

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

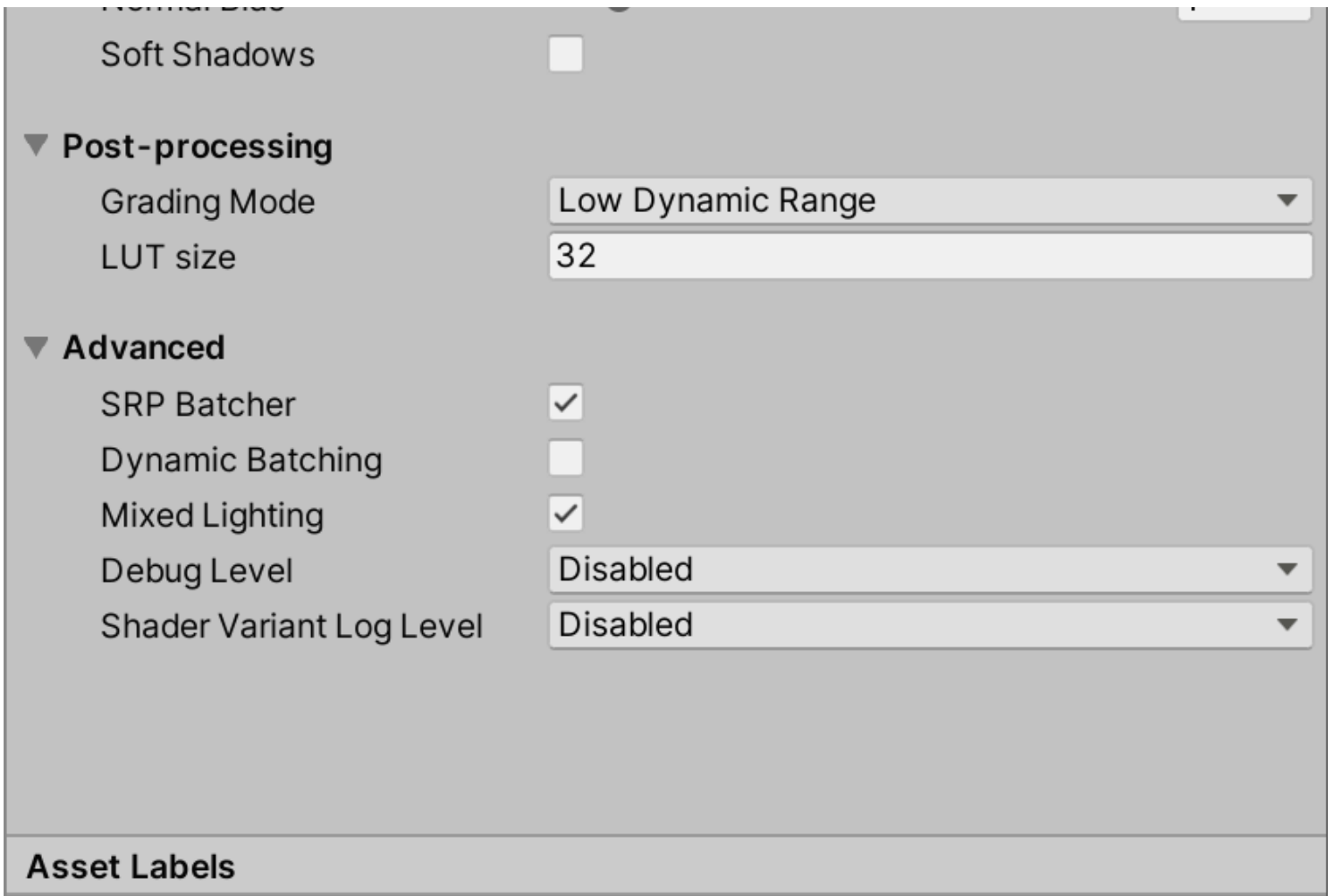
▼

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
- 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.

Inspector

Project Settings

shockwave

Static

Tag

Untagged

Layer

effect

Prefab

Open

Select

Overrides

Transform

Position

X

-0.01

Y

0.72

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_v1.3

Speed

1

T

0

Radius Anim

Wavesize Anim

Amplitude Anim

Color Anim

Sat Anim

Render Texture

New Render Texture

Destory When Done

Time Preview_In Edit Mode Only

0.155

Shader Graphs/shockwave_v 1.3 (Instance) (Material)

Shader

Shader Graphs/shockwave_v1.3

Edit...

radius

0.5665869

amplitude

0.5

wavesize

0.2497967

color_saturation

0.035

Color

HDR

renderTexture



Note:

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

if false, the script will use an opaque texture.

--

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

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](#)

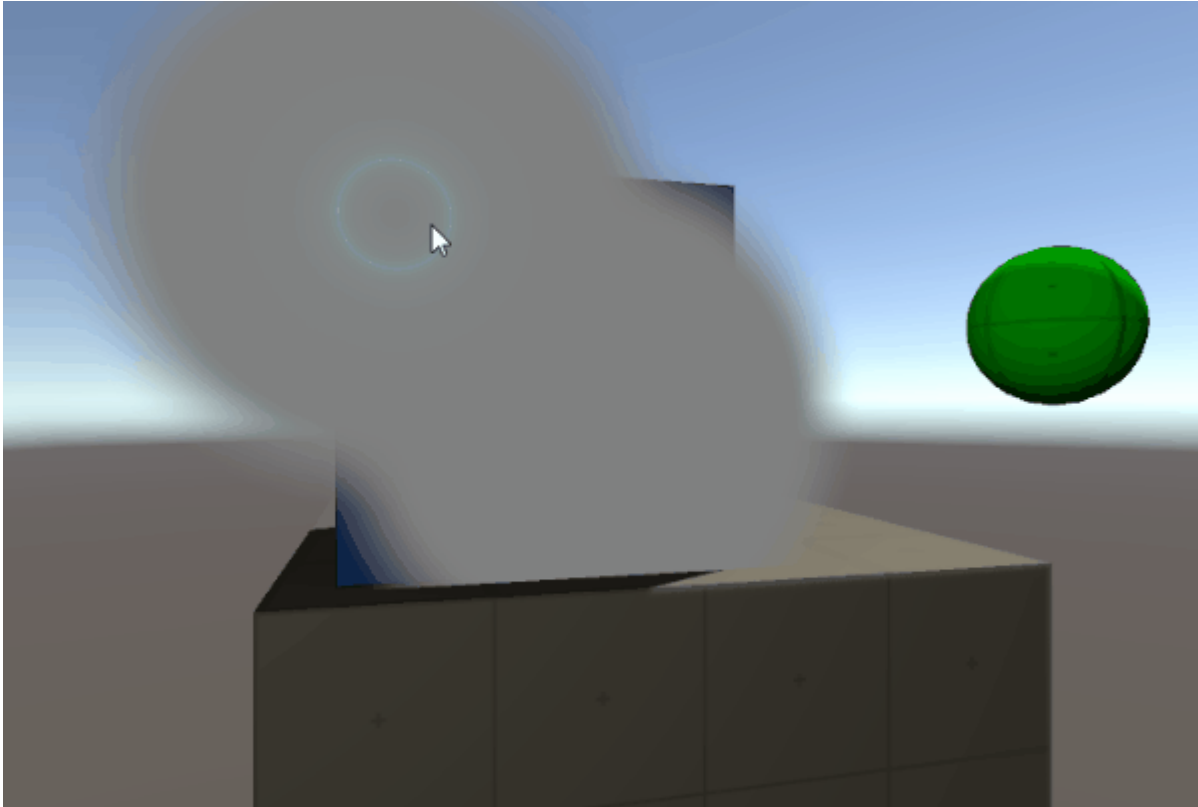
Suggestion/Optional:

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)

