

Load the Ground_Smash_VFX.unity scene for an example of the effect or simply drag th GroundSmashVFX.prefab into your project. The smash effect is triggered with the left mouse button.

When using the Prefab, you'll need to populate the Avatar slot on the asset's script with the character that will be using the effect (a temporary cube is placed in the slot by default); select the GroundSmashVFX prefab in the Hierarchy window, then drag your chosen character into the Avatar slot in the Inspector window.

The script has been set up to trigger an Animation Clip called "smash" as the effect executes, so use this name if you have an animation that you wish to use. In addition, you'll want to edit the GroudSmashVFX.cs script to delay the effect until this animation completes (a delay of 0 has been put place in the StartGroundSmash() IEnumerator - add it here). An alternative sound effect - Groud_Smash_VFX_WithBuildUp_Audio.wav - has a buildup section of sound which you may find useful if you have a casting animation.

Note when positioning the effect, make sure that it's placed just beneath the ground surface, ensuring that no pieces of shattered ground are visible before the effect is triggered.

If you require free avatars and animations, take a look at <https://www.mixamo.com> (these were the ones used in the example video). The hurricane weather effects were taken from this pack: <https://assetstore.unity.com/packages/vfx/particles/environment/hurricane-weather-vfx-268851>

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com