



**2DxFX - Add Advanced FX to 2D Sprites**

**Also called 2D Sprite FX**

**By VETASOFT**

**More info : [Unity3D.vetasoft.com](http://Unity3D.vetasoft.com)**

**For Unity 5**

**And Unity 4.3.x**

## What's news on 2DxFX ?

**2DxFX is the new version of Easy Sprite, we fix many issues, and add many new features.**

**Draw Call optimisation**, create and share a material to use only 1 drawcall for many same FX. Reduce drastically the draw call.

Also useful if you animate and change multiple sprite at once.

Add and manipulate a special FX to a character with many sprites.

**Every sprite have a fading option**, now every sprite can be easily fade in or out

**Work great with Animation/Animator** : make awesome animation using 2DxFX

**Work great with the SpriteRenderer Default color** : Change the color for add some extra effect to your 2DxFX sprite.

### **REMEMBER :**

-If you like this plugin, please rate and/or review it on the asset store, every rating is useful to help us to improve this plugin.

-If you find a bug or you can't use 2DxFX as you need, please first send us a email to [support@vetasoft.com](mailto:support@vetasoft.com) before leaving a negative review to the asset store. We are here to help and to improve our plugin for the best.

# Work in progress :

**Expert 2DxFX** : we are working on an incredible way to add life to your sprite, this new feature is under several month of production and will be released when it's ready. This new feature will add AAA quality FX to your next-gen console 2D games and also mobile.

**Global Light** : we are working on the possibility to manipulate the global light without using any post processing camera fx. This feature is very fast on the mobile device.

**Optimisation** : we constantly optimize our shader for the best result.

**Awesome new effects** : we will update our asset with new effects.

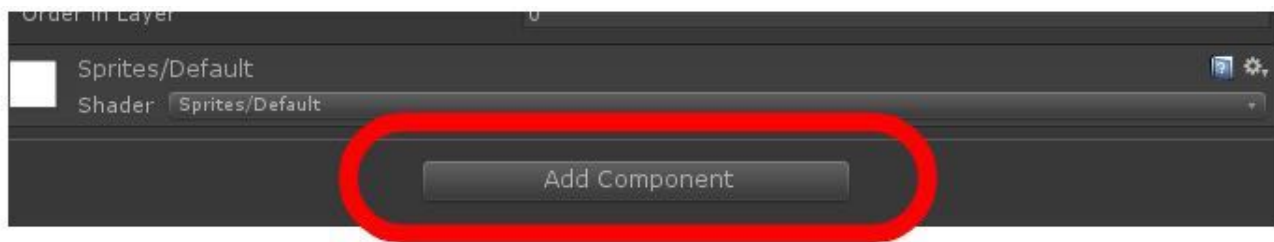
# Complet list of with Supported Sprite Sheet and animation

\*Many new Effect will be added every update, and expert effect are in development, stay tuned on the asset store and [unity3D.vetasoft.com](http://unity3D.vetasoft.com)

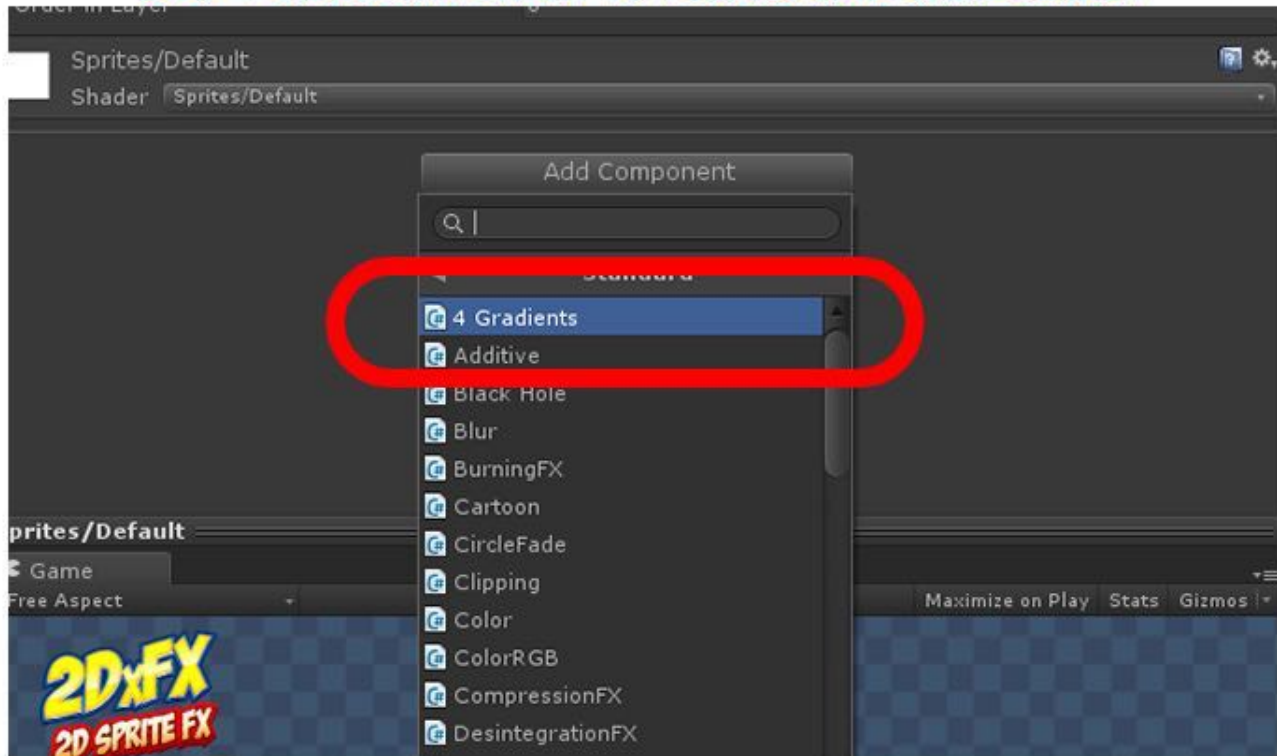
	Support Sprite Sheet	Animated
4 Gradiants		
8 Bits BW	Yes	
8 Bits Commodore 64	Yes	
8 Bits Gameboy	Yes	
Addictive	Yes	
Black Hole		Yes
Blur	Yes	
Burning FX	Yes	
Cartoon		
Circle Fade		
Clip		
Color	Yes	
Color RGB	Yes	
Compression FX	Yes	Yes
Desintegration FX		
Destroyed FX		
Edge Color		
Ghost		
Gold FX	Yes	Yes
Golden FX	Yes	Yes
Gray Scale	Yes	
Heat		Yes
Hologram		Yes
Hologram 2		Yes
Hologram 3		Yes
HSV	Yes	
Iced FX	Yes	Yes
Metal FX	Yes	Yes
Negative	Yes	
Noise	Yes	
Noise Animated	Yes	Yes
Outline		
Pattern		Yes
Pattern Addictive		Yes

Pixel	Yes	
Plasma Rainbow	Yes	Yes
Plasma Shield		Yes
Posterize	Yes	
Sand FX	Yes	
Sepia	Yes	
Sharpen	Yes	
Stone FX	Yes	
Teleportation		
Threshold	Yes	
Twist		
Wave	Yes	Yes
WoodFX	Yes	

# HOW IT'S WORK ?



## STEP 1 - ADD COMPONENT TO YOUR SPRITE GAMEOBJECT



## STEP 2 - SELECT YOUR 2DXFX EFFECT



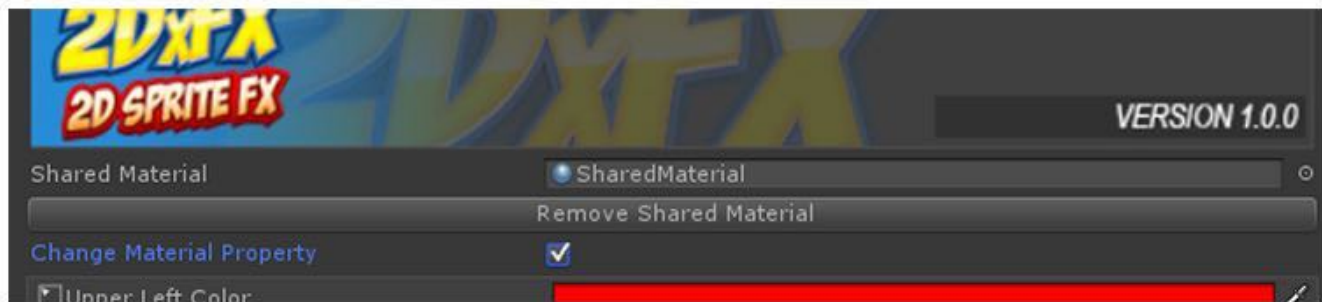
**2DXFX IS ADDED !**

# SHARED MATERIAL

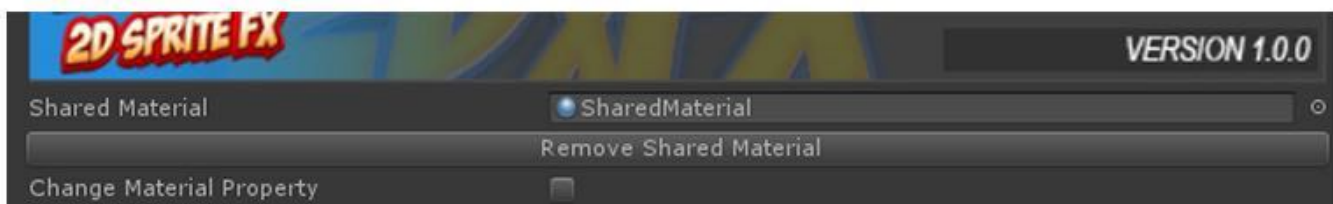
Create and share a material for many same FX. Reduce the use of draw calls. Also useful if you animate and change multiple sprite at once. Best add and manipulate a special FX to a character with many sprites.



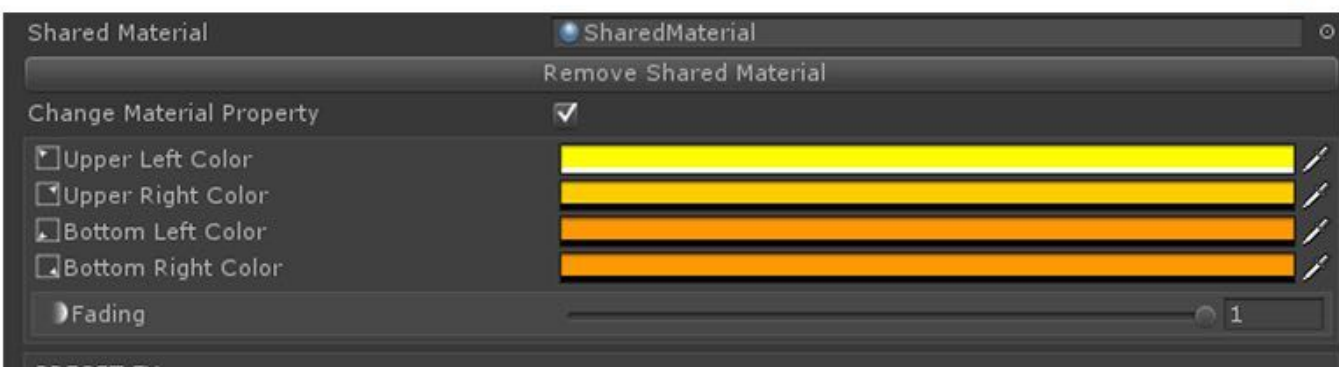
**STEP 1 - SHARE A MATERIAL AND SAVE DRAW CALLS, SELECT YOUR NEW MATERIAL**



**STEP 2 - ACTIVE THE CHANGE MATERIAL PROPERTY  
THE CHANGE MATERIAL PROPERTY WILL BE YOUR MASTER CHANGE MATERIAL  
ALL THE CHANGE WILL BE MADE IN THIS GAMEOBJECT**



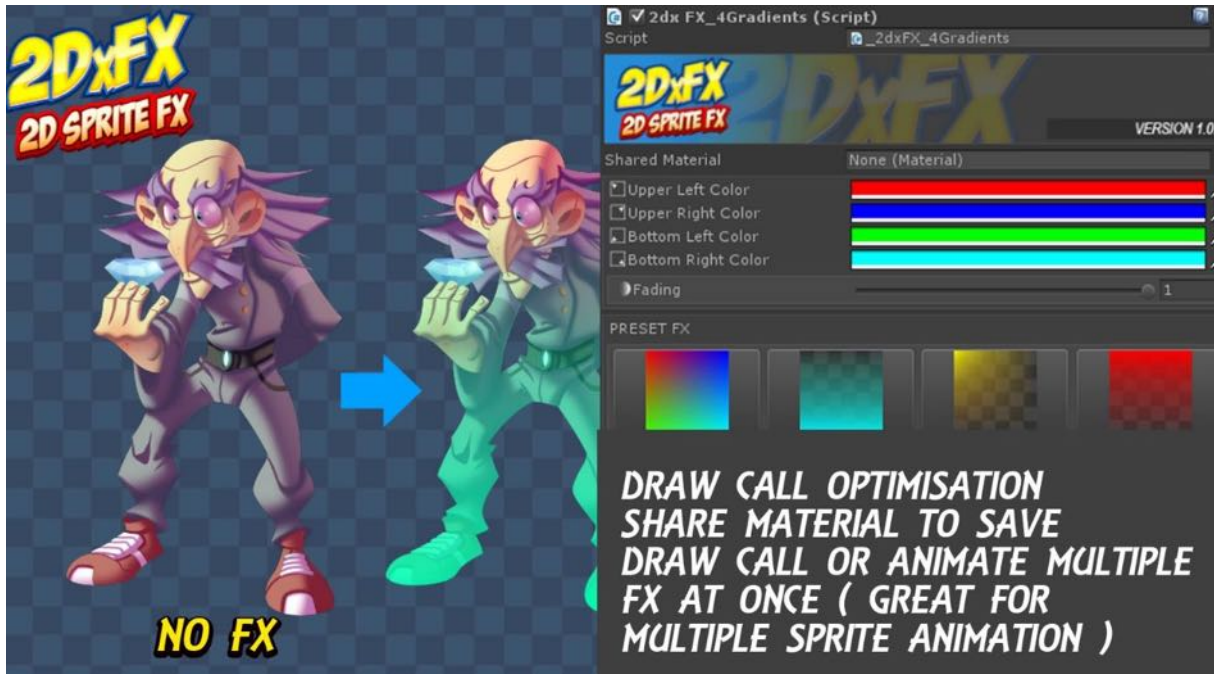
**STEP 3 - CREATE OR DUBPLICATE AN OBJECT AND DESACTIVE THE  
CHANGE MATERIAL PROPERTY ( YOU DON'T NEED IT BECAUSE YOU WILL  
USE THE MASTER CHANGE MATERIAL GAMEOBJECT FOR THE MODIFICATION )**





# 4 GRADIENTS

- Add 4 corner colors to your sprite
- Useful for great light effect and special FX.





# SPRITE ADDITIVE

Normal sprite with screen background addition

Good for Light or Ghost Character



# SPRITE BLUR FX

Blur your sprite

- Useful for real time front background fx



# BURNING COLOR FX

Burn your sprite

- Useful when a character is under fire



# CARTOON FX

Turn your sprite to a cartooned sprite

- Useful to create cartonish game





# CIRCLE FADE FX

Create a fading circle to your sprite

- Useful to make your sprite appear or disappear with a nice effect



# CLIPPING SPRITE

Clip your sprite in every side

- Useful to make avatar or icon caracter without any extra sprite



# CLIPPING SPRITE

- Turn your sprite into 1 color
- Useful for hiding your sprite



# COLOR RGB

- Turn your sprite into single colored sprite by manipulating the RGB colors
- Useful for sprite selection

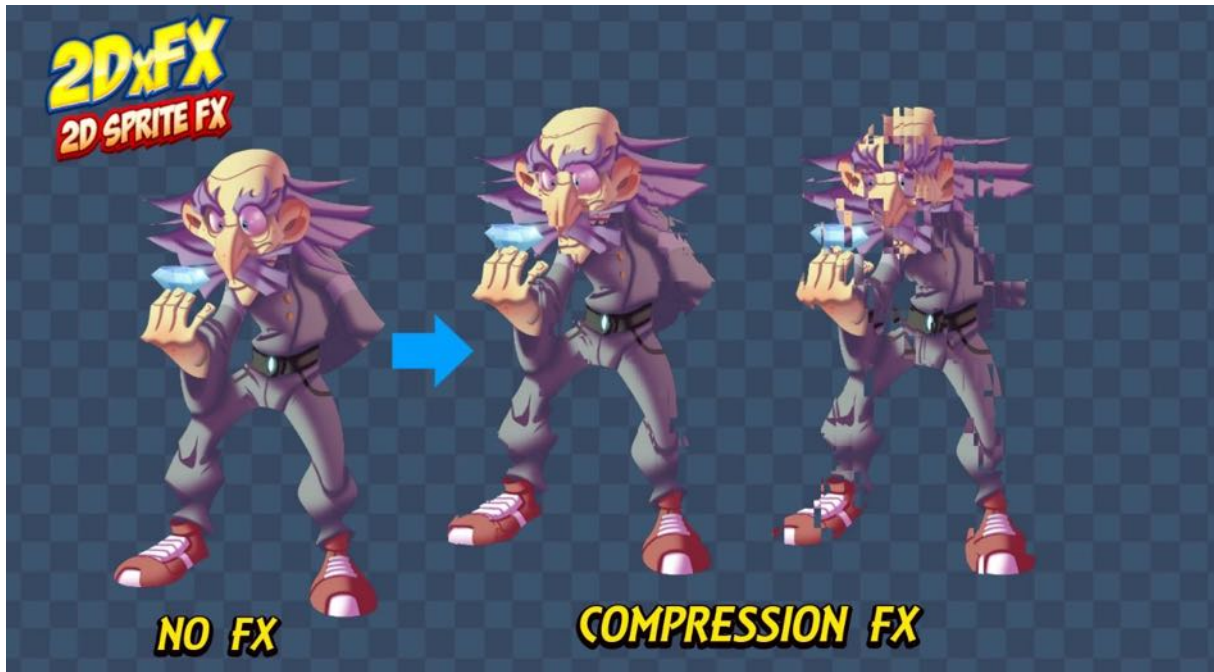




# COMPRESSION FX

Simulate a animated compression sprite FX

- Useful for example, simulate a character in a virtual world



# DESINTEGRATION FX

Desintegration FX

- Useful for desintegrate your character



# BURN FX

Burn your sprite

- Useful for burning a character to nothing



# EDGE COLOR

Add an edge color to your Sprite FX

- Useful for Sprite Selection





# GHOST FX

Add ghost effect, by manipulate the 4 sides

- Useful for simulate a ghost or a smooth a character under water



# TURN TO GOLD FX

Turn your sprite into Gold

- Useful for example for turning your sprite into a golden trophee



# TURN TO GRAY

Turn your sprite into gray

- Useful for example for turning a character from a black & white world into a colored world



# HEAT DISTORTION

Simulate heat distortion

- Useful for background heat landscape or to create a nice distortion fx to your sprite





# HOLOGRAM FX 1

Simulate an holographic sprite with additive color from the background

- Useful for hologram characters of hologram display



# HOLOGRAM FX 2

Simulate an holographic sprite

- Useful for hologram characters of hologram display



# HOLOGRAM FX 3

Simulate an holographic sprite with unique color selection

- Useful for hologram characters of hologram display



## CHANGE THE COLOR HSV

Change the color HSV

Hue Saturation and Value.

- Useful for changing the characters colors





# TURN TO ICE FX

Turn your sprite into Ice

- Useful for example for turning your character into a ice



# TURN TO METAL FX

Turn your sprite into Metal

- Useful for example for turning your sprite into a metallic trophee



# NEGATIVE

Turn your sprite into a negative sprite

- Useful for example for a character in pause or freezed in time



## NOISE AND NOISE ANIMATION FX

Simulate an noise and noise animated effect

- Useful for turn your characters into a TV like character





# OUTLINE

Add an outline color to your Sprite FX  
- Useful for Sprite Selection



## PATTERN & ADDITIVE PATTERN

Add animated pattern using your original sprite  
Add an other texture to your initial sprite and animate it  
- Useful background light effect or speed light fx



# PIXELISATION

Pixelisate your sprite

- Useful for example to censure your character



## PIXEL 8 BITS – BLACK & WHITE

Turn your sprite into a pixelisate old video game sprite in black & white

- Useful for simulate an very old sprite looking game





## PIXEL 8 BITS – C64 STYLE

Turn your sprite into a pixelisate old video game sprite in 16 unique colors

- Useful for simulate a vintage sprite looking game



## PIXEL 8 BITS – GAMEBOY STYLE

Turn your sprite into a pixelisate old video game sprite in 5 unique colors

- Useful for simulate a gameboy style sprite looking game



# PLASMA FX

Turn your sprite into a rainbow plasma FX

- Useful for example for a character using a special bonus



# PLASMA SHIELD

Turn your sprite into a shield look like FX

- Useful for example for create a shield around a character, or to add some powerful effect to your character





# POSTERIZE

Posterize your sprite



# TURN TO SAND

Turn your sprite into sand FX

- Useful for turning your character into a sand with nice animation



# SEPIA COLOR

Turn your sprite into sepia



# SHARPEN FX

Sharp your sprite





# TURN TO STONE

Turn your sprite into Stone

- Useful for turning your character into a stone character



# TELEPORTATION FX

Simulate a teleportation

- Useful for appear and disappear your character like the teleportation room from Star Trek



# THRESHOLD FX

Black & White threshold color with variation

- Useful for transforming your sprite into a black & white sprite



# TWIST FX

Twist your sprite with variation and position

- Useful for add a nice twisted effect to your sprite or for example a crystal ball that reveal your destiny.





# WAVES FX

Simulate a waves distorted fx

- Useful for put some character under water



# TURN TO WOOD

Turn your sprite into wood

- Useful for turning your character into a wood character



**2DxFX – 2D SPRITE FX**

**<http://unity3D.vetasoft.com>**

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