

# ShockWave\_LWRP

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## Contact

Questions, suggestions, help needed?

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## Terms of Use

You are free to add this asset to any game you'd like

However:

please put my name in the credits, or in the special thanks section. 😊

please do not re-distribute.

## Description Features

This Asset is 3 similar assets.

- [ShockWave\\_PP](#)
  - This creates a shockwave in screen space using the Unity Post Processing Method.
  - Easily customize effect
    - Size
    - Color
    - Distortion
    - Speed
- [ShockWave\\_PPWS](#)
  - This creates a shockwave in world space using the Unity Post Processing Method.
  - Easily customize effect
    - Size
    - Distortion
    - Speed
- [ShockWave\\_WS](#)
  - This creates a shockwave in world space using the Unity LWRP's feature renderers
  - Easily customize effect
    - Size
    - Distortion
    - Speed

## Requirements

- Lightweight Render Pipeline (5.10.0)
- Shader Graph (5.10.0)
- Post Processing (2.1.6)

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