

Thank you for buying our asset!

We have prepared a few easy to use Magical Fire particle effects using the Unity VFX Graph. Our assets are intended to help you populate your scene quickly and easily with high quality prefabs. Please look for the example scene saved under the Demo Scene folder which includes a line up of the Prefabs.

Prefabs can be found under:

Assets\Lyrebird-Studio\VFX\Magical Flames

Naming Convention

Our naming convention for the prefabs can be described as follows.

"prefV_vfx_fire_purple"

1. "prefV_" type of asset. (pref_ : Prefab; prefV_ : Prefab Variant, etc.)
2. "vfx" type of prefab
3. "_fire_purple" name and color

Technical Information:

Created and best Compatible with Unity Versions: 2022.3.22f1 +

Created for URP

Number of Textures Total: 4

Materials per Asset: 1

Textures per Asset: 1

Texture Dimensions : max size 512x512

Base VFX Included:

vfx_fire_1

vfx_fire_electricity

vfx_fire_techy

Custom Shaders:

shader_electricity

shader_fire

shader_snowflake

shader_fire

For support contact us at:

info@lyrebird-studio.com