

Force Field (URP & LWRP)

Introduction

This is a series of force field effects. If you don't want to write a shader, but need to achieve a cool force field effect, then this asset is perfect for you. It contains 5 different shader graph files about the Force Field effect, and combines a script to realize the force field appearance and the disappearing animation, and contains the sound effects when the force field appears and disappears. And it can be easily integrated into your project. There are many configuration parameters that can be adjusted by yourself. You can use these parameters to adjust more cool and more suitable effects for you. Due to the cool effect achieved by using shader, all performance loss is small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)

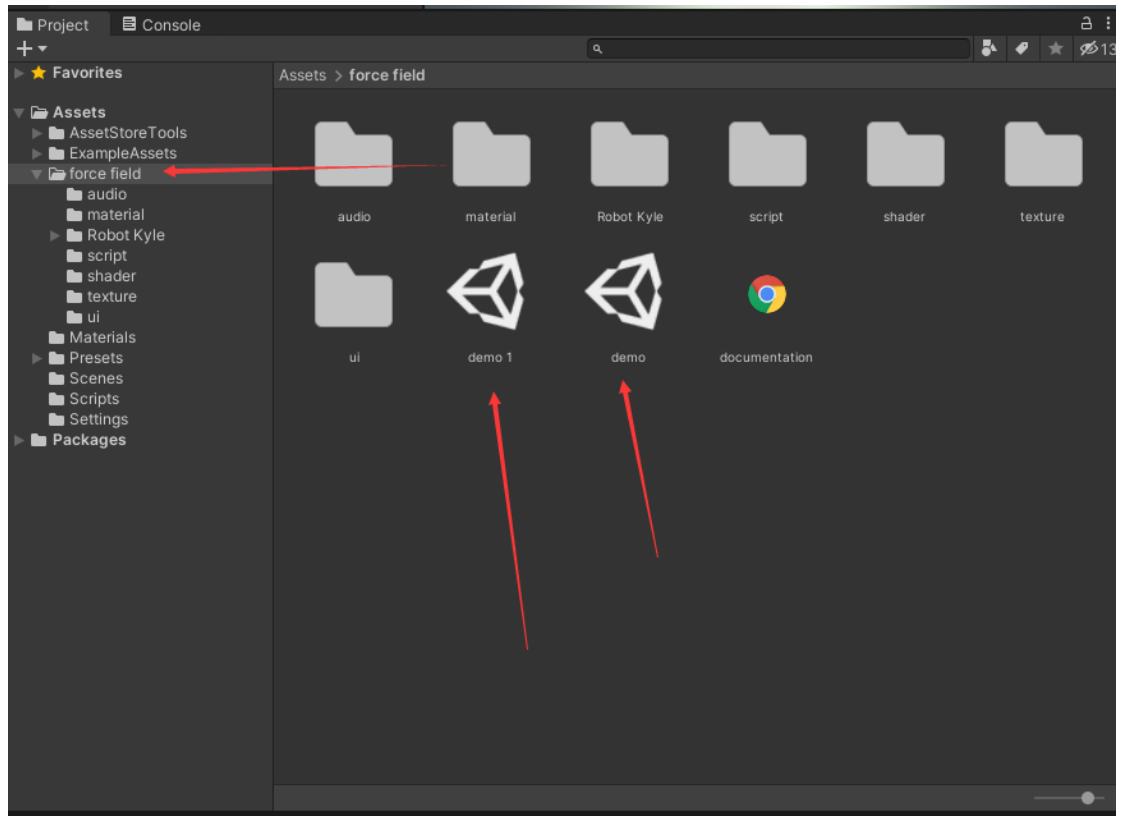
Main features:

1. Easy to integrate into your project, no need to write any shader and code
2. Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
3. The script controls the shader to create dynamic effects, don't worry about it, like other shader effects, it can only be played in a loop
4. You can modify the attributes exposed by the shader and script to easily get the effect you want
5. Provide you with 14 stickers with different effects, allowing you to mix and match to create different effects
6. 6 different force field sound effects
7. The shader properties that can be configured are: texture effect, luminous intensity, texture motion speed, wave speed, wave amplitude and other parameters
8. Support Android, IOS, Windows and other platforms
9. Complete documentation, clear demo
10. Cheap

How to use:

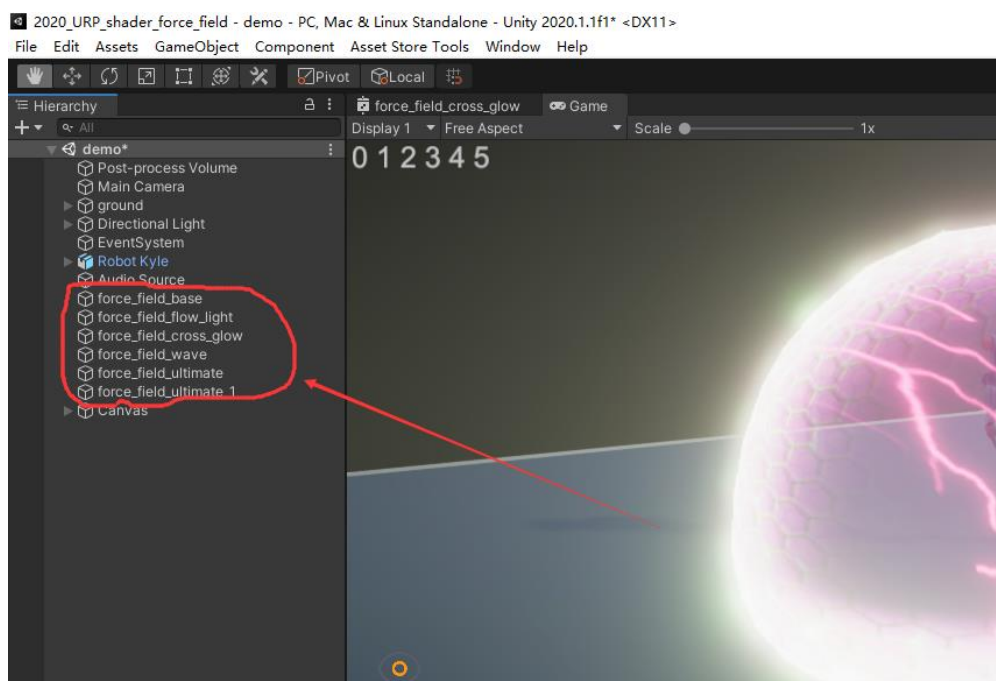
how to run

Find "demo.unity" and "demo1.unity" in the resource package and click Run. The path address is shown in the figure below:



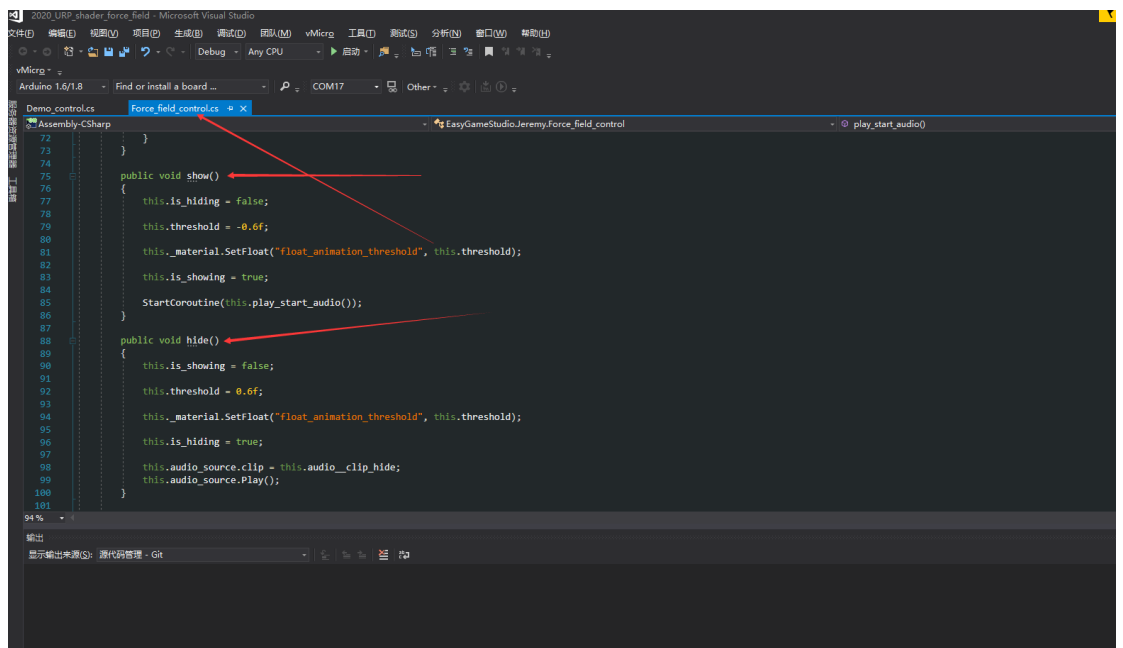
How to apply it to your own game scene

1. Just copy the 6 force field objects in the demo scene to your scene, as shown in the figure below:



-

-
- The screenshot displays the Unity 2020.3.10f1 interface with the following components:
- Hierarchy Panel:** Shows the scene hierarchy. The 'force_field_ultimate_1' object is selected, which is a child of the 'Main Camera'.
 - Inspector Panel:** Shows the properties of the selected object. The 'Force_Field_Control (Script)' component is highlighted, indicating it is the active script.
 - Project Panel:** Shows the 'Assets' folder structure. The 'Assets' folder contains subfolders for 'audio', 'material', 'model', 'script', 'shader', and 'texture'.



```
72     }
73 }
74
75 public void show()
76 {
77     this.is_hiding = false;
78     this.threshold = -0.6f;
79     this.material.SetFloat("float_animation_threshold", this.threshold);
80
81     this.is_showing = true;
82     StartCoroutine(this.play_start_audio());
83 }
84
85 public void hide()
86 {
87     this.is_showing = false;
88     this.threshold = 0.6f;
89     this.material.SetFloat("float_animation_threshold", this.threshold);
90
91     this.is_hiding = true;
92     this.audio_source.clip = this.audio_clip_hide;
93     this.audio_source.Play();
94 }
95
96
97
98
99
100
101
```

PS: It needs to be used together with post processing, the post processing effect file that comes with the URP project is used in the demo

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

Email: sgzxj13@163.com