

Magic Spells and Explosions

To show particles open Demo Scene in folder - Assets\Magic Spells and Explosions\Scene. Use Up/Down arrow keys.

To use particles from this pack you need to select them from [Assets\Magic Spells and Explosions\Particles] and just drop it in scene view.

Some particles work properly only in play mode.

All parameters are pre-configured.

Suggestion: Before changing some parts of the particles - be familiar with animation, unity PS system and SFX.

URP Users.

Drag and drop UniversalRenderPipelineAsset-file from folder [Assets\Magic Spells and Explosions\Scene] to the Scriptable Render Pipeline Settings [Edit\Project Settings\Graphics] and to the Rendering [Edit\ Project Settings\ Quality]

To use soft particle effect with "Universal Render Pipeline" you have to enable "Depth Texture" in the UniversalrenderPipelineAsset which is used in the Edit\ Project Settings\ Quality\ Rendering.

Thanks for Purchase!

Good Luck!