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Setting up

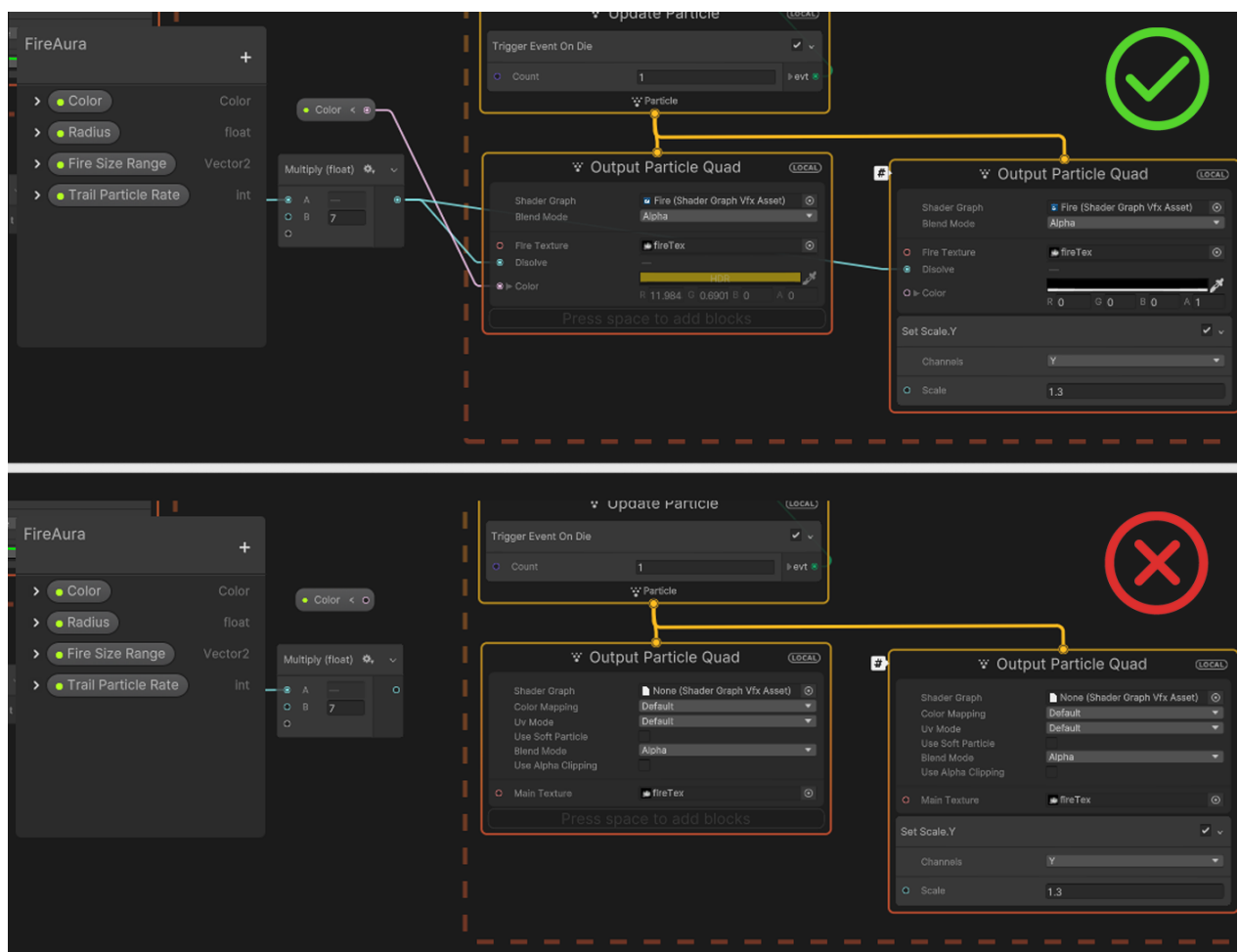
Problem with import

If after import, effects in VFX graph are missing some of the links or you don't see any custom shaders in any of VFX graphs, it means that Unity did not compile custom shaders before VFXs. To fix that follow instruction below.

- Delete imported folder named 'HandCharacter'
- Restart Unity
- Import assets one more time but don't open anything
- Right-Click on 'HandCharacter' folder and choose 'Reimport' option

If you still have a problem, you can also compile it manually.

- Delete imported folder named 'HandCharacter'
- Restart Unity
- Import assets one more time
- Open every custom shader graph in 'materials' folder and press 'save asset' button in shader graph window



Example how graph should look like after import

Upgrading to HDRP

To use assets with HDRP use 'HDRP Upgrade' file in root assets folder and let it replace URP assets with HDRP assets.

Custom Shaders Properties

Hand

Shader created only for 'HandCharacter' model.

Speed – How fast fire is moving

Color – Color of the fire

EdgeMask – Mask for corners of the hand model

RockScale – Scale of the smaller rocks on the material

RockMask – How much of the fire is visible and how much is covered by the rocks

RockPattern – Rotate and move rocks

RockLavaVisibility – Visibility of lava veins on the rocks

RockLavaColor – Color of lava veins on the rocks

RockBlade

Shader for Rock Blade vfx

Fade – Property in range from 0 to 1 controlling visibility of the material from left edge to right edge

RockColor – Adjust color of the rocks

BladeColor – Color of a top side of the material

EmissionStrength – Strength of blade color emission

VFXs Properties

FireAura

Color – Color of the fire and trails

Radius – Radius of the circle where fire is spawned

FireSizeRange – Range of random sizes of the fire

TrailParticleRate – Amount of trails spawned

FireCircle

Circle of fire which automatically grow and expand over time.

FireSize – Size of the fire when it starts to expand

FirePositionY – Property for moving fire up, above base position of the gameobject

FireColor – Color of the fire

SparksColor – Color of the sparks

SizeCurve – Curve to control how fire grow over time

SpeedCurve – Curve to control how fire expand over time

Speed – Speed of fire expand

Hand

SkinnedMeshRenderer – Skinned Mesh Renderer of the hand model

Transform – That property needs to be controlled by VFX Property Binder

- Add 'VFX Property Binder' script to the same gameobject as Visual Effect
- Click on plus sign and select Transform->Transform
- Below in Property field type 'Transform' and in Target choose 'spine' gameobject from HandCharacter->CharacterArmature->spine

Color – Color of the effects

RockBlade

Size – Size of the fire and smoke

Fade – Property in range from 0 to 100 controlling movement of the fire and smoke to match it to RockBlade shader Fade property.

FadeRadius/FadePosition - Properties for controlling curve along which fire and smoke are moving when Fade property changes

Color – Color of the fire

SparkColor – Color of the sparks

RockChair_Flames

Color- Color of the flames

Size – Size of the flames

RockChair_Stones

LavaVisibility - Visibility of lava veins on the rocks

LavaColor - Color of lava veins on the rocks

TrailsColor – Color of the trails following rocks after explosion

FlamesColor – Color of the flames

Slash

Color – Color of the slash effects

Wall

FireSize – Size of fire around the wall

FirePositionY - Property for moving fire up, above base position of the gameobject

FireColor – Color of the fire

FireSparksColor – Color of the sparks

LavaColor - Color of lava veins on the rocks

ExplosionColor – Color of the explosion effect

ExplosionTrailsColor - Color of the trails following rocks after explosion

VFXs Events

FireAura

Play – Play aura effect

Stop – Stop aura effect

RockBlade

FadeIn – Play effect controlled by Fade property

FadeOut – Stop effect controlled by Fade property

SmokeIn – Play big smoke and fire behind blade model

SmokeOut – Stop smoke and fire

RockChair_Stones

Basic OnPlay and OnStop – Spawn single burst of small stones and flames

Destroy – Play single burst with explosion of the rock chair

Wall

Moving gameobject with Visual Effect will spawn trail of stones and lava behind

WallStart – Spawn flames and rock wall which will explode after few seconds

WallStop – Stop flames left behind after explosion of the rock wall

FireCircle/Hand/RockChair_Flames/Slash

Basic OnPlay and OnStop events

Animations

Attack1

Animation for attack 1 contain 2 clips named Attack1_1 and Attack1_2. There are two clips so you can control speed of only first part of the attack animation to match it to the distance that gameobject move before playing Wall VFX and Attack1_2.

Running/Walking

Running and walking animations contain two clips each. One for looping animation of the action and second of ending the action.

Emote 1

Emote 1 animation contain 3 clips. Clip Emote1 is for starting the animation, clip Emote1_Idle is for looping middle part of the emote and clip Emote1_End is for ending looping action.

AttackAuto2/AttackAuto/ Emote2/ Attack2/ Attack3

Rest of the animations contain only one clip each.