Cartoon FX Pack

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MANUAL

Saitama Studio

For the most Up-to-Date documentation please check out: THIS

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First Steps; **Must Read**

Below follows the installation process. For a correct and easy setup you should read this.
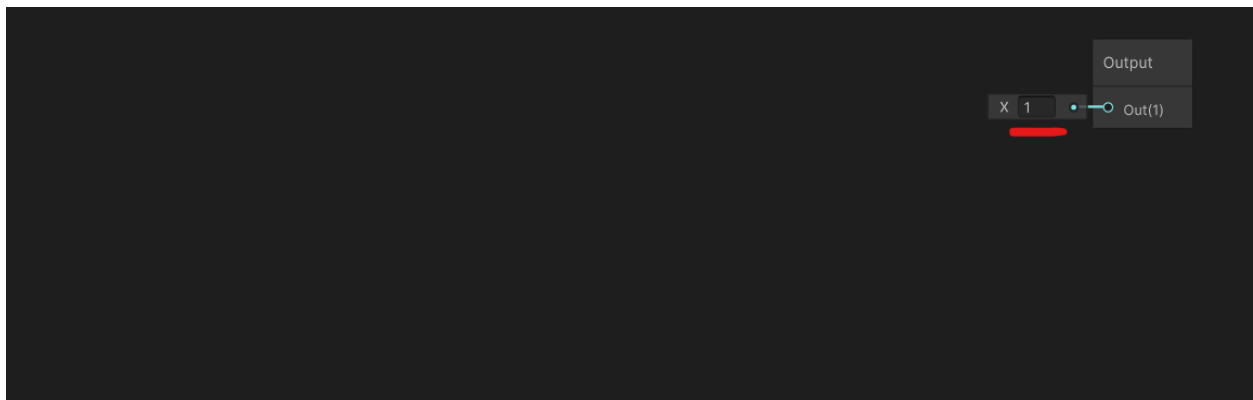
2D

In 2D, the Soft Particle shader graph is not working. To fix it, you do the following:

1. Go to Cartoon FX Pack/Source/Core/Shaders/Subgraphs/
2. Open the Soft Particle shader subgraph.
3. When it opens, you should **remove** everything **except the "Output" node**.
4. **Make sure that the value going into "Output" is set to 1.**
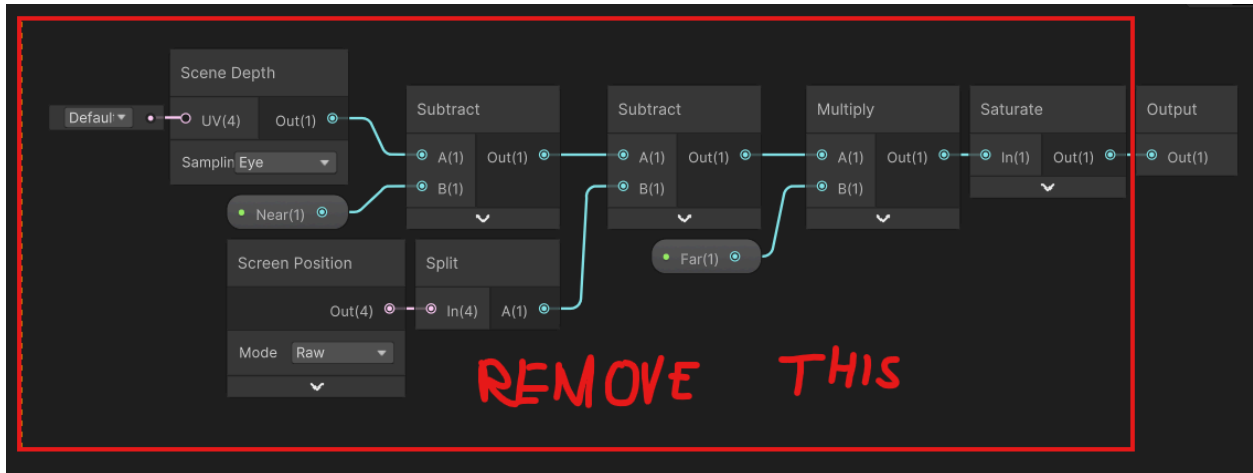
It should look something like this:

Built-in Pipeline (NOT AVAILABLE)

Not currently available. This pack focuses on the Unity Visual Effect Graph pack which is unavailable in the Built-in Pipeline.

URP (Universal Render Pipeline)

To get everything to work properly you need to follow some few basic steps.

1. Installing two Packages from the Unity Package Manager.
   a. Install **Post Processing** package from the Package Manager.
   b. Install **Visual Effect Graph** package from the Package Manager.
   c. Shader Graph must also be installed.
2. [Optional for Collision] In the Universal Render Pipeline Asset, enable Depth Texture (alt. enable in the Camera). This will allow for better collision.
3. [Optional] In Edit/Project Settings/Graphics, enable HDR in all checkboxes.

Everything should work after following those three steps. If you open any of the Demo Scenes, it should look similar to the trailer and media images.

HDRP (High Definition Render Pipeline)

Not currently available.

Creating or editing Text Effect

Here we will show you how to set-up a text effect.

Creating text [read]

First of all, we need to add the base text effect.

1. Go to Cartoon FX Pack/Source/Prefabs/Systems
2. Here we find the prefab "Text Creator". Simply drag-and-drop the prefab into your scene.
   a. You will notice that the prefab has some children. These you can ignore due to them all being destroyed & changed when updating the properties of the parent "Text Creator".
3. If you select the root "Text Creator" prefab (the object with the script 'Text Creator' attached), you will see a whole lot of properties. You can adjust anything you want with these settings. Most notable, 'Text' is the text it should display, 'Text Animation' is the animation it should use when starting and ending the effect. These can be further adjustable which we will cover in a later step. If any properties are confusing, make sure to hover the property and a tooltip will pop-up explaining what it does.

Changing the font

There are a couple of premade fonts for you to use. These can be changed to by changing the current 'Font' property to a ScriptableObject with the script 'FontAsset' attached.

1. You can add your own font by right-click in the project (alt. Assets tab in the top navbar), go to Create/Cartoon FX Pack/Font.
2. This will create a new Font asset which you can add a texture to (see the already made fonts in Cartoon FX Pack/Source/Core/Font for tips how it should look).

Creating or Editing Transition animations

This is a bit more technical than previous steps, if you have any complications with this try to read the steps again or alternatively, contact us for help (contact info at the top).

1. First of all, we need to find the object that contains all the data for the animations. This object is called Objects **but** there should always exist **only 1** of these objects at a time. There should already exist one of these objects in the pack when its downloaded. Navigate to Cartoon FX Pack/Resources.

2. Here we will find 'Settings'. Select it. The first property 'Texts' can be ignored, it's the second property that we will add or change.

3. If we select an element in the 'Text Animations' property we can see all the settings that make up a transition. For detail on what each setting does, you can hover them to see its tooltip. You can change whatever you want in these settings, just keep in mind that the 'Type' should **always** remain the same as its set to.

4. To create a new animation, we first need to add our new transition to the enum. We find this by opening the script 'Objects' that is attached to the 'Settings' object. Here we will find an enum called 'ETextAnimation'. You can add the name of your own transition in this enum (as the last item).

5. Now we can go back to the 'Settings' object and add a new element to the 'Text Animations' array. We should select what we named our new transition as the 'Type' of the new element (if your transition does not appear in the dropdown of 'Type' you should redo the last step).

6. Now we can change the properties of our new transition however we like.

7. When we're done with our transition, we can navigate back to the 'Text Creator' game object we created earlier. Here we can select our new transition as the 'Text Animation'.

FAQ + Known Problems

Problems & Solutions

Unity is an engine with multiple versions. Different versions may encounter unique problems. Here we will try to answer some of the regular problems that may appear when using this package. For problems that this thread does not answer, please contact us at:

saitamastudiobusiness@gmail.com

[problem]   **I can't edit the properties in the VFX**

[answer]   Sometimes when a Visual Effect is under a prefab it does not allow you to edit the VFX directly in the editor. Try to "Unpack" the prefab (right-click the parent prefab of the VFX and press "Prefab/Unpack").

[problem]   **Smoke particles aren't showing**

[answer]   This happens most of the time when using 2D. To fix it, follow the **2D guide here**.

FAQ

[question]   **What is customizable? Can you change colors & textures?**

[answer]   Everything is customizable. So yes, you can change the colors, textures or any other properties such as movement, spawn area, spawn rate etc.

[question]   **Does the pack include Shuriken based particle system (previous Particle System)?**

[answer]   Unfortunately, the pack doesn't include VFX from the Shuriken particle system, as we needed the advanced features of VFX Graph for some of the features and better/simpler editing for users.