

Red Hollow VFX

BY YSA

A simple skill for your game, inspired from the character “Gojo Satoru” from the Anime “Jujutsu Kaisen”

- **How to use:**

This a video tutorial for you: <https://youtu.be/F24z4HgrgAE>

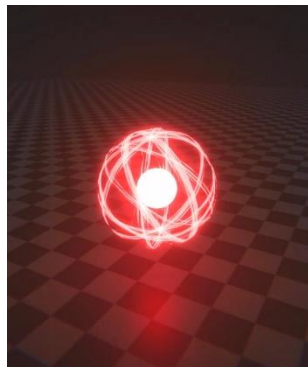
Simply, drag the prefab to your scene and call the functions in the script “RedHollowControl”
(Call them by scripting or by adding animation events to your animation)

In this order:

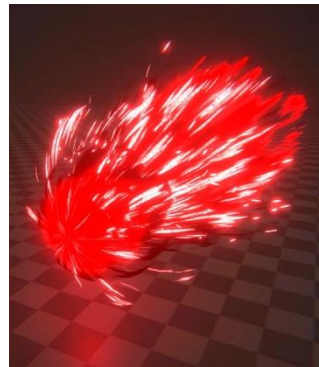
1. PlayCharging()



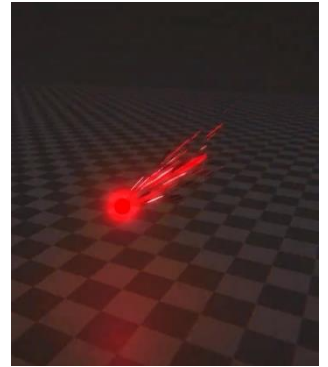
2. FinishCharging()



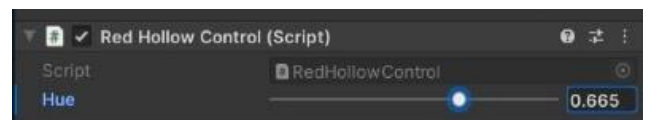
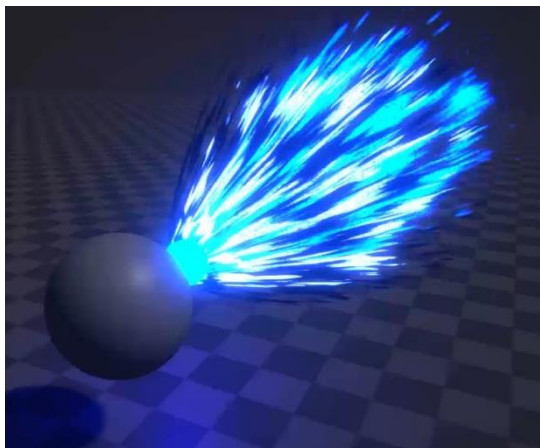
3. BurstBeam()



4. Dead()



You can also change the color by adjusting the hue:



Thanks for buying !!