Shockwave_URP

[Asset Store Link](#)

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Enjoy! 😃

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Contact

Questions, suggestions, help needed?
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Description Features

Easily customize the animation's

- speed
- radius
- wavesize (thickness)
- amplitude (distortion amount)
- color

Set Up

Use the URP_Asset
it's in ***ShockWave_URP\Assets\URP**

note: this will do several things.

1. Allow us to use _CameraOpaqueTexture
   - we are distorting this texture to make the effect

URP_PipelineAsset   ❓ ⚙

Open

▼ **General**

Renderer List

0   🔷 URP_Renderer (ForwardRendererData)   ⊙   Default   ⋮

+   −

Depth Texture   ☐

Opaque Texture   ☑

    Opaque Downsampling   2x Bilinear   ▼

Terrain Holes   ☑

▼ **Quality**

HDR   ☐

Anti Aliasing (MSAA)   Disabled   ▼

Render Scale   ———●———   1

▼ **Lighting**

Main Light   Per Pixel   ▼

    Cast Shadows   ☑

    Shadow Resolution   2048   ▼

Additional Lights   Per Pixel   ▼

    Per Object Limit   ———●———   4

    Cast Shadows   ☐

    Shadow Resolution   512   ▼

▼ **Shadows**

Distance   50

Cascades   No Cascades   ▼

Depth Bias   ———●———   1

Normal Bias   ———●———   1

prefabs

shockwave.prefab

this is the main prefab to generdate the effect.

ShockWaveAnim.cs

this will animate the settings in the shader.

- Material
  - the material we will copy from
- Shader
  - the shader we will use
- Speed
  - how fast it will play back
- T
  - the current time

- Radius Anim
  - the animation curve for the radius
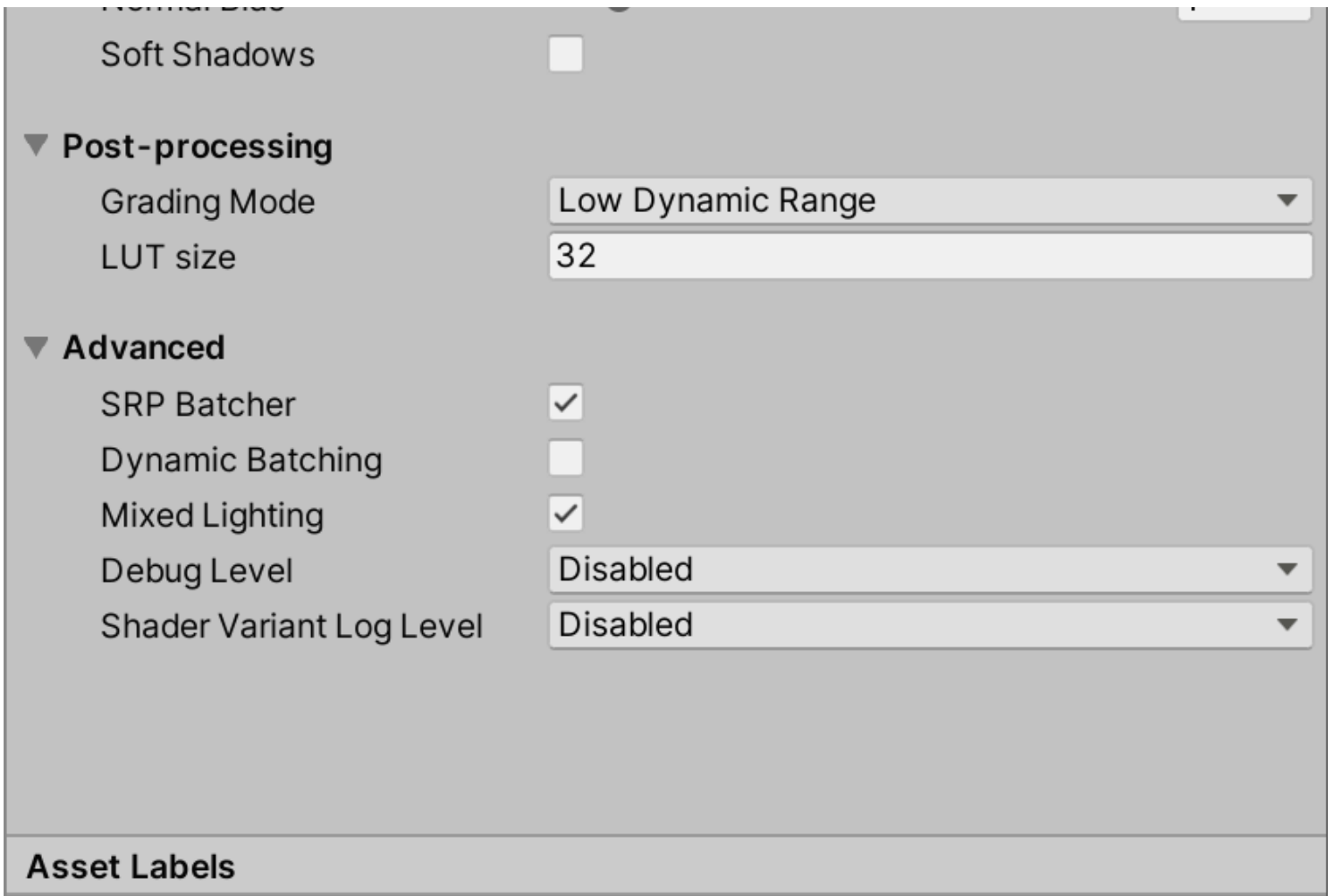- Wavesize Anim
  - the animation curve for the wavesize
- Amplitude Anim
  - the animation curve for the amplitude
- Color Anim
  - the color over time during the animation
- Sat Anim
  - the animation curve for the color's saturation
- Destory When Done
  - weather the object will be destroyed when done
- Time Preview_In Edit Mode Only
  - slide this during edit more to see the animation

shockwave.shadergraph

this is the shader that causes the effect.

☑ **shockwave**   ☐ Static ▾

Tag Untagged ▾   Layer Default ▾

▼ 🔴 **Transform**   ❓ 🎚 ⋮

Position	X	-0.2193848	Y	0.1547496	Z	-1.68
Rotation	X	0	Y	0	Z	0
Scale	X	5	Y	5	Z	5

▶ ⊞ **Quad (Mesh Filter)**   ❓ 🎚 ⋮

▶ 🔲 ☑ **Mesh Renderer**   ❓ 🎚 ⋮

▼ # ☑ **Shock Wave Anim (Script)**   ❓ 🎚 ⋮

Script	# ShockWaveAnim	◉
Material	🔵 ShockWave	◉
Shader	🖻 Shader Graphs/shockwave	◉
Speed	1	
T	0	

Radius Anim

Wavesize Anim

Amplitude Anim

Color Anim

Sat Anim

Destory When Done ☑

Time Preview_In Edit Mode Only ●————————— 0.135

🖼 **Shader Graphs/shockwave (Instance)**   ❓ 🎚 ⚙

▾ Shader   Shader Graphs/shockwave ▾

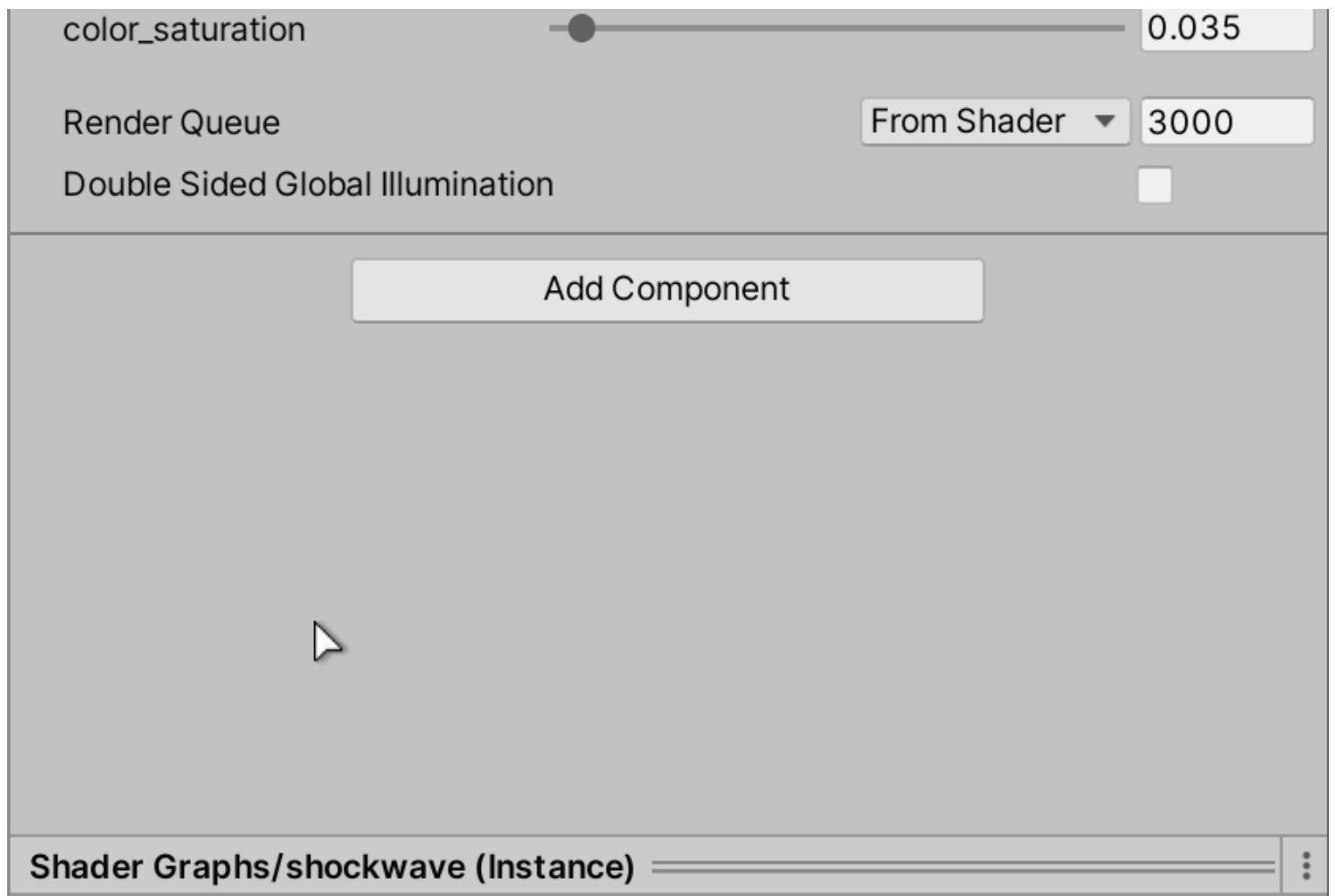| radius | ———————●——————— | 0.5368483 |
amplitude	——————————●—————	0.5
wavesize	————————●————————	0.2500886
color		HDR 🖉

other scripts

GenerateShockWave.cs

this will instantiate the shockwave based on where the projectile hits.

ShootOnClick.cs

shoots the projectile

DestroyAfter.cs

destroys an object after X time.

Videos

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please follow Unity's EULA

Suggestion/Optional:

please put my name in the credits, or in the special thanks section. 😃