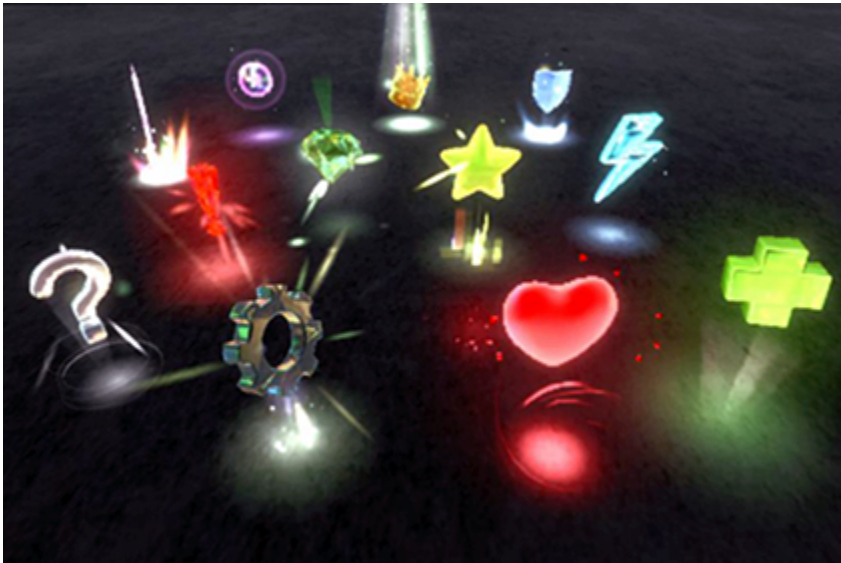


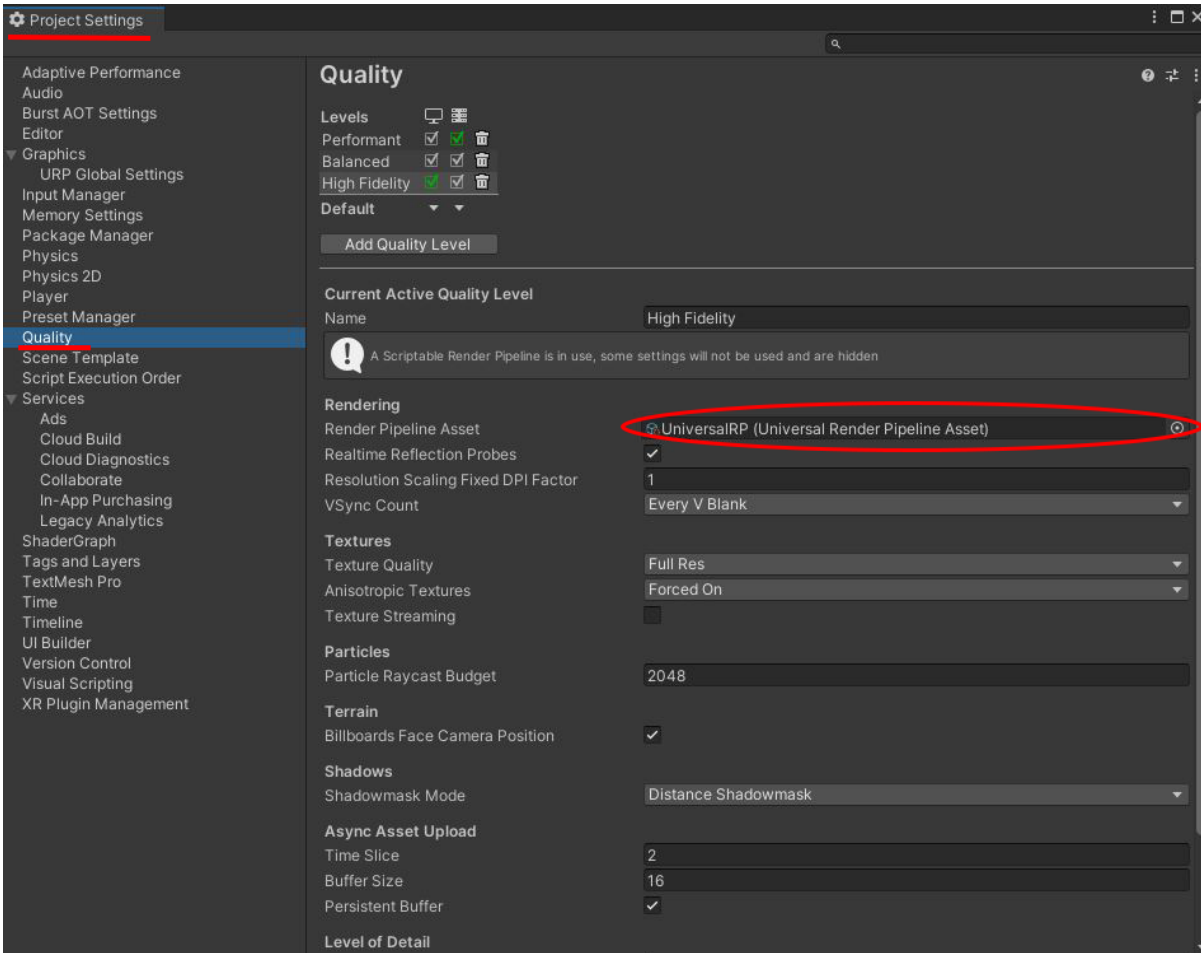
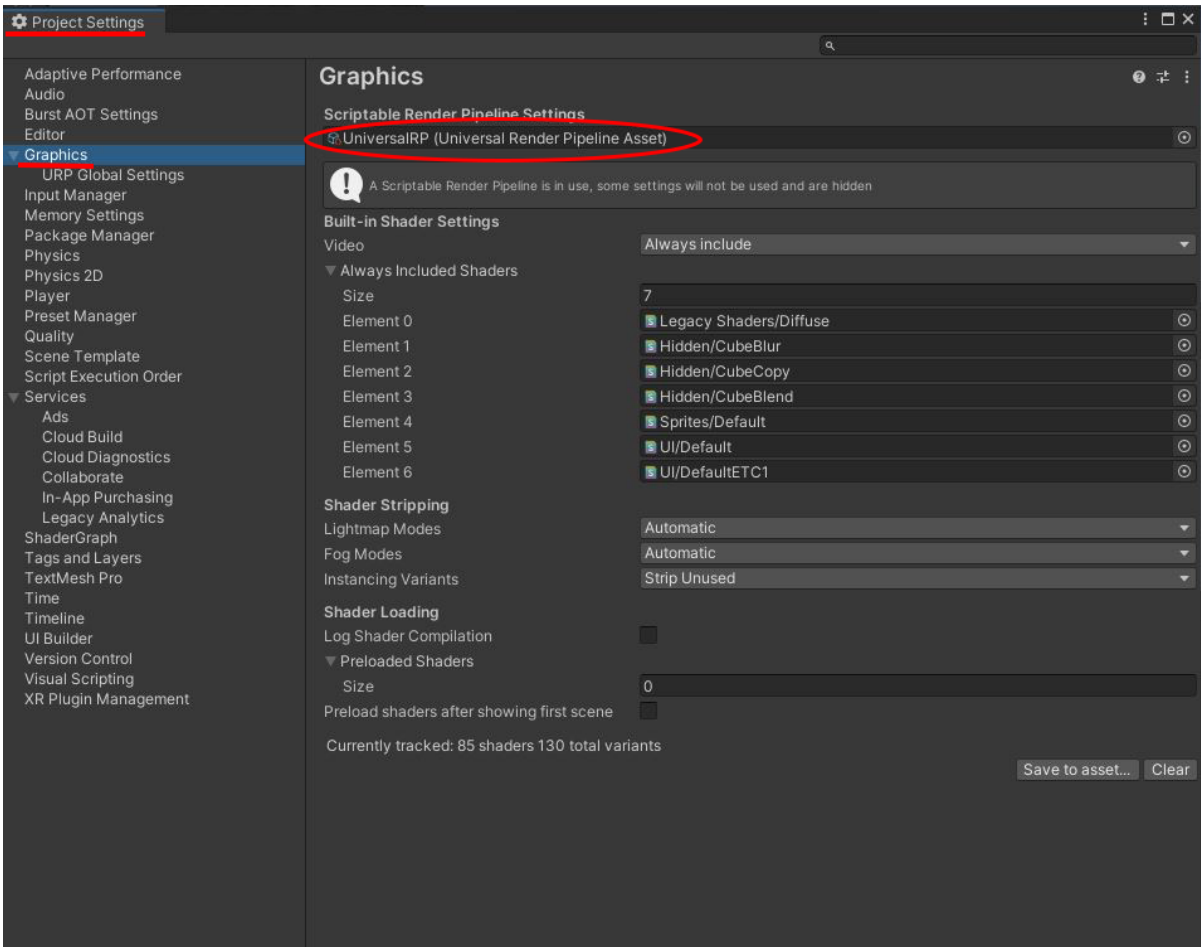
Particle VFX and Item shader pack

[Asset Store link](#) - Please leave a review and click the favorites heart if you found this asset helpful
[Web Demo](#)

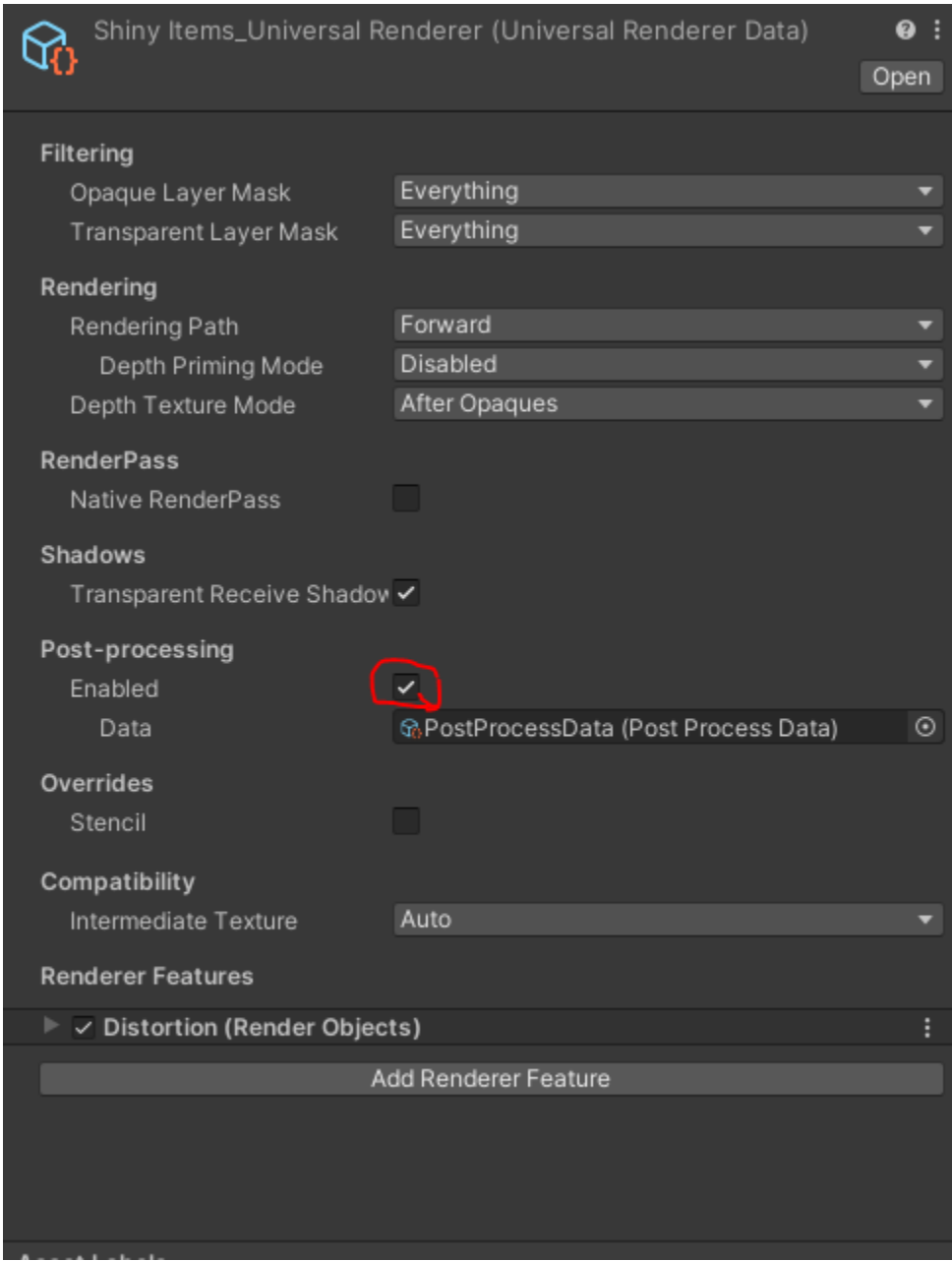


!!! IMPORTANT SETUP !!!

If everything is pink make sure you have selected the “Shiny Items_Universal Pipeline Asset” in Project Settings, Under the **Graphics** section AND ALSO under the **Quality** section.

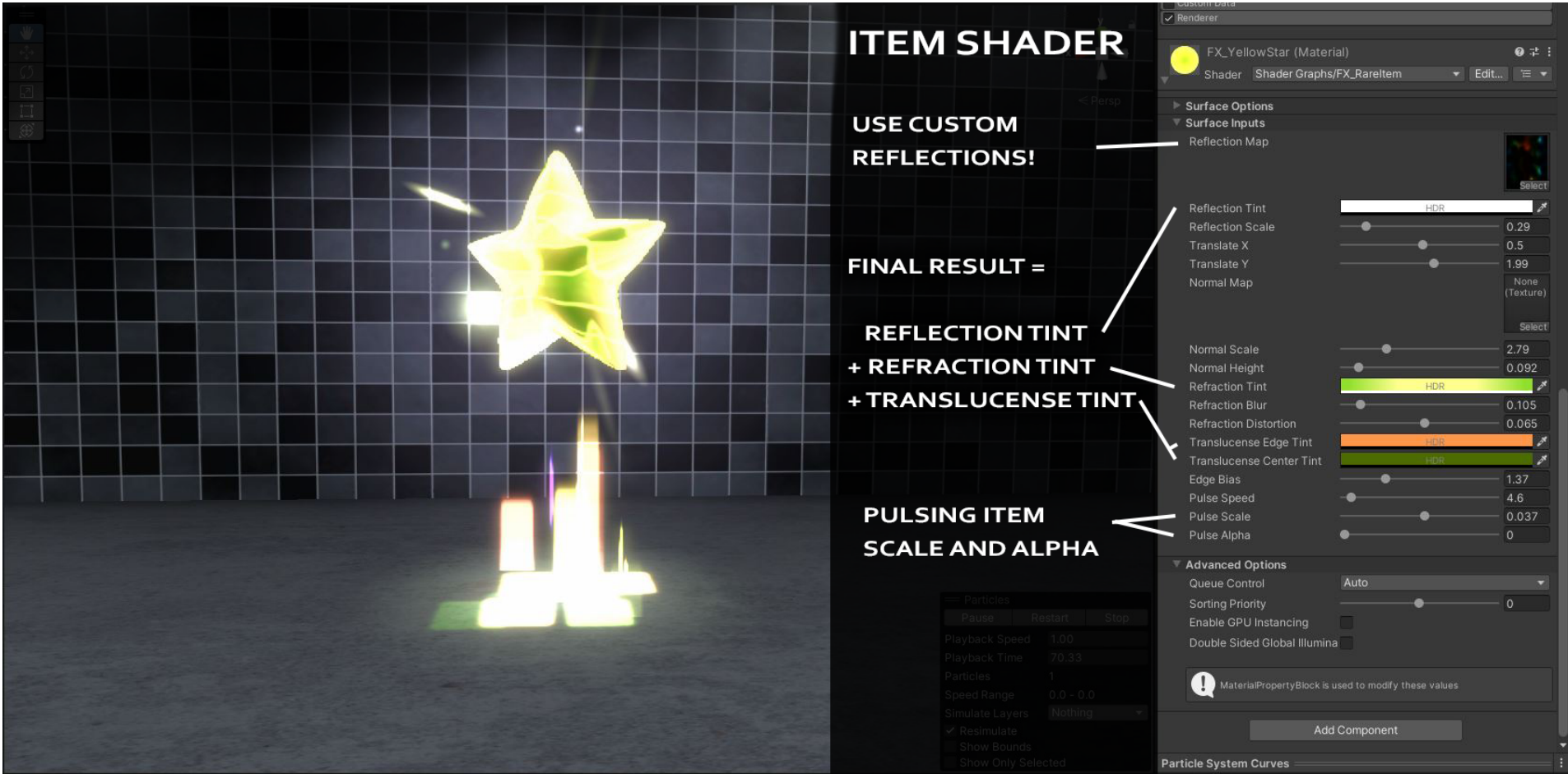


Post processing sometimes stop working on first import. Enable post processing on the URP Data asset

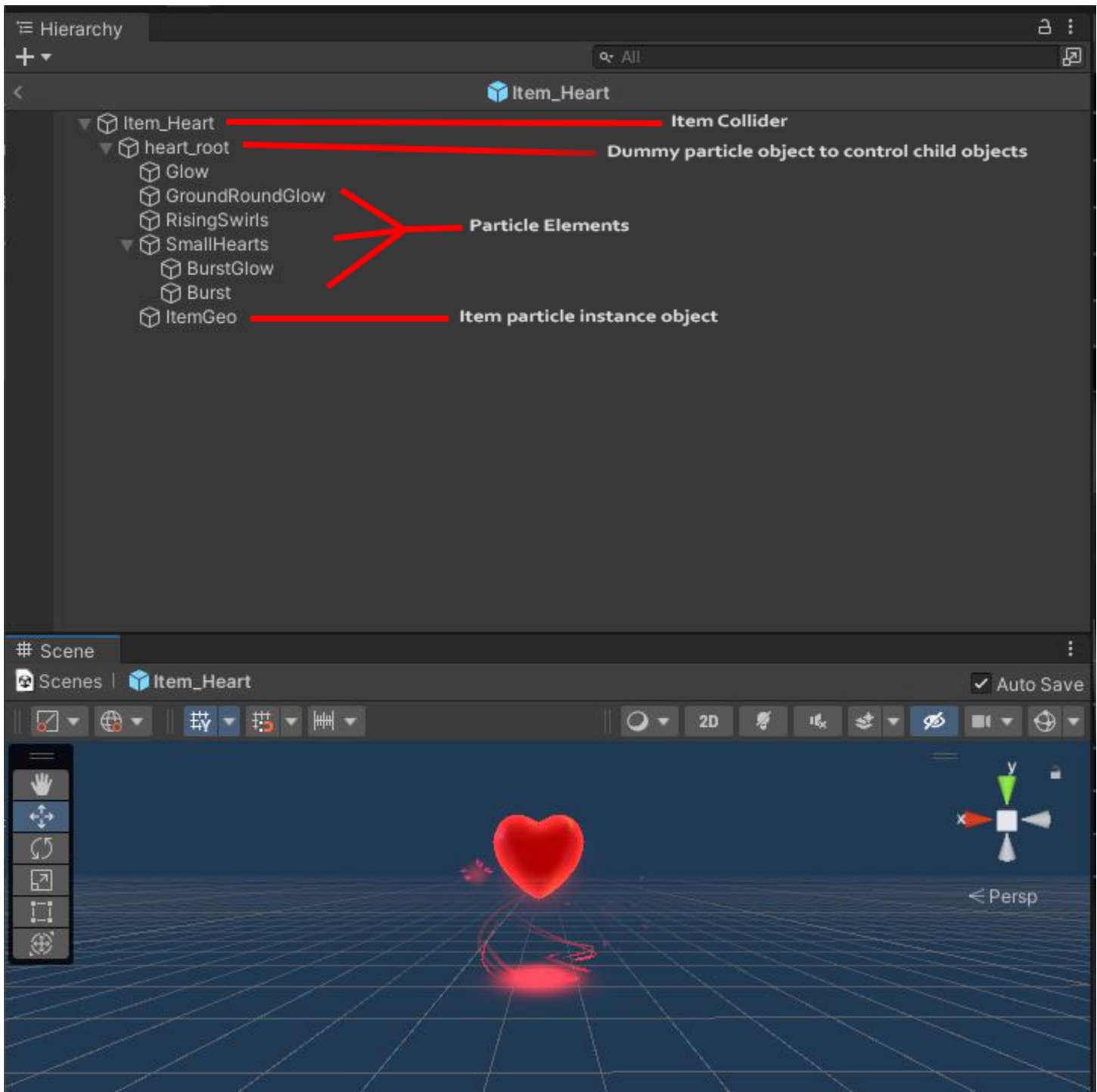


The Item Shader

The Item Shader is a custom fresnel shader with other features designed to easily create power up items. The colors are added together to get a final result. It's easy to make things too bright, so be careful

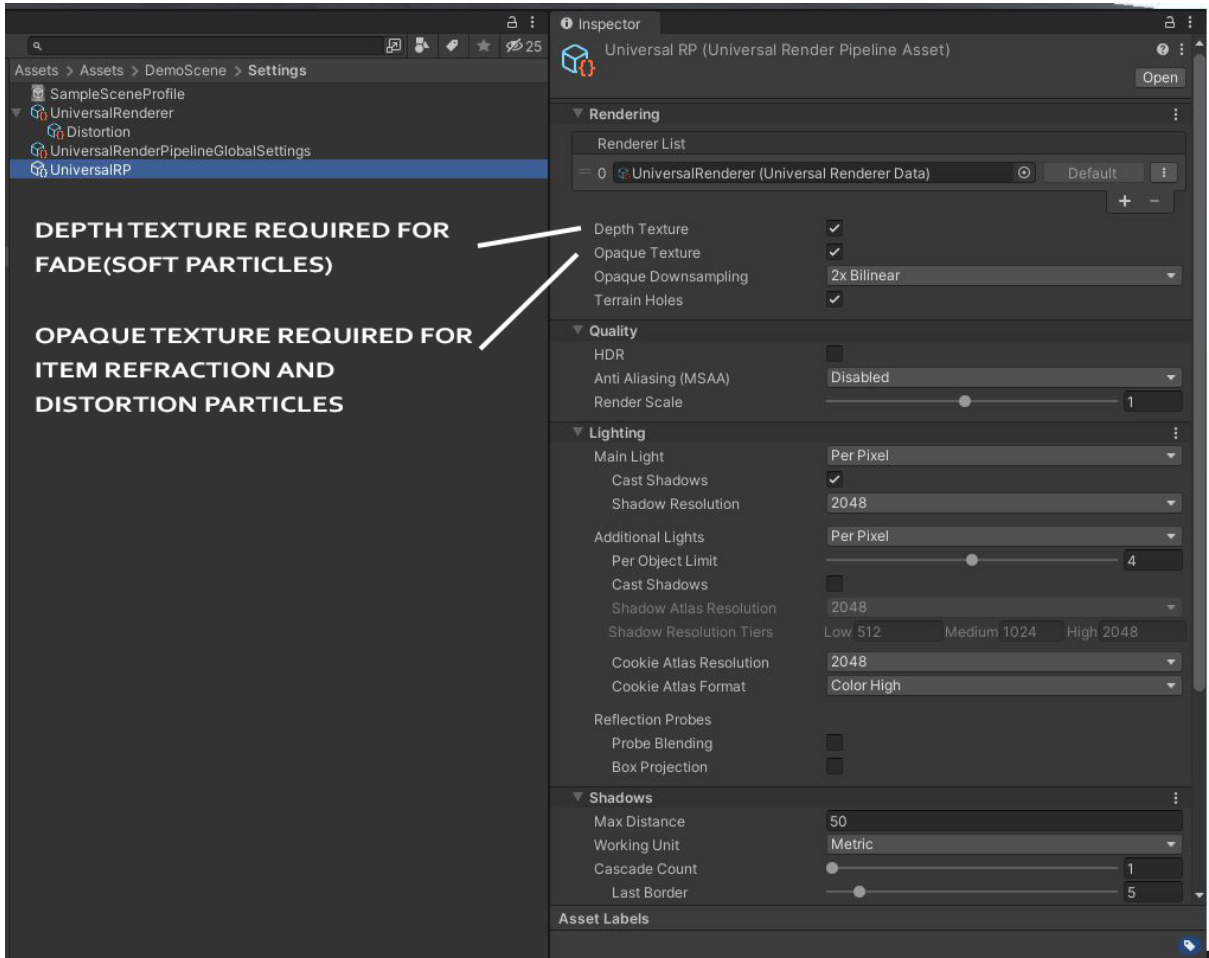


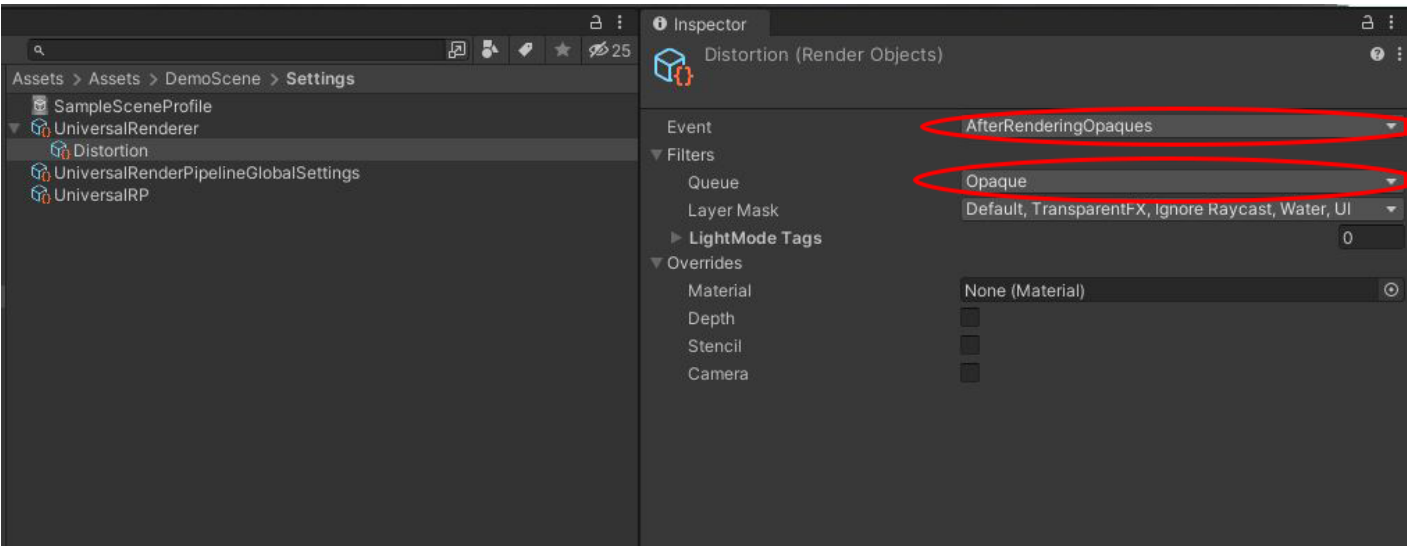
Item Hierarchy Breakdown



URP Settings

URP Settings you might need to check to get things working





Please leave me a review on the Asset Store if you found this helpful
<https://assetstore.unity.com/packages/vfx/shiny-urp-power-ups-207966#reviews>

End