

Dear friend,

First of all, I appreciate that you've selected this package from asset store.

You can run the DemoScene and play it.

There are 30+ prefabs of slash effect made with mesh particle.

Include 8 shader (4 for particle custom data another for mesh render animated) :

Rz_Slash = Offset uv and fade out with noise

Rz_Slash_Mesh = For mesh render

Rz_SlashNonDistortion = just without distortion

Rz_SlashNonDistortion_Mesh = For mesh render

Rz_SlashStretch = stretch uv and fade out with noise

Rz_SlashStretch_Mesh = For mesh render

Rz_Distortion = only distortion

Rz_Distortion_Mesh = For mesh render

Mesh render demo : FX_Slash_12~18

If you need bloom, you have to import the free asset of Post Processing Stack.

Link: <https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>

Add component Post Processing Behaviour and use the Bloom.asset from my folder.

Wishing this package will make your project more attraction and inspire you.

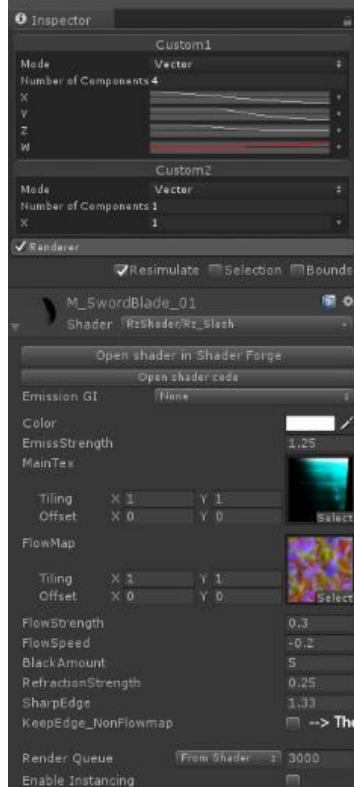
Finally,thank you again!

Have a good day.

Ryan Zeng

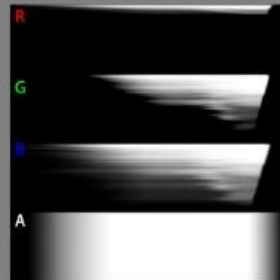
Here is a simple guide for the shader

RzShader/Rz_Slash



--> Slash Offset
--> Fade out by the noise that the B channel of flow map.
--> Emission
--> Flow map strength

--> Distortion strength



--> Slash Highlight

--> Slash Midtone

--> Slash Shadow

--> Mask for smooth the slide in/out

Flow map R,G = Flow UV
B = the texture of slash fade out

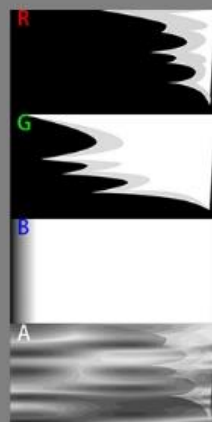


--> The top edge of slash will not be disturbed by flow map

RzShader/Rz_SlashStretch



--> Slash Offset
--> Slash Stretch
--> Fade out by the noise that the B channel of flow map.
--> Emission



--> Slash Highlight

--> Slash

--> Mask for smooth the slide in/out

--> Texture for fade out