

Shockwave_URP

[Asset Store Link](#)

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL!

Enjoy! 😊

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Contact

Questions, suggestions, help needed?

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Description Features

Easily customize the animation's

- speed
- radius
- wavesize (thickness)
- amplitude (distortion amount)
- color

Set Up

Use the URP_Asset

it's in ***\ShockWave_URP\Assets\URP**


note: this will do several things.

1. Allow us to use `_CameraOpaqueTexture`
 - we are distorting this texture to make the effect

Inspector

Services

Project Settings


URP_PipelineAsset


Open

General


Renderer List

0

URP_Renderer (ForwardRendererData)



Default



+

-

Depth Texture


☐

Opaque Texture

☒

Opaque Downsampling

2x Bilinear



Terrain Holes

☒


Quality

HDR

☐

Anti Aliasing (MSAA)

Disabled




Render Scale

1

Lighting

Main Light

Per Pixel




Cast Shadows

☒


Shadow Resolution

2048



Additional Lights

Per Pixel



Per Object Limit


4

Cast Shadows

☐

Shadow Resolution

512




Shadows

Distance

50

Cascades

No Cascades

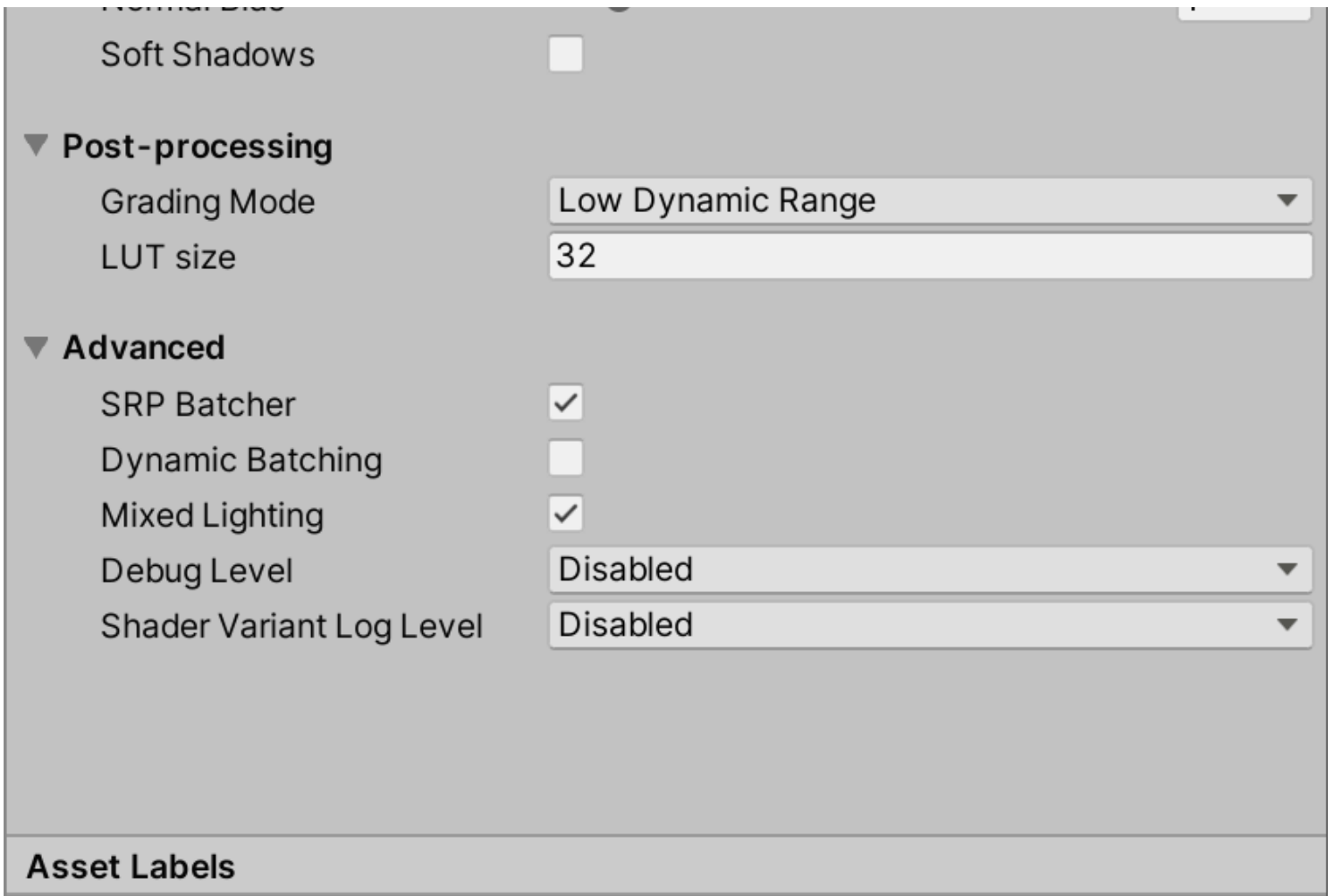


Depth Bias

1

Normal Bias

1



prefabs

shockwave.prefab

this is the main prefab to generate the effect.

ShockWaveAnim.cs

this will animate the settings in the shader.

- Material
 - the material we will copy from
- Shader
 - the shader we will use
- Speed
 - how fast it will play back
- T
 - the current time

- Radius Anim
 - the animation curve for the radius
- Wavesize Anim
 - the animation curve for the wavesize
- Amplitude Anim
 - the animation curve for the amplitude
- Color Anim
 - the color over time during the animation
- Sat Anim
 - the animation curve for the color's saturation
- Destory When Done
 - weather the object will be destroyed when done
- Time Preview_In Edit Mode Only
 - slide this during edit more to see the animation

shockwave.shadergraph

this is the shader that causes the effect.

InspectorServicesProject Settings

shockwave

Static

Tag

Untagged

Layer

Default

Transform

Position

X

-0.2193848

Y

0.1547496

Z

-1.68

Rotation

X

0

Y

0

Z

0

Scale

X

5

Y

5

Z

5

Quad (Mesh Filter)

Mesh Renderer

Shock Wave Anim (Script)

Script

ShockWaveAnim

Material

ShockWave

Shader

Shader Graphs/shockwave

Speed

1

T

0

Radius Anim

Wavesize Anim

Amplitude Anim

Color Anim

Sat Anim

Destory When Done

Time Preview_In Edit Mode Only

0.135

Shader Graphs/shockwave (Instance)

Shader

Shader Graphs/shockwave

radius

0.536848

amplitude

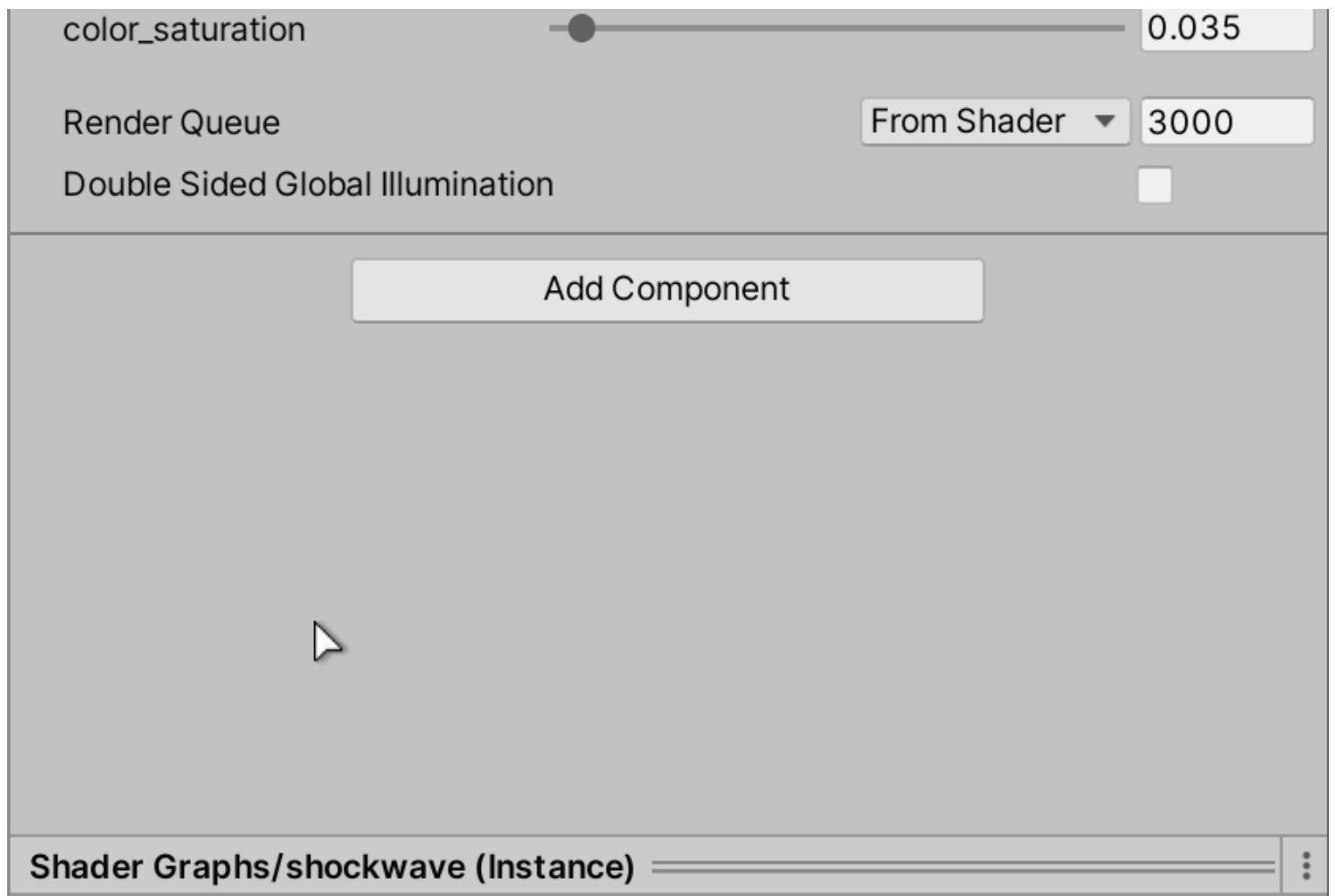
0.5

wavesize

0.250088

color

HDR



other scripts

GenerateShockWave.cs

this will instantiate the shockwave based on where the projectile hits.

ShootOnClick.cs

shoots the projectile

DestroyAfter.cs

destroys an object after X time.

Videos

[Demo1](#)

[Demo2](#)

Terms of Use

Required:

please follow [Unity's EULA](#)

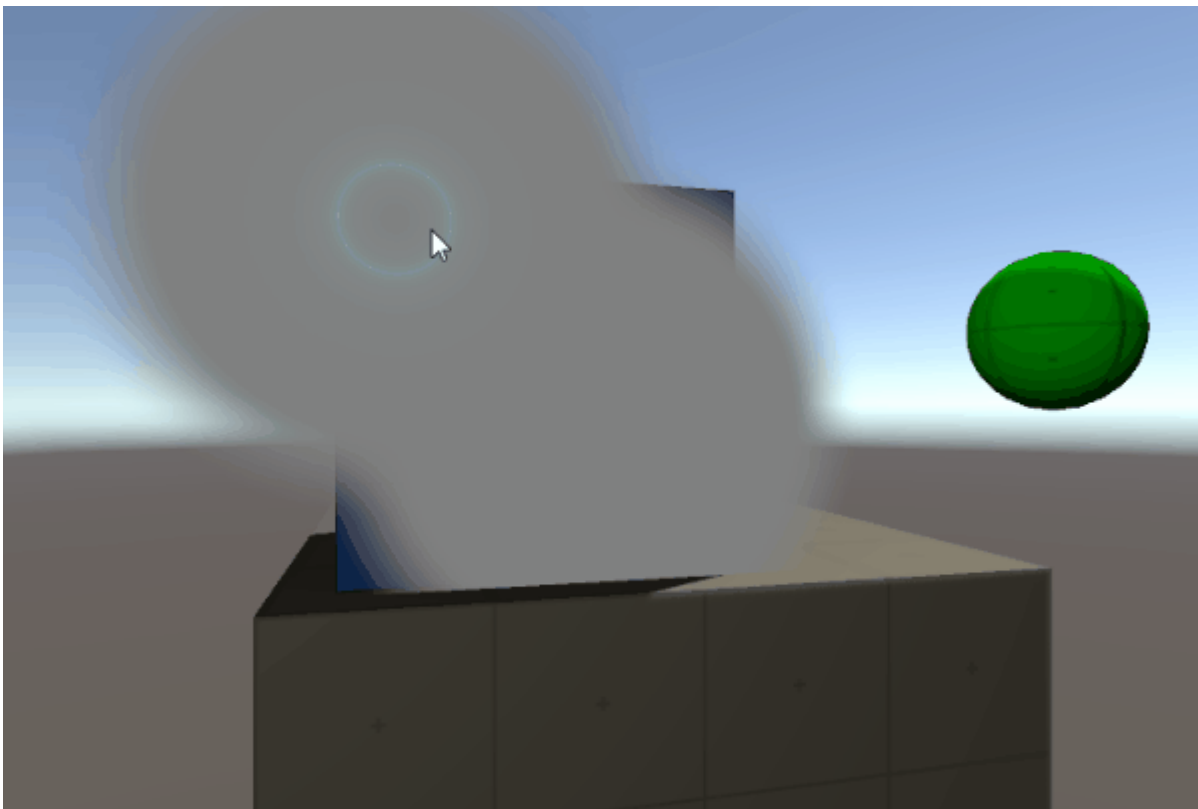
Suggestion/Optional:

please put my name in the credits, or in the special thanks section. 😊

FAQs

the ShockWave is grey!

example



solution

change the settings of one of the camera(s) so that it creates a CameraOpaqueTexture (see below)

