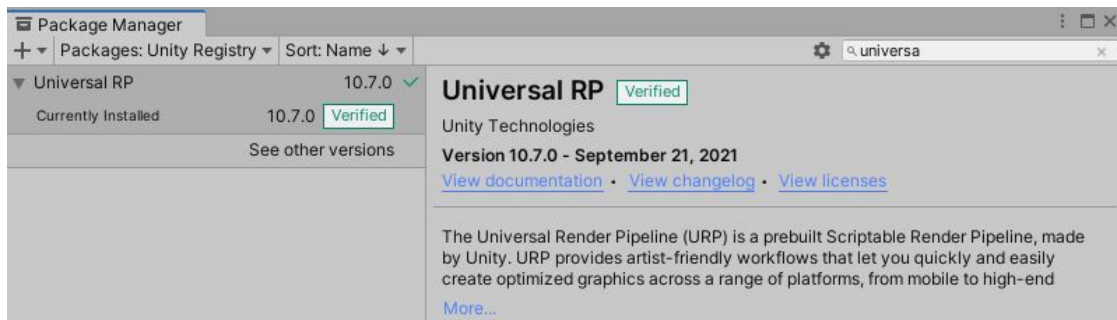EXPLOSION VFX

PACK 02

Thanks for using my VFX
Here is the document about how to use this VFX package

Things that you need to use this VFX package:
- **Unity URP version: 2020.3.25f1 or higher.**
- **Universal RP: version 10.7.0 September 21 2021.**

Install:

Step 1:Install Unity Universal Render Pipeline 2020.3.25f1
- Open Unity Hub
- Create a Project with URP template and the version is 2020.3.25f1
- If you have a URP project already, you don't have to create a new project. (but if you want to test before import to your main project, then up to you).
- If you have a Built-in project already, you don't have to upgrade to URP. and you don't have to create a new project. (but if you want to test before import to your main project, then up to you).
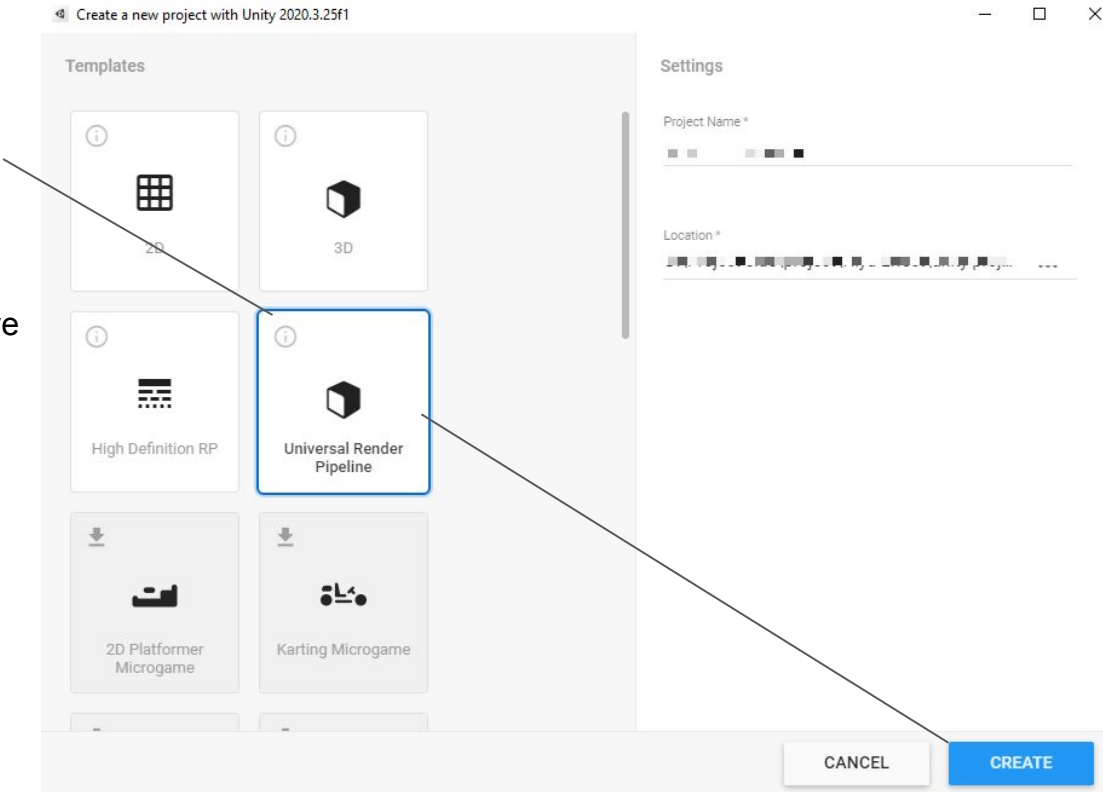
Install:

Step 3:Install the VFX package

- Go to the Assets Store site and Import the VFX package by click "Open in Unity).

The package include:

- 15 Explosion Effects prefabs.
- 32 Materials.
- 29 assets 2D.
- 1 Sample scene.
- 1 ZIP file of Built-in package.
- 1 readme document PDF.

baseground
Blue_Ex_4x6
Blue_Ex_4x6_Add
Blue_Flare_Add
Blue_Flare_Circle
Blue_Par
Blue_Smoke_ONE
Blue_Twinkle
Ex_Black4x4
Ex_Black4x4_Add
FireExplosion6x6
Flare_Yellow_Big
Glow_Rainbow
Glow_WhiteB_Add
HitFlareBlue_ONE
HitFlareYellow_ONE
Red_Ex_4x4
Shockwave
Smoke4x4
Smoke_White_4x4
Smoke_White_4x4_Add
Spark_Ice
Stone_Blue_1x4
Stone_ONE
T4_Bullet3
T4_Ex_4x6_Add
T4_Ex_4x6A
White_Circle
White_Smoke_ONE
White_Smoke_ONE_Alpha
Yellow_Flare_Add
Yellow_Par
background texure
Blue_Ex_4x6
Blue_Flare_Add
Blue_Flare_Circle
Blue_Par
Blue_Smoke_ONE
Blue_Twinkle

Blue_Smoke_ONE
Blue_Twinkle
Ex_Black4x4
FireExplosion6x6
Flare_Yellow_Big
Glow_Rainbow
Glow_WhiteB
HitFlareBlue_ONE
HitFlareYellow_ONE
Red_Ex_4x4
shockwave
Smoke4x4
Smoke_White_4x4
Spark_Ice
SphereNormal
Stone_Blue_1x4
Stone_ONE
T4_Bullet3
T4_Ex_4x6_Add
T4_Ex_4x6A
White_Circle
White_Smoke_ONE
Yellow_Flare_Add
Yellow_Par
exposion VFX pack2-HNVFX
EX1
EX2
EX3
EX4
EX5
EX6
EX7
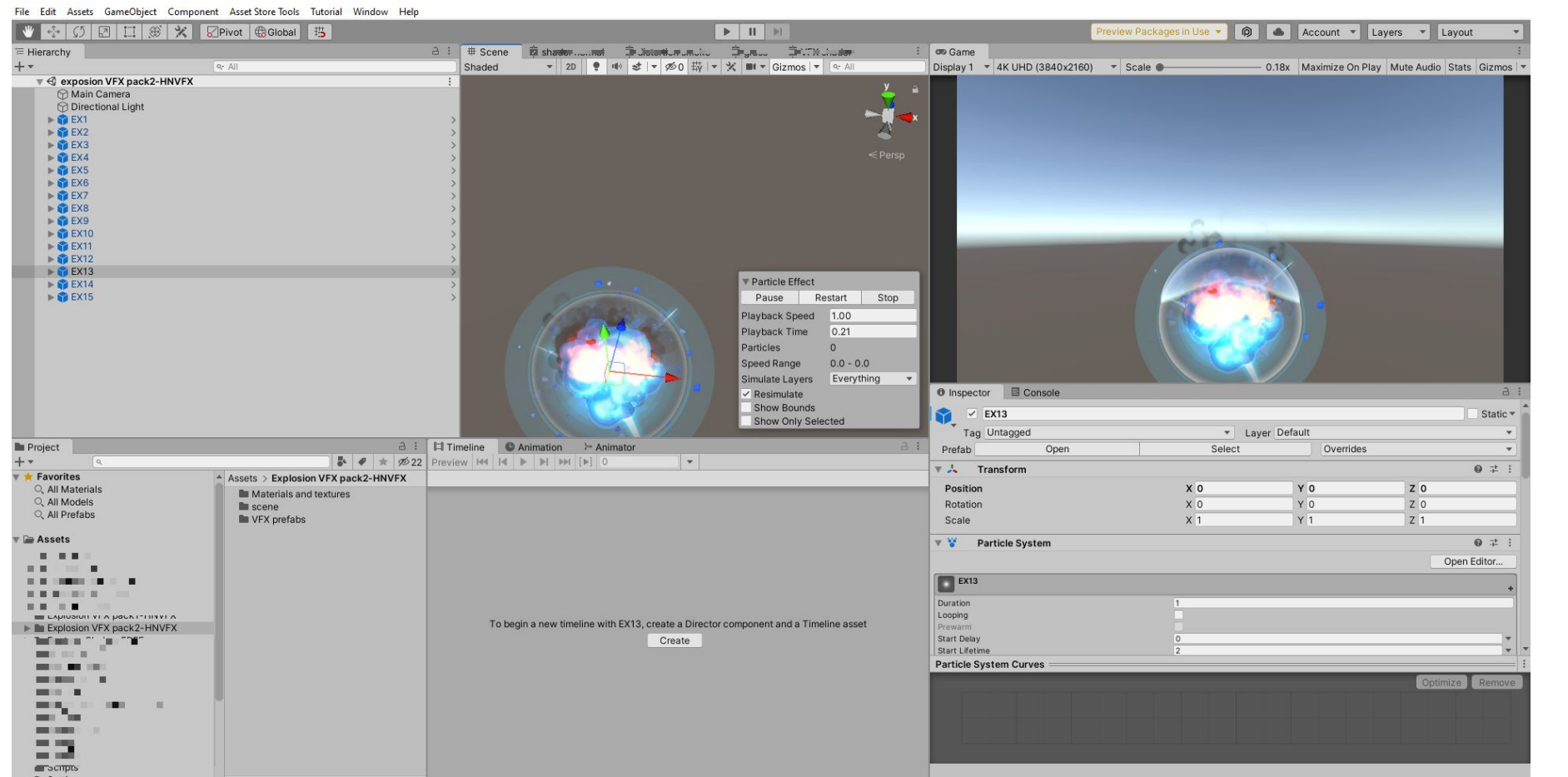EX8
EX9
EX10
EX11
EX12
EX13
EX14
EX15

If you are using Built-in pipeline:

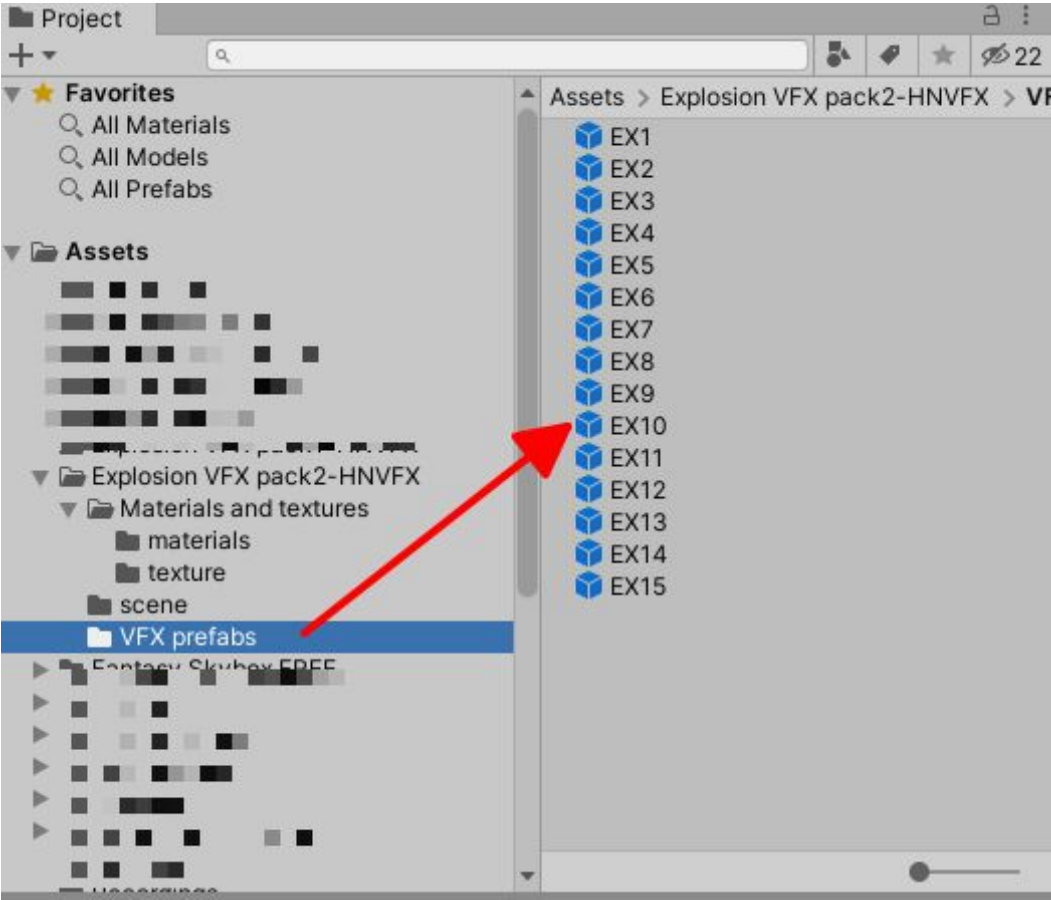- Please UnZip this file, and run the package to change material setting.
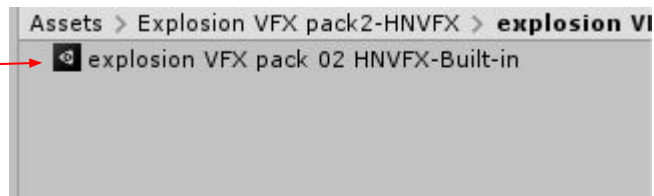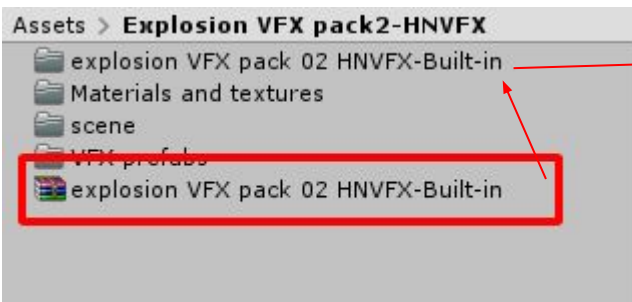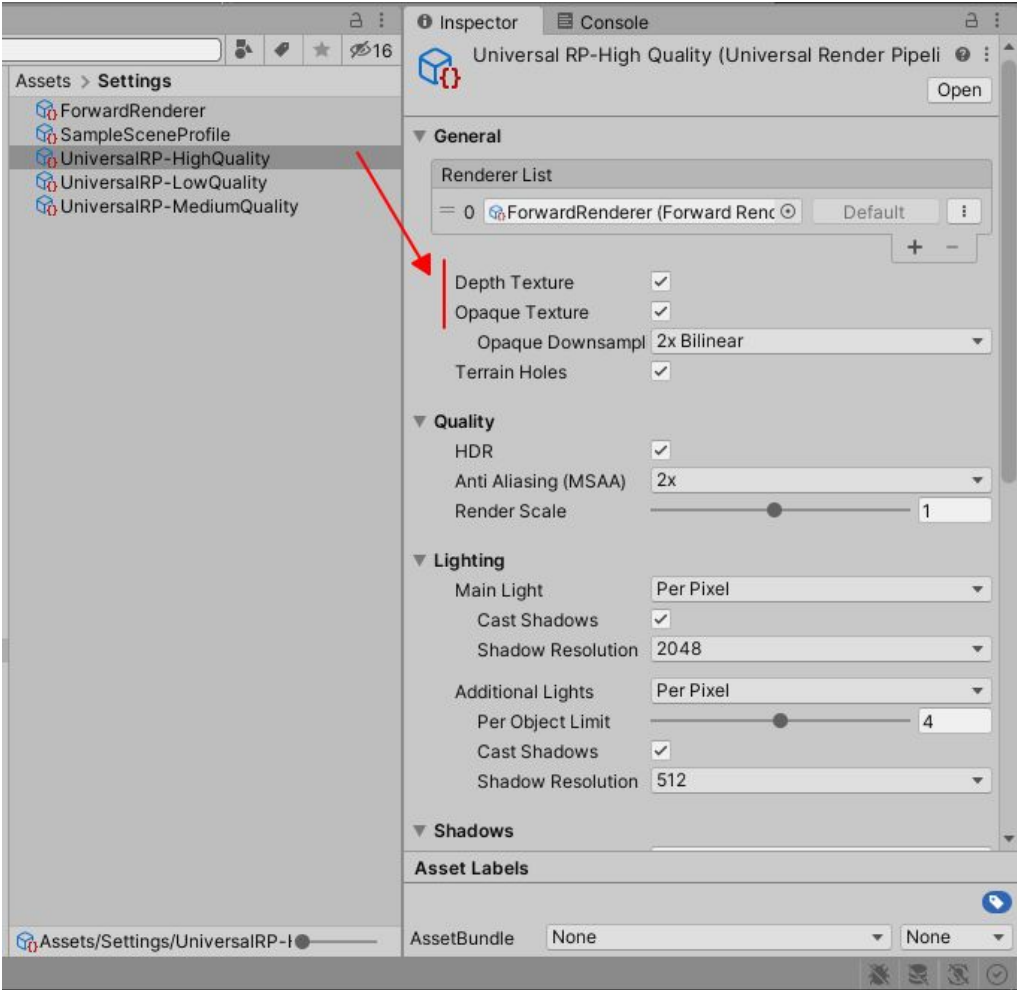
Check the VFX folder

Check the VFX folder

Here where you can find the prefabs of VFX

Check the VFX folder

Active Depth texture and Opaque Texture if you are using Universal Render Pipeline.

- There VFX are single burst and lot loop, so you can use them by drag and drop to any Unity object, or import to any script. They will play when active.
- All VFX prefabs is setted.
- Remember to follow my Guide above to install the necessary packages to run there VFX.

Recommend:
- Use stable version of Unity to test and import the VFX packages. (**2020.3.25f1 LTS**, **2020.3.33f1 LTS, 2021.2.13f1 LTS**)
- The basic template of Render Pipeline of the Unity Project now is **Universal Render Pipeline**. If you want to import to built-in template, please find the zip of built-in package, unzip it and run the built-in package (as the guide above).

THANKS, FOR USING MY VFX!

And remember: Follow the guide

- If you have any issue, please contact me via email: arthungnguyen1602@gmail.com or animatorlee1992@gmail.com.
- I'm always here for support!
- If you happy with this package, please give me a nice comment and 5 stars. That would help me a lot.