

Sacred Geometry VFX Volume 1

User Guide



Contact: info.paulinami@gmail.com

Website: paulinami.com

About

"Sacred Geometry VFX Volume 1" package contains 9 visual effects that were made in Unity Engine with Particle System (Shuriken) and that were inspired by Sacred Geometry.

The term 'Sacred Geometry' refers to various shapes and forms that have been used traditionally in art, architecture and meditation for thousands of years. These same shapes and forms are also found in natural organisms. From honeycomb, to the scales of a fish, to the neural networks of our brains, all of life is composed of intricate patterns.

Package requirements (dependencies):

- Unity version 2019.3 and up;

Package content:

- Demo scene;
- 9 VFX prefabs;
- 13 Photoshop files;
- 11 Illustrator files;
- 18 textures;
- 28 materials.

How to change the color of the effect?

In all of the effects the particle's Start Color is set to white, so the effect color is changed under the Color over Lifetime tab.

Why there is a lighter and a darker material of each symbol?

The lighter materials use the Additive shader so darker color won't appear, the darker materials use Alpha Blend shader so that we could get the dark colors, please keep that in mind while changing colors.

Have any other questions or difficulties?

If you are having issues or want to suit the effect for your needs but do not know how, please contact info.paulinami@gmail.com and I will gladly help.