

Stylized Power-Up VFX

Documentation v1.0

Stylized Power-Up VFX is a package containing 136 game ready, unique Power Up VFX with great performance and optimized for mobile.

Download [PC Demo 1 VFX](#)

Download [PC Demo 2 VFX](#)

Compatibility:

- ✓ [Standard Render Pipeline](#)
- ✓ [Universal Render Pipeline](#) - coming soon!

Features:

- 36 unique meshes with VFX
- 36 unique Power-Ups which comes in 2 variations. Both have idle and end VFX
- 10 more power-ups VFX are on the way and they will be available in the next update!
- Easy Scaling for every VFX
- Easy to change the mesh with your preferred one (see promo video for the quick tutorial).
- A total of 136 VFX

VFX Content:

- 12 Military Grades
- 12 Arrow Direction
- 4 Battery
- 4 Gold Coin
- 8 Diamond
- 4 Gem
- 4 Dynamite
- 4 Envelope
- 4 Clock
- 4 Gold Bar
- 4 Hammer
- 8 Swords
- 4 Hearth
- 4 Dice
- 4 Question Mark
- 4 Exclamation Mark
- 4 Lightning
- 4 Egg
- 4 Cross
- 4 Gear Wheel
- 4 Gold CD
- 4 Map
- 4 Traffic Cone
- 4 Star
- 4 Medicine Pill
- 4 Magnet
- 4 Rocket
- 4 Ball
- 3 Demo Scenes

- 12 Textures
- 3 scripts
- Customizable shader
- 36 prop meshes - **10 more with new VFX coming soon!**
- 1 grid

01 | HOW TO USE

UNITY STANDARD

Post Processing Stack

1. To achieve the camera effects presented in our screenshots, you will need to import Post Processing Stack 2 in your project by using the [Package Manager](#).
2. In StylizedPowerUpVFX > Scenes > Profiles, you can find the profile used in screenshots. Add it on the PostProcessing Object founded in Hierarchy.



URP TEMPLATE

- Coming soon!

02 | LINKS

- Facebook: <https://www.facebook.com/Fxified/>
- Asset Store: <https://assetstore.unity.com/publishers/46856>
- Youtube: https://www.youtube.com/channel/UCZYus_oN6FdVH1I_rORJ4vw
- ArtStation: <https://www.artstation.com/ovidiuvladut>
- Contact: [mailto: contact@fxified.com](mailto:contact@fxified.com)

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