



FT Infinity Asset Description

List of Particle Assets

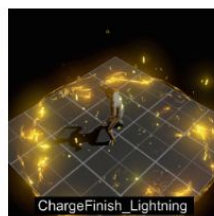
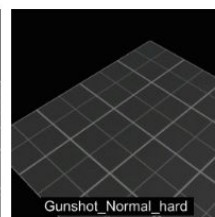
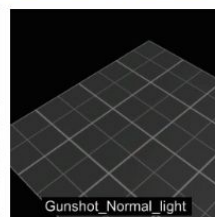
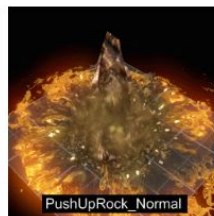
You can check the list of effect assets on the following web site below.

[FT Infinity WEB](#)

FT_INFINITY

Tags

heal (2)
 light (3)
 normal (15)
 hammer (12)
 lightning (20)
 ice (18)
 fire (17)
 guard (3)
 hit (8)
 spear (12)
 sword (12)
 slash (12)
 rock (2)
 circle (6)
 gunshot (2)
 shockwave (4)
 charge (8)
 water (2)
 arrow (3)
 aura (8)

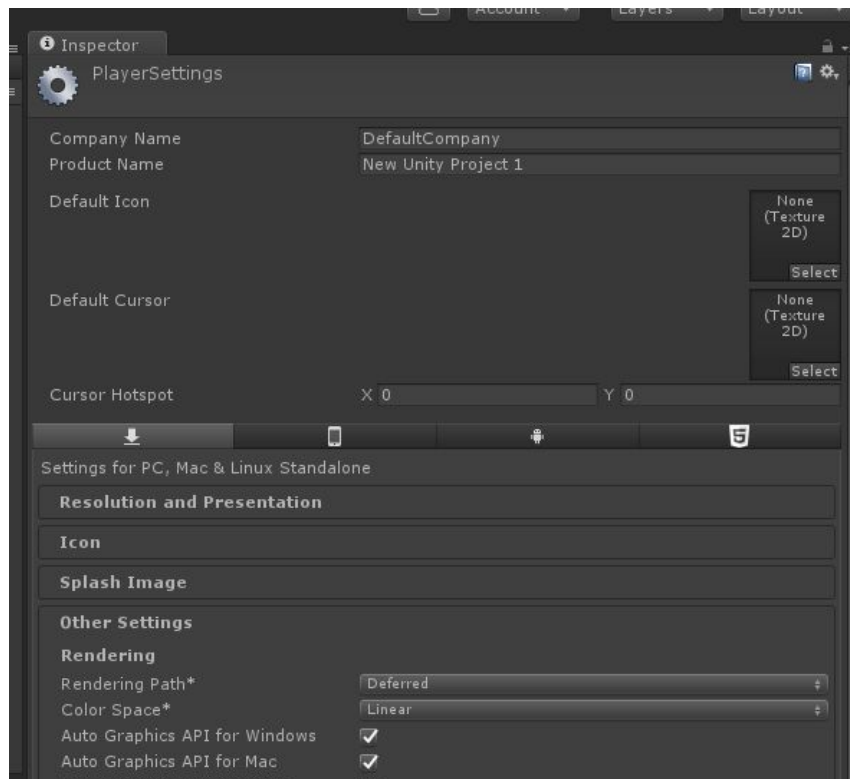


Project Settings

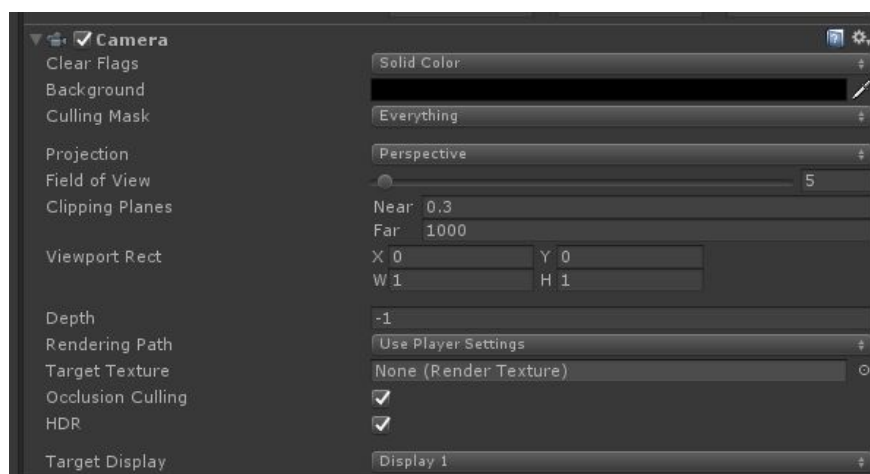
This asset unsupported mobile device.

Color space: Linear

Rendering path: Deferred



make HDR of the camera active.



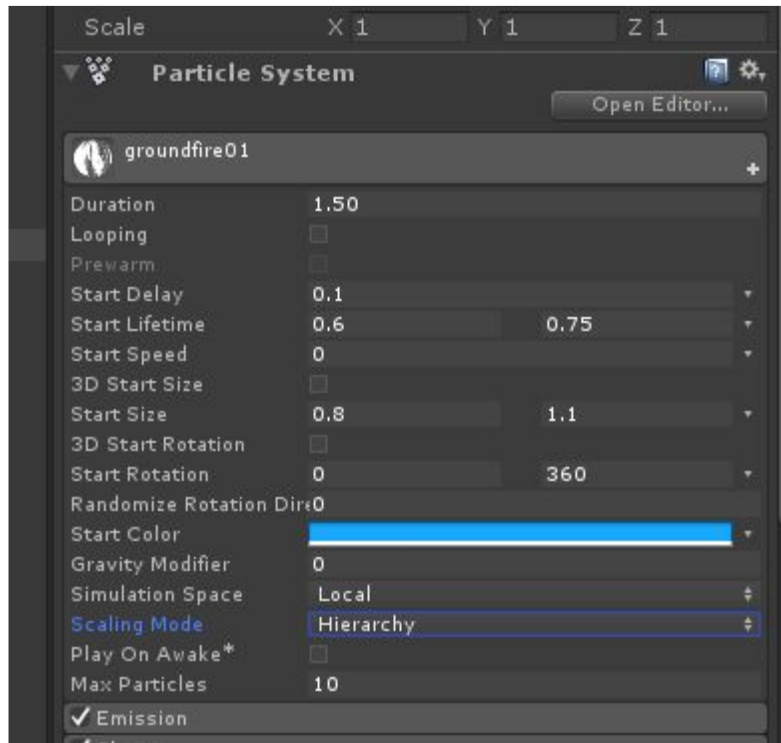
Import of standard asset effect package is required for demo scene playback.

Apply Transform Scale on Particle System

Particles can be scaled with Scaling Mode implemented in Unity5.3.

FT Infinity recommend to change scales of each effect on their **root**.

ScalingMode of each Particle System object is set in **Hierarchy**. It makes particles scaled with their Scale in Transform Node.



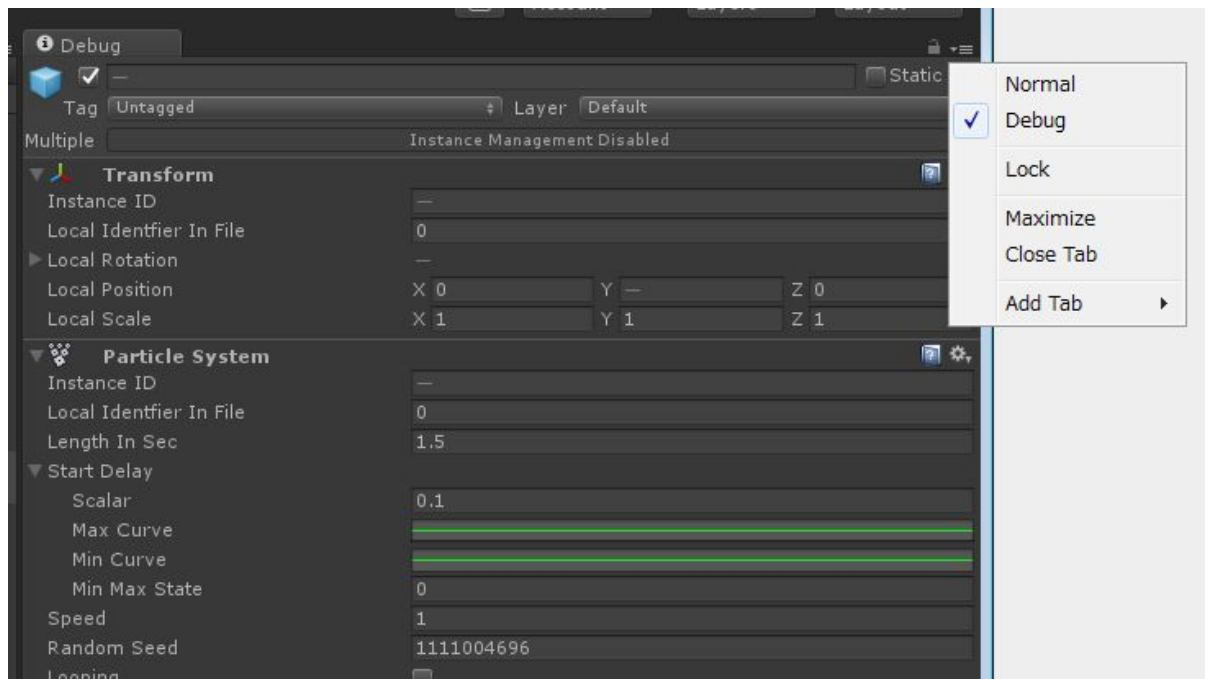
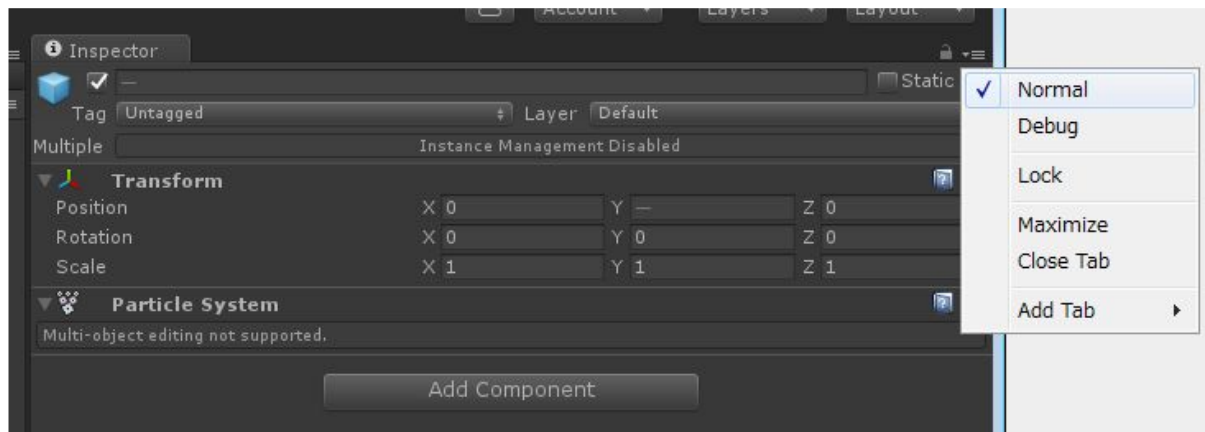
Note to Change the Color of Particles

When you duplicate prefabs and change their color or brightness, please change parameter values in shuriken Editor, without changing values of their materials as much as possible.

It is because multiple prefabs share common materials, and their brightness values will be changed by changing Emission values of materials.

Collective Edit over Parameter Values

Although usually parameter values over multiple ParticleSystem cannot be edited, Debug mode makes possible to select them and edit at once.



Description for Included Scripts

FT_LoopSwitch

Loop setting of each particle is set to off, at the time you set with loopOffTiming.

Description for Included Shaders

FT Infinity uses its original shaders created with typical asset to create shaders, ShaderForge.

[ShaderForge](#)

FT Infinity has several types of its own shaders. This term explains about parameters of FT/Premultiplied_UVscroll from these items.



FT/Premultiplied_UVscroll

MainTex

Main texture for the shader.

ClipTex

Clipping out main texture, with a texture specified in this parameter.

DistortionTex

Distort main texture, with a texture specified in this parameter.

Double Side

Check ON this parameter to render the both side of a geometry, front and back. Usually this option is used only for RenderMode choosing Mesh.(when you use Billboard, fine to off.)

Desaturate

Check ON this parameter to convert color of main texture to gray scale.

Fresnel

Compute fresnel.

Fresnel Invert

Invert the fresnel.

X Speed

Scroll speed in X direction.

Y Speed

Scroll speed in Y direction.

Dist Strength

Strength of distortion.

Dist Speed Mult

Adjust scroll speed of UV of the distortion texture.

When it is set to 1, the scroll speed is same as main texture's one. If you set it to 0.5, the scroll speed of distortion texture can be half of main texture's one.

Clip Strength

Strength of how much the clipping texture work.

Scroll Distortion Only

If it is set to ON, the only distortion texture is affected by UVscroll.