

Standard Unity Asset Store license

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When you purchase this asset, you get a license to use effects, icons with one UI animation, models, textures, scripts, shaders, materials and sounds based on the Unity Asset Store license.

**License does NOT apply to contents of "Demo scene" folder!** It's also mean that asset support doesn't apply to animations and scripts that are used in the demo scene, but you can use scripts under the standard Asset Store license.

### **Asset includes:**

31 prefabs (14 complete spells with main and casting effects)

14 unique icons specially created for this asset

1 unique UI sprite-animation for icons

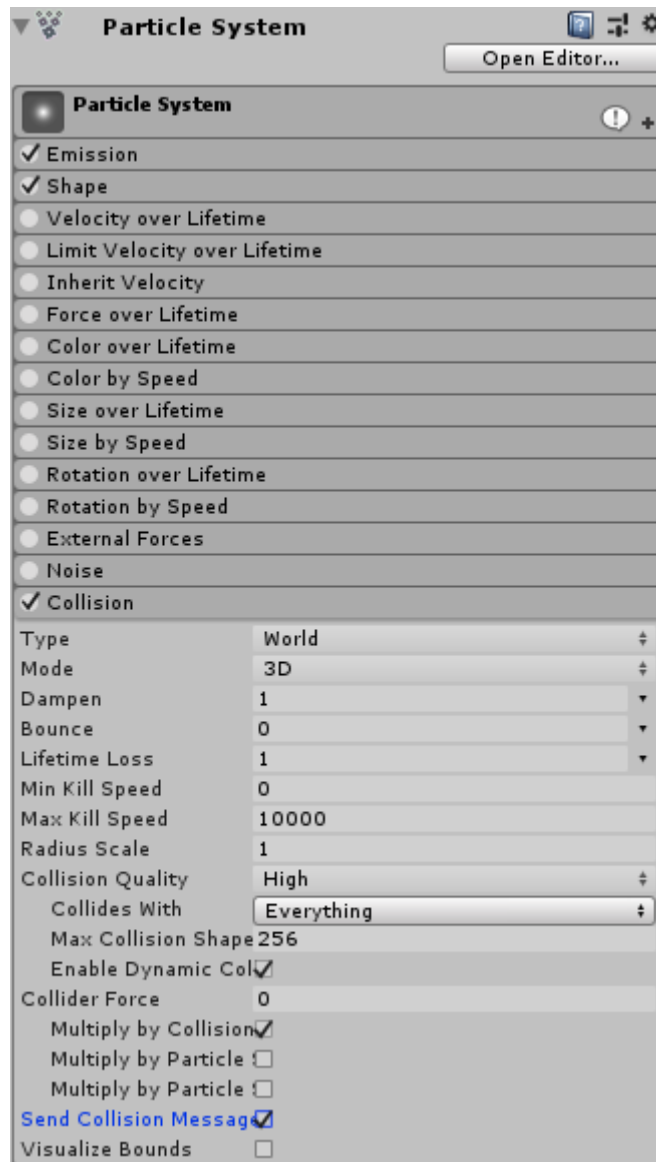
15 high quality SFX

"HQ PBR Fantasy staff" asset as addition <https://assetstore.unity.com/packages/slug/121251>

# Using

## 1. Scripts

- 1) AutoDestroy. This script can be used only with Particle System component. It deletes the component (on which it hangs) after the "Duration" time specified in the particle system.
- 2) ParticleCollisionInstance. Create prefab(s) on particle collision. It can be used only with Particle System component with enabled check-button "send collision message".



3) FrontAttack. Moves the component and creates prefab effects along the way. Check-button “**Play PS**” enable ability to play particle system component and move object instead of moving + creating prefabs. “**Pivot**” the parent object on which the effect is returned at the end of “**Spawn Duration**” “**Spawn Rate**” is spawn distance between prefabs. “**Spawn Duration**” is a prefab spawn time. “**Drug**” value 1 means no deceleration, value 0.95 gives small deceleration. “**Position Offset**” gives random position offset for spawning prefabs. To make a script work, you need to call function “**PrepeareAttack(transform.position)**” from another script, for example:

```
foreach (var component in Prefabs[EffectNumber].GetComponentsInChildren<FrontAttack>())
{
    component.PrepeareAttack(vecPos);
}
```

where “vecPos” is the direction of movement.

4) FrontSpawner. Moves the component and creates prefab effects along the way. The same as “FrontAttack”, but used only for demonstration purpose where “**Repeating Time**” is effect repetition time.

5) TargetProjectile. Used for moving object to the target. Automatically deleted when no target. The target is set using another script. Example:

```
GameObject projectile = Instantiate(PrefabsCast[8], FirePoint.position, FirePoint.rotation);
projectile.GetComponent<TargetProjectile>().UpdateTarget(target, (Vector3)uiOffset);

//Link from another script
//TARGET POSITION + TARGET OFFSET
public void UpdateTarget(Transform targetPosition , Vector3 Offset)
{
    target = targetPosition;
    targetOffset = Offset;
}
```

The speed, hit and flash effect(can be null) can be set in this script.

## 2. Light

When using light sources in effects with HDRP, problems may arise on the stage. If you find a bug, you need to remove the light source from effect prefab.

## 3. Shaders

3.1) The “Use depth” on the material from the custom shaders is the Soft Particle Factor.

3.2) Use “Center glow”[MaterialToggle] only with particle system. This option is used to darken the main texture with a white texture (white is visible, black is invisible). If you turn on this feature, you need to use “Custom vertex stream” (Uv0.Custom.xy) in tab “Render”. And don't forget to use “Custom data” parameters in your PS.

3.3) The distortion shader only works with standard rendering. Delete (if exist) distortion particles from effects if you use LWRP or HDRP!

3.4) You can change the cutoff in all shaders (except Add\_CenterGlow and Blend\_CenterGlow) using (Uv0.Custom.xy) in particle system.

## 4. Universal Render Pipeline (URP) and High Definition Render Pipeline (HDRP)

You need to delete Distortion shader and distortion components from all prefabs!

SUPPORT ASSET FOR URP(LWRP) or HDRP here --> <https://assetstore.unity.com/packages/slug/157764>

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## 5. Effects

5.1) For spike spell you can use 2 types of spikes, just change "Spike2" prefab to "Spike" in "SpikeSpawner"

5.2) You can enable|disable damage zone in "Sword skill"

5.3) There is 1 "Magic shield loop yellow" prefab in "Magic shield" folder as loop demo.

## 6. Post Processing

If you want to use post-effect like in the demo video:

You can use default Post Processing from **Package manager**. Download Post Effects throw Package manager end enable "Bloom". Or you can use any other "Bloom". But best to use Post Processing v1 (deprecated) from Asset Store because of standard PP makes all scene gray.

You should turn on "HDR" on main camera for correct post-effects. (bloom post-effect works correctly only with HDR)

If you have forward rendering path (by default in Unity), you need disable antialiasing "edit->project settings->quality->antialiasing" or turn of "MSAA" on main camera, because HDR does not works with MSAA. If you want to use HDR and MSAA then use "MSAA of post effect".

It's faster than default MSAA and have the same quality.

And there are a couple of free ones in the Unity Asset Store.

## Support email

[gorobecn2@gmail.com](mailto:gorobecn2@gmail.com)

P.S. I really need your feedback in the Asset Store because every 150th buyer reviews it. Reviews really help sales and can make me add new effects to this asset for free.