

Stylized VFX Free Pack

Documentation v1.0

StylizedVFX Free Pack is a package containing 7 game ready, unique VFX with great performance and optimized for mobile. We will update the package with one or more VFX from every package that we publish so it can grow into a library!

Compatibility:

- ✓ **Standard Render Pipeline**
- ✓ **Universal Render Pipeline** - coming soon!

Features:

- 7 effects, most of them having different behavior and color variations
- Easy Scaling for every VFX
- The package will be updated with content from every new package we release!

VFX Content:

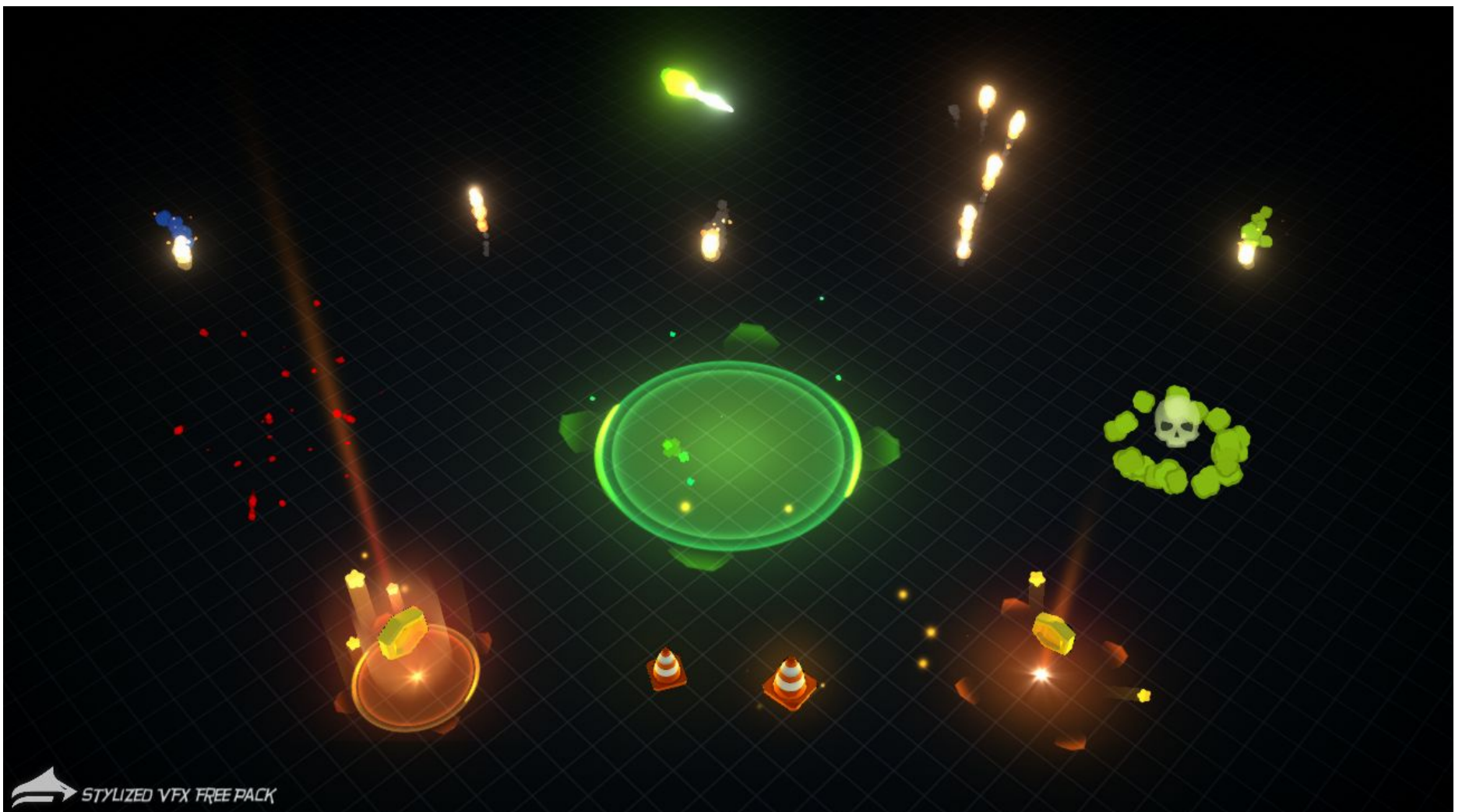
- AOE Healing
- Blood Explosion
- Death
- 2 Flares
- 2 Power-Up (Idle and End included)
- 3 Fire
- 1 Ball
- Flamethrower
- 2 Demo Scenes
- 16 Textures
- 3 scripts
- Customizable shader
- 2 prop meshes
- 1 grid

01 | HOW TO USE

UNITY STANDARD

Post Processing Stack

1. To achieve the camera effects presented in our screenshots, you will need to import Post Processing Stack 2 in your project by using the [Package Manager](#).
2. In Stylized VFX Free Pack > Scenes > Profiles, you can find the profile used in screenshots. Add it on the PostProcessing Object founded in Hierarchy.



URP TEMPLATE

- Coming soon!

02 | LINKS

- Facebook: <https://www.facebook.com/Fxified/>
- Asset Store: <https://assetstore.unity.com/publishers/46856>
- Youtube: https://www.youtube.com/channel/UCZYus_oN6FdVH1I_rORJ4vw
- ArtStation: <https://www.artstation.com/ovidiuvladut>
- Contact: [mailto: contact@fxified.com](mailto:contact@fxified.com)

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