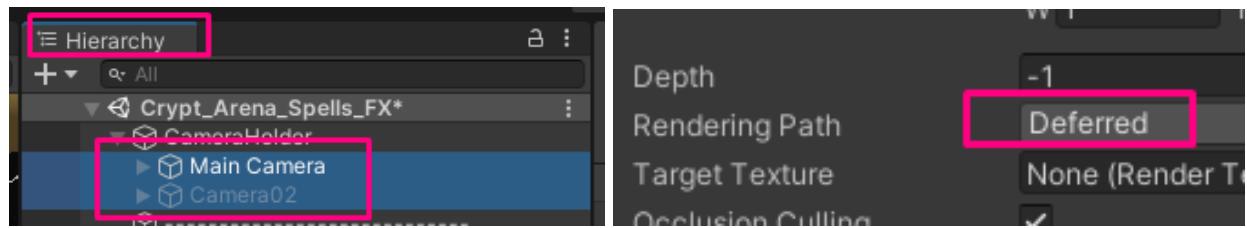
Camera Settings

If you are using **built-in** do the following

Set the **Camera** to **Deferred** Rendering Path by selecting the **Main Camera** and **Camera02** from the **CameraHolder** Empty Object in the **Hierarchy**.

Now select both Cameras, and change the **Rendering Path** to **Deferred**, in the **Inspector**.

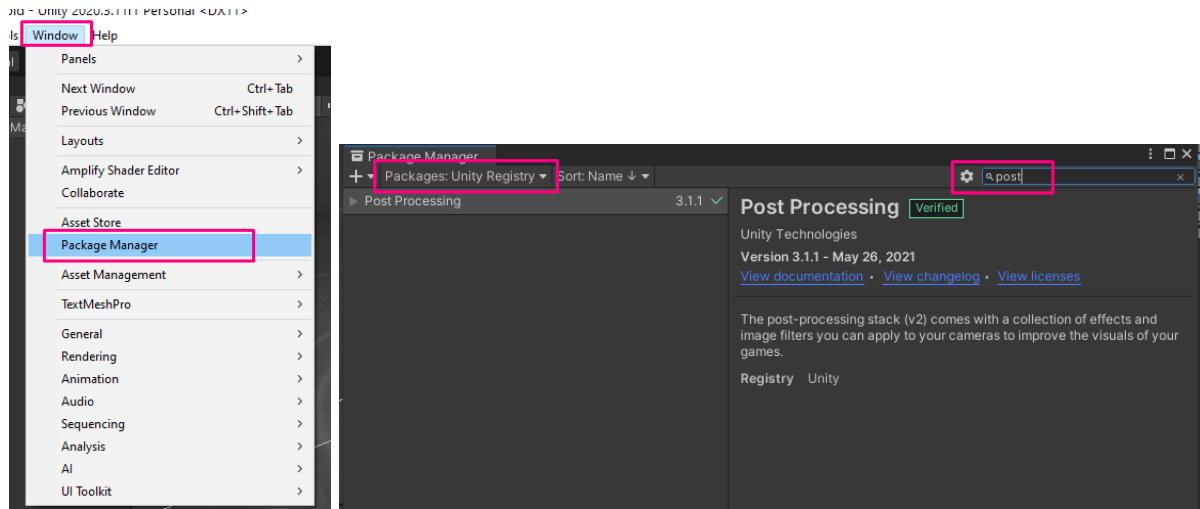
Do this in both of the scenes.



Post Processing

Now that everything is set up properly, let's import the Post Processing package, so we can benefit from it by beautifying our project even more.

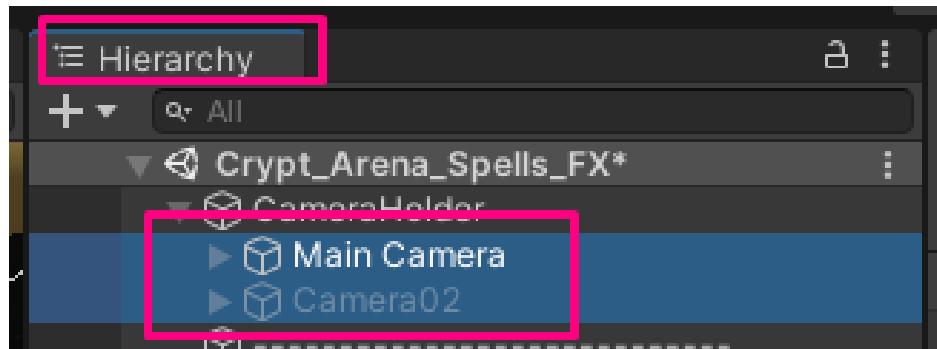
In order to do that, go to **Window > Package Manager > Select Unity Registry >** and write post processing in the search box.



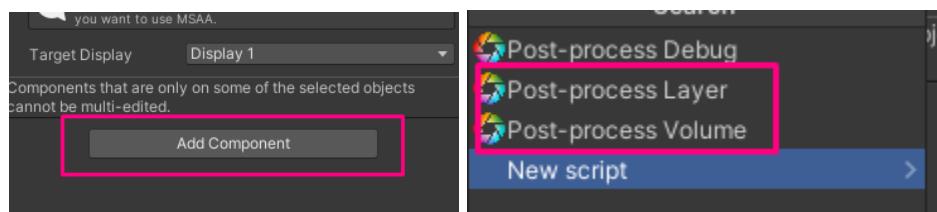
Press **Install**, and after that **Import**.

Now that we have **Post Processing** installed, let's set it up by doing the following:

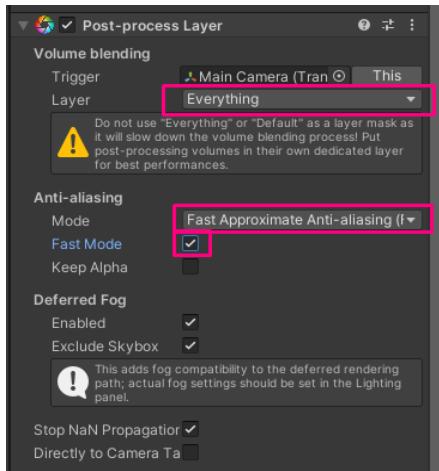
Select **Main Camera** and **Camera02** from Hierarchy



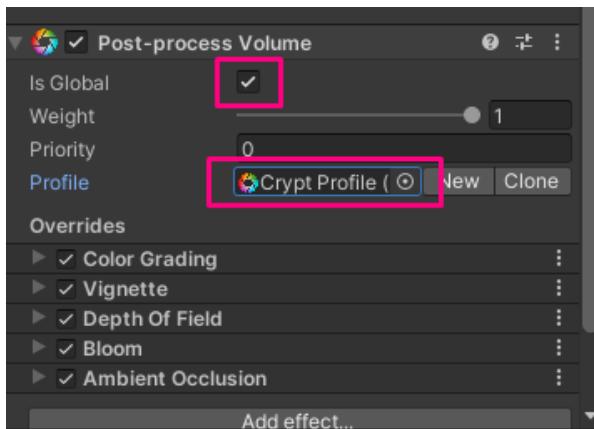
Press on **Add Component** in the **Inspector**, and add **Post-process Layer** and **Post-process Volume**.



On the **Post-process Layer**, my settings are as follows.



And here are the settings for the **Post-process Volume**

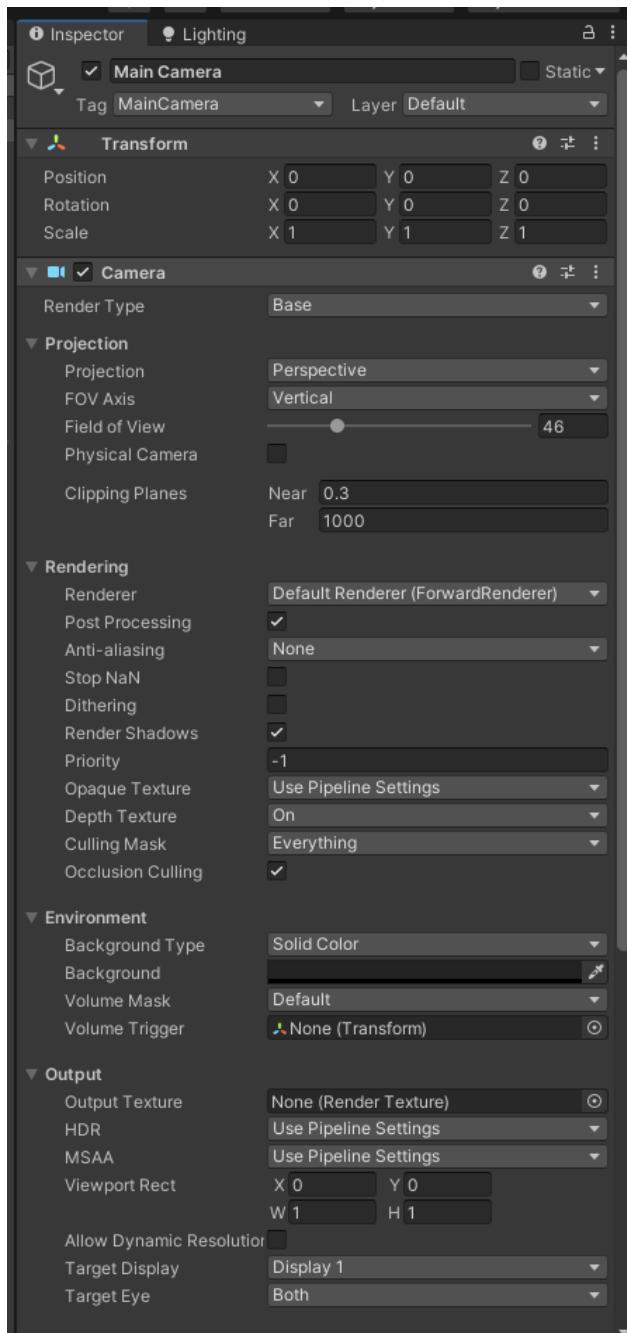


That's it, now the project should look at the right picture of the screenshot.



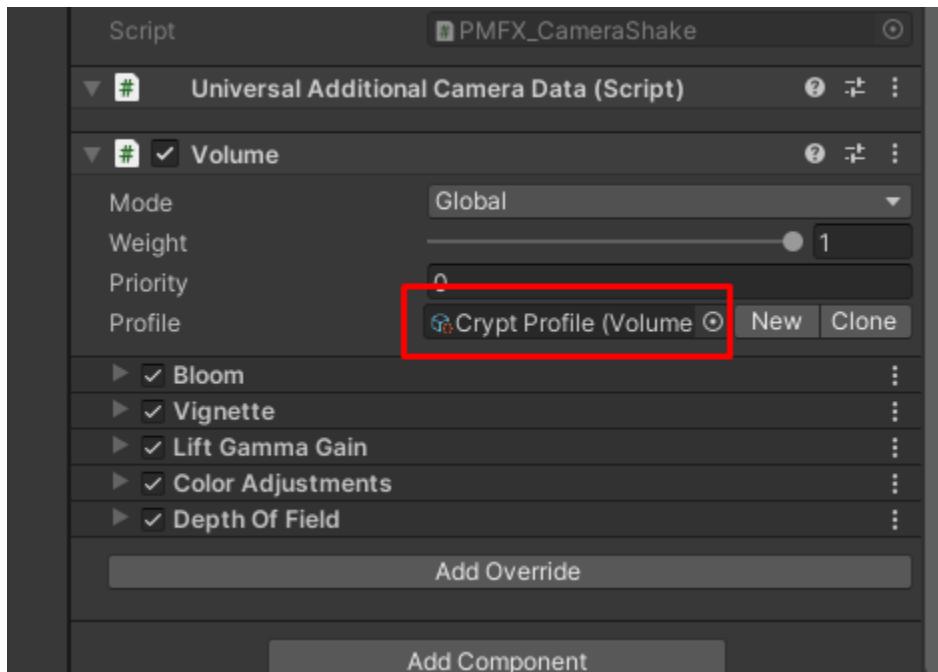
Universal Render Pipeline

Please set the camera like this:



You should have checked **Post Processing** and **Opaque Texture and Depth texture set on ON**.

Now add the Crypt profile on the Volume script from Camera



And that's it, now the package is set up to work with **URP**.

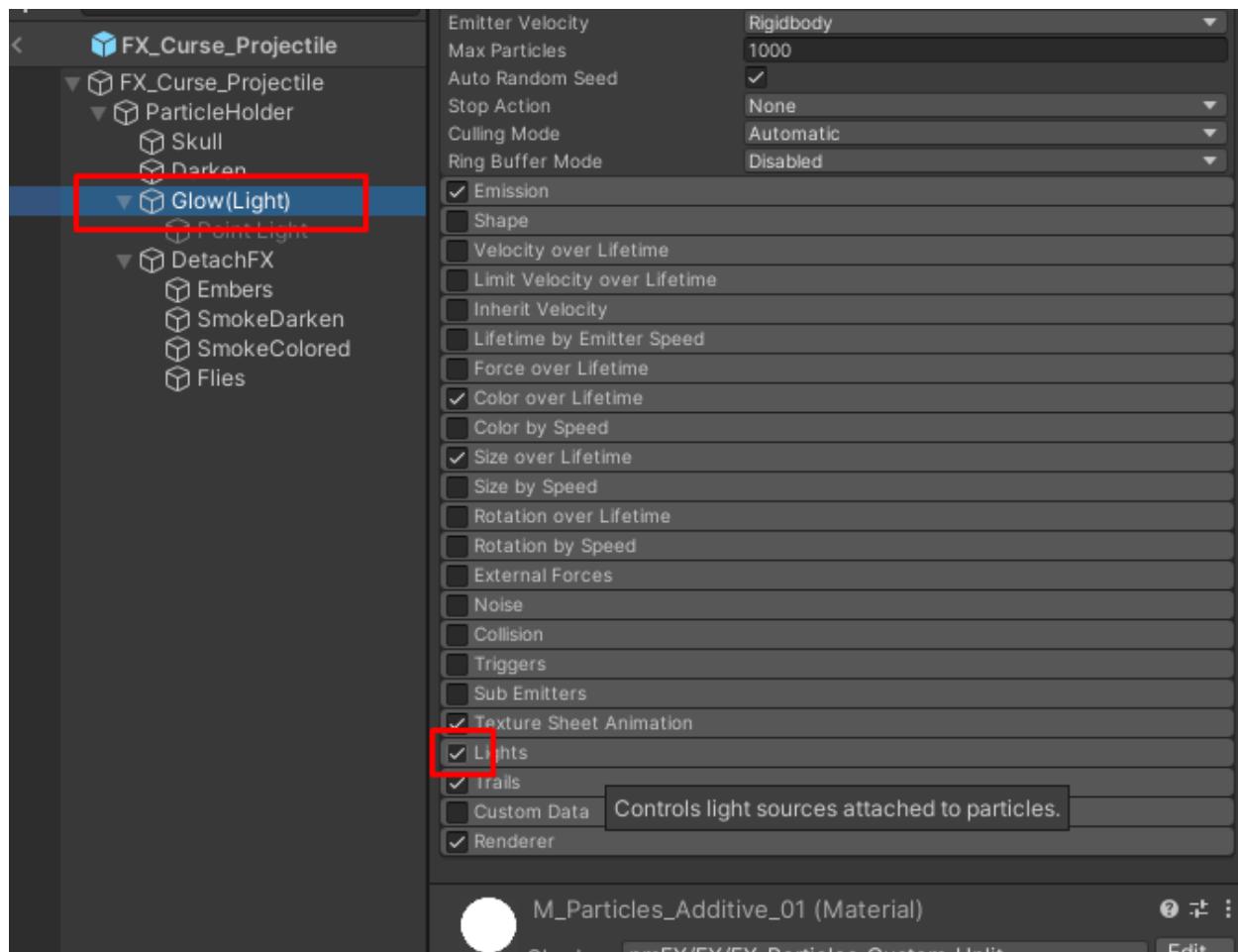
How to Play



Good to know

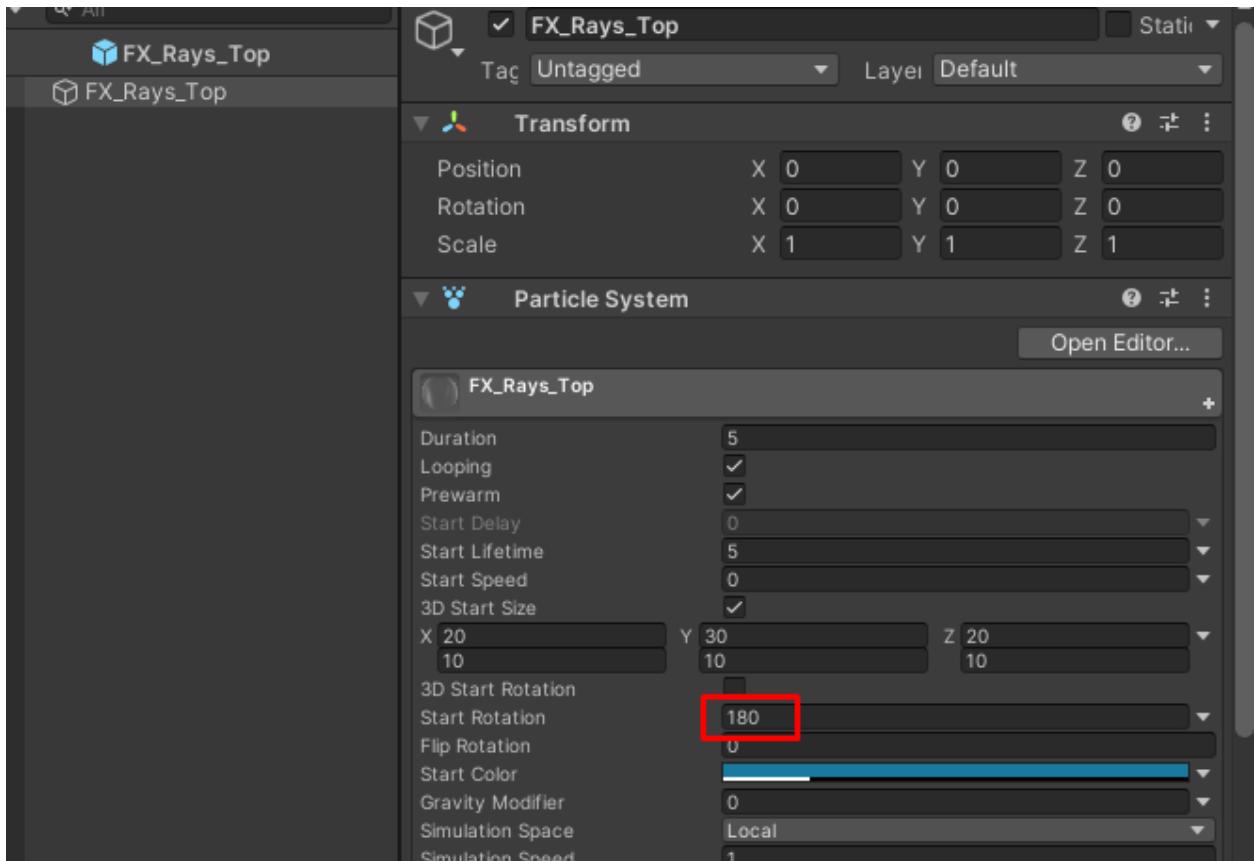
If you are using the effects on Low-End Devices, please turn off the lighting from the particle system for better optimization.

Every emitter that has the light on it is marked with (Light) like in the example below.



If some of the effects are not rendered when you drag them in the scene, that is because they have “Play on Awake*” unchecked. That is the case only on the effects which are already in the scene. All other prefabs have “Play on Awake*” ticked and it should work without problems.

If you are trying to rotate an effect from the Transform Panel and it doesn't work, please try to rotate it from here:



More updates are coming soon, with more modules, effects and **HDRP** support. Until then, if there are any inquiries or you need help with anything, please don't hesitate and write me an email or contact me on Discord or Facebook.

Good luck with your project. :)

Useful Links

Facebook: <https://www.facebook.com/gaming/PolymorphFX>

Contact: support@polymorhfx.com

Discord: <https://discord.com/invite/TpZzE7mBXw>