Confetti FX 2 (v1.0)

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Introduction

Hello and welcome to the documentation of Confetti FX 2. Here you'll find some information on how to most efficiently use and customize the asset for your project.

If you're ready to dive right in, the effects can be found in the **'Confetti FX 2/Prefabs** folder. Confetti is here sorted by Style and Theme. To view an effect, you can simply doubleclick it to get a quick view inside the prefab or drag and drop it into your Scene and the effect will start playing immediately.

You can also more efficiently browse effects directly in Unity by adding all the demo scenes from the **'Confetti FX 2/Demo/Scenes'** folder into the Build Settings, open one of the scenes and press Play. While in the Game window you can click through the in-game button row at the bottom to navigate to the different scenes.

Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, certain elements of the effects may appear to be stretched.

The effects in Confetti FX 2 consists almost entirely out of **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

Recoloring effects

To recolor an effect, simply change the **Start Color** of the parent emitter. If you are using the Toon Confetti effects, you'll also have to change the color of the 'Trails' sub-emitter.

If you scroll down a bit in the Particle System options , you can also use the **Color over Lifetime** to make them fade from one color to another, or simply fade out. Keep in mind that these colors will be mixed on top of the original **Start Color**.
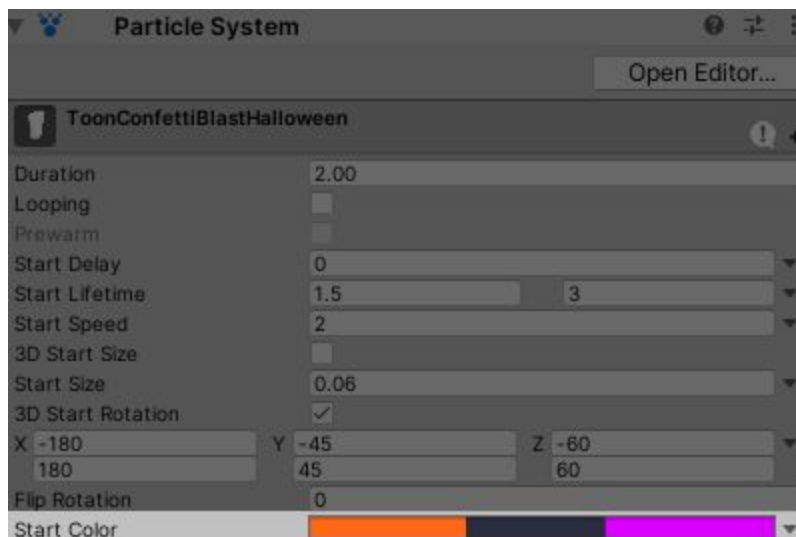
Extra textures

Included in the asset are a few extra textures with thematic confetti shapes with and without outlines if you wish to customize them further. Normal maps have also been included if you're looking to make them more realistic with the 'Particles/Standard Surface' shader.

Upgrading to URP

When you import the asset for the first time, the asset will be using Shaders for the **Built-in Render Pipeline** (often called Standard). If you are planning to work in Standard, upgrading is not necessary.

Before upgrading, make sure your project is configured to use **URP (Universal Render Pipeline)**.

WARNING: Any changes made to original materials and prefabs in the asset folder may be lost when upgrading as certain assets will be overwritten.

To upgrade to URP, locate the **'Confetti FX 2\Upgrade'** folder, then open (double-click) and Import the bundled **'Confetti FX 2 URP Upgrade'** unitypackage to your project. This will replace all of the Materials in the asset folder, and could make some minor changes to Scenes and Prefabs in the **'Confetti FX 2/Demo'** folder.

If you accidentally upgraded, you can also revert to Standard materials by reimporting the asset.

FAQ

Q: Can I use this asset in my commercial game?

A: Yes! Most assets from the Asset Store often use the same license. Read more here or check the EULA.

Q: Will this asset be available in HDRP?

A: At the moment it is not planned, but maybe!

Contact

Need help with anything? For the quickest response, please reach me at archanor.work@gmail.com.

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