

# Shockwave\_URP

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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

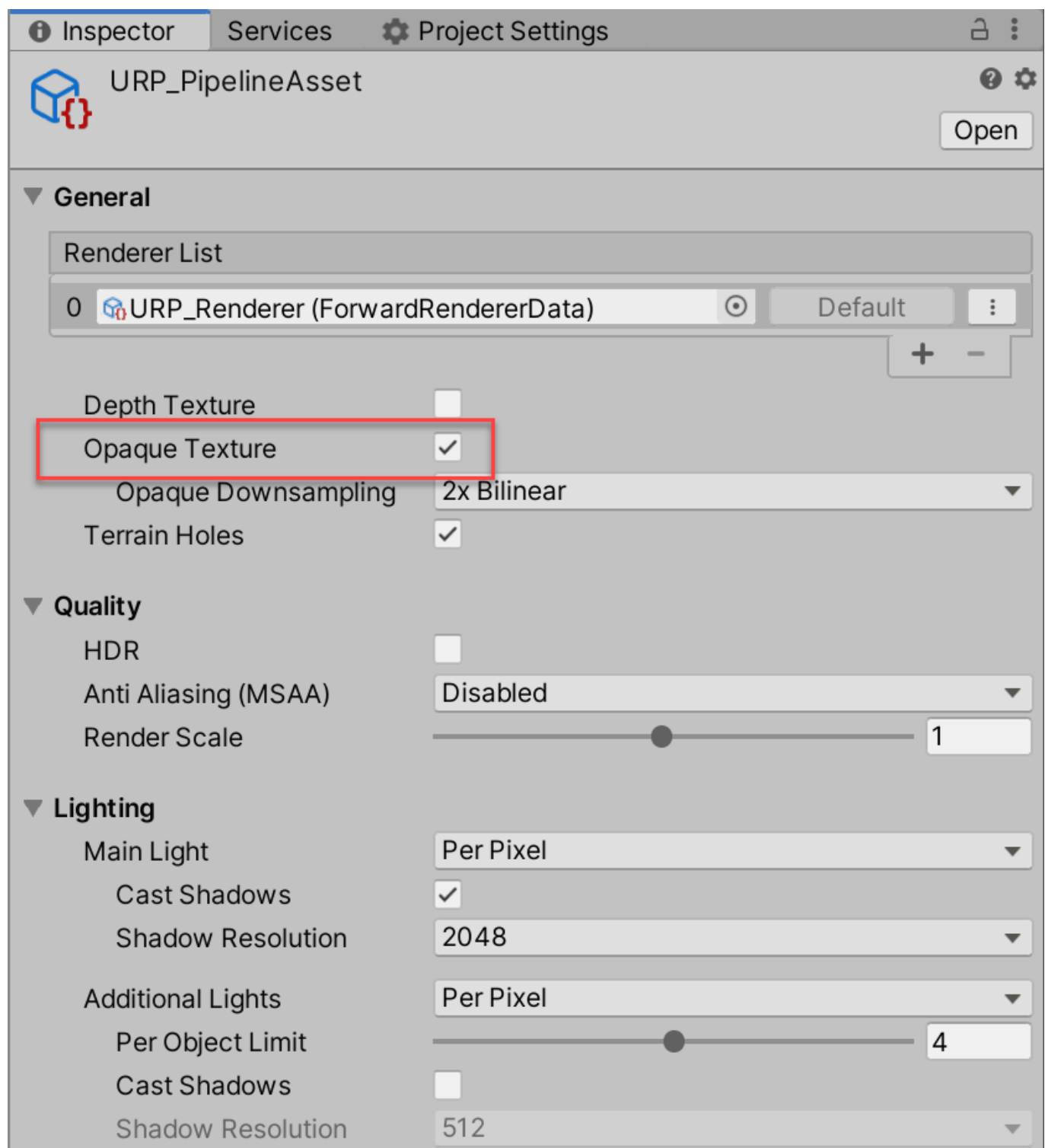
## Set Up

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



▼ **Shadows**

Distance	50
Cascades	No Cascades ▼
Depth Bias	<input type="range"/> 1
Normal Bias	<input type="range"/> 1
Soft Shadows	<input type="checkbox"/>

▼ **Post-processing**

Grading Mode	Low Dynamic Range ▼
LUT size	32

▼ **Advanced**

SRP Batcher	<input checked="" type="checkbox"/>
Dynamic Batching	<input type="checkbox"/>
Mixed Lighting	<input checked="" type="checkbox"/>
Debug Level	Disabled ▼
Shader Variant Log Level	Disabled ▼

**Asset Labels**

## prefabs

shockwave.prefab

this is the main prefab to generate the effect.

### ShockWaveAnim.cs

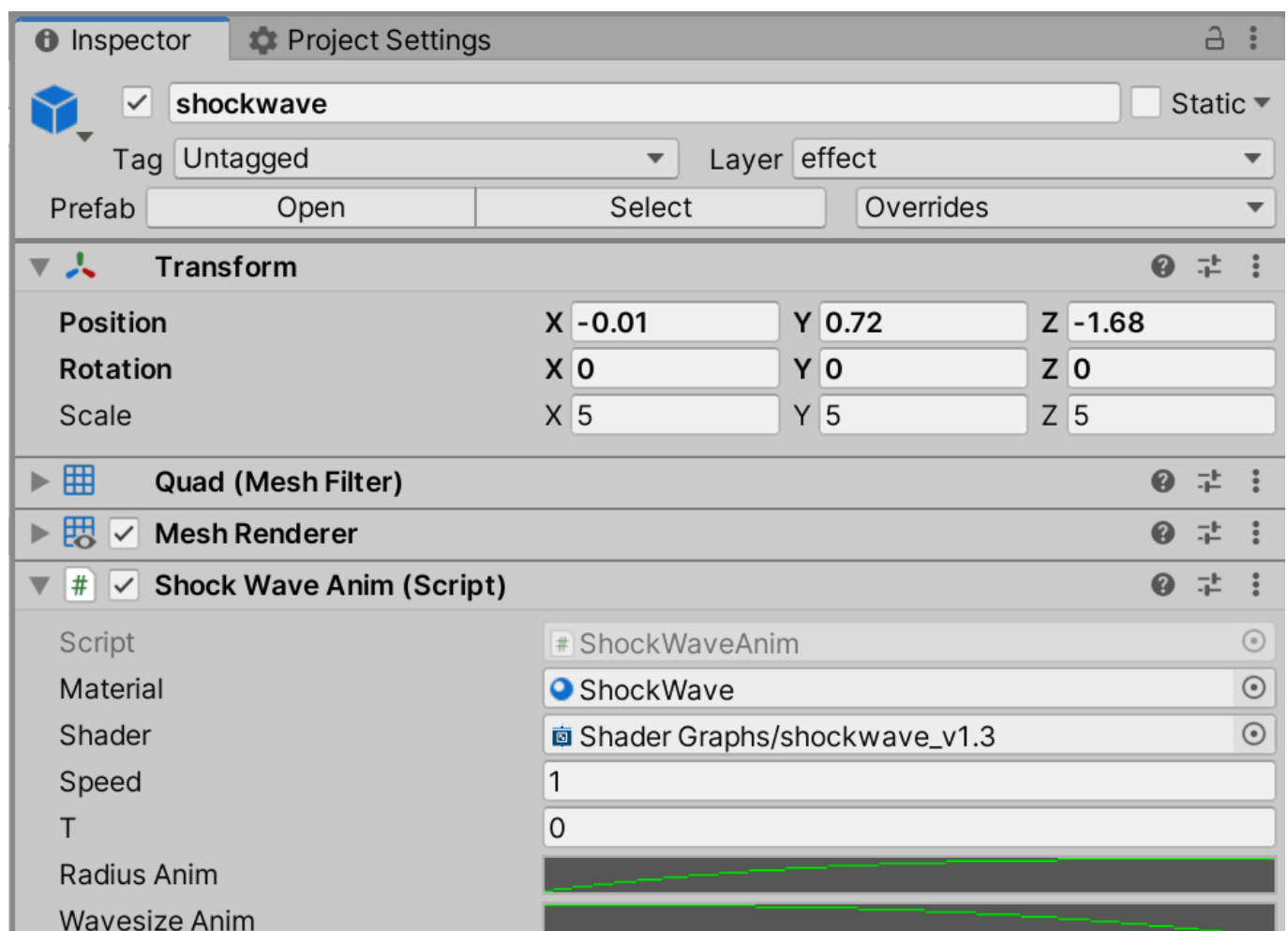
this will animate the settings in the shader.

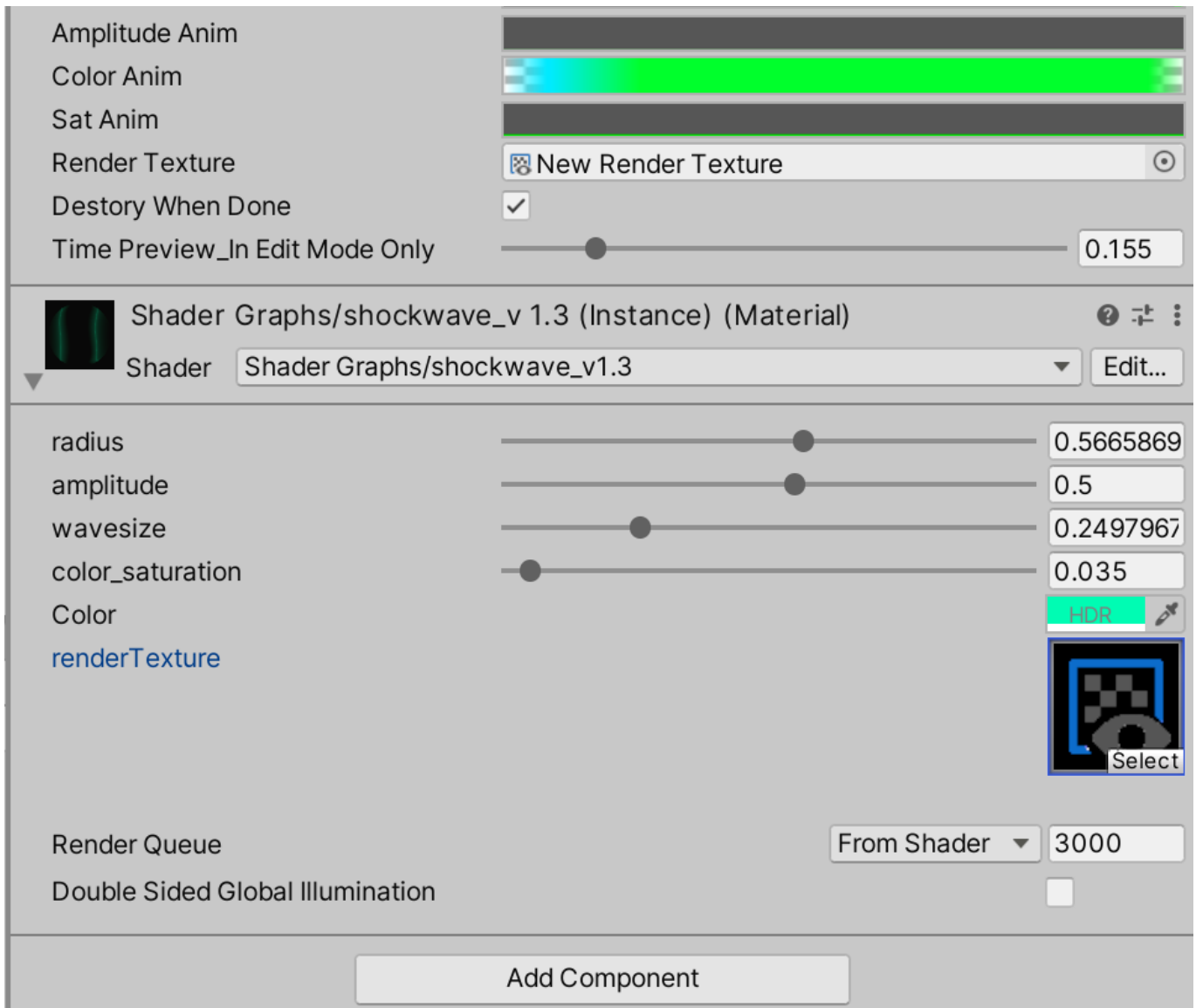
- Material
  - the material we will copy from
- Shader
  - the shader we will use
- Speed
  - how fast it will play back
- T
  - the current time
- Radius Anim

- 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
- renderTexture\_assetpath
  - this is the path were the RenderTexture can be loaded from
    - make blank if you don't plan to use a Render Texture
- Render Texture
  - this is the render texture that will be used within the shader
  - if this is blank an opaque texture will be used...
    - thus sprites and transparent objects will not show
- 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.





#### Note:

if useRenderTexture is true, the render texture will be used.

if false, the script will use an opaque texture.

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the opaque render texture will not show transparent objects or sprites.

## other scripts

### createRT.cs

creates a RenderTexture and adds it to the Camera. the RenderTexture will be created based on the current screensize.

### 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

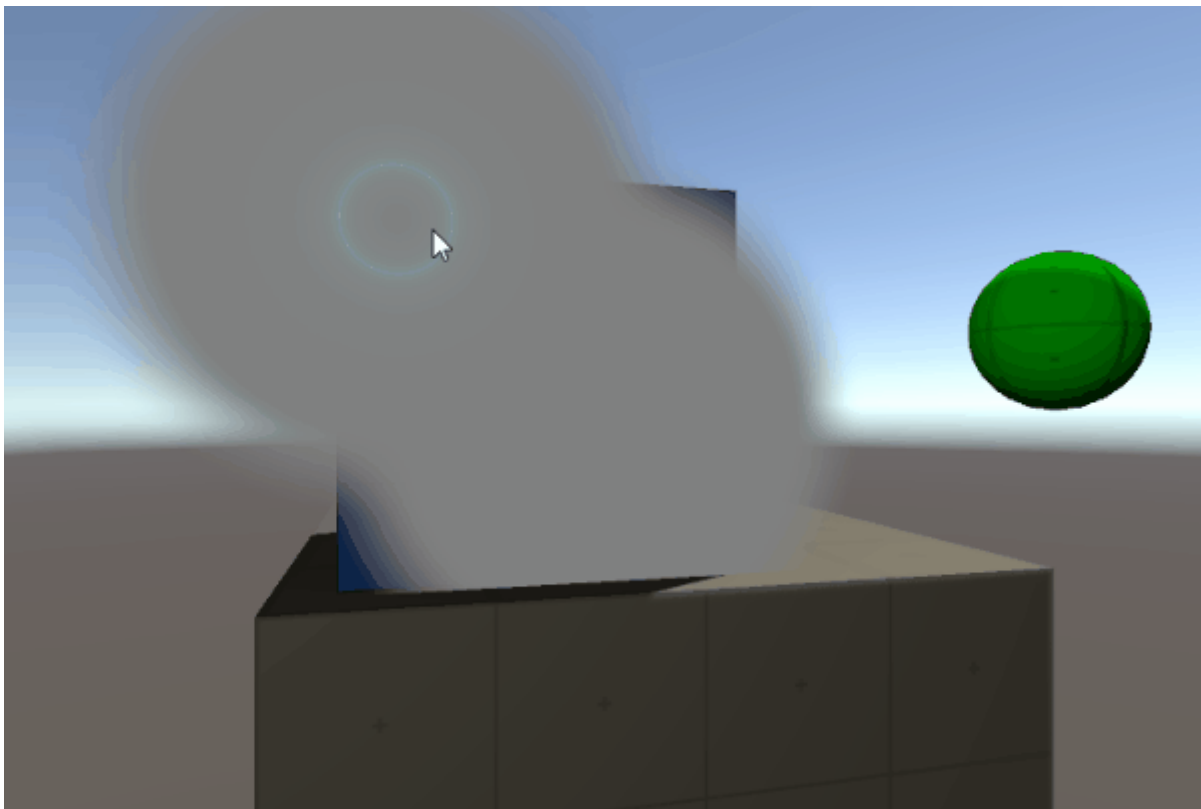
Required: please follow [Unity's EULA](#)

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)

