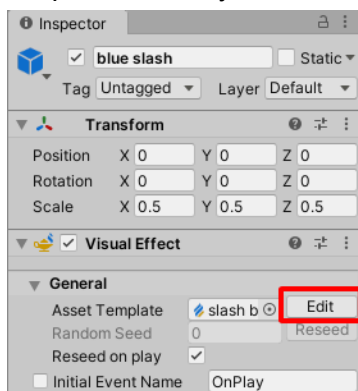
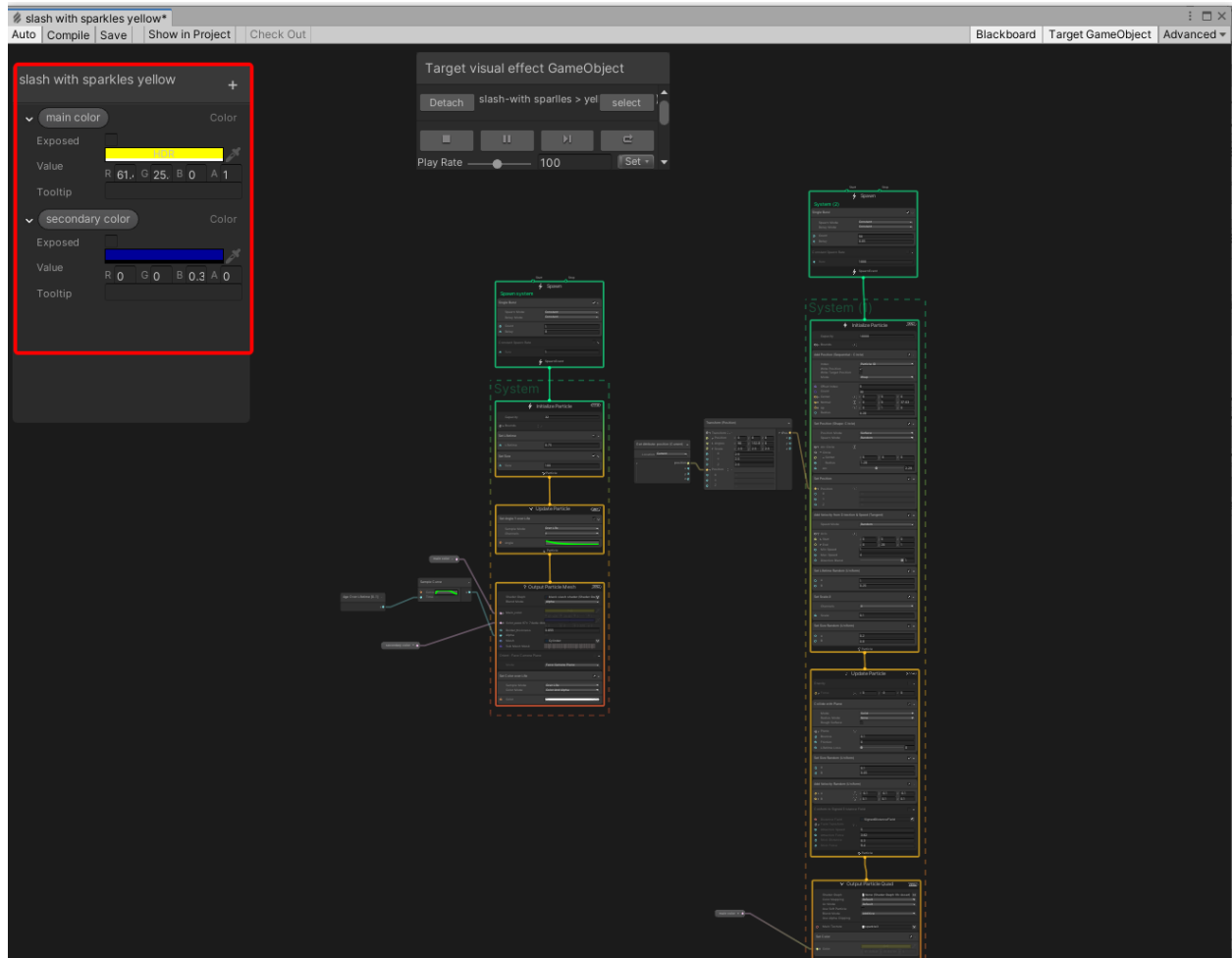


Slash 3 documentation



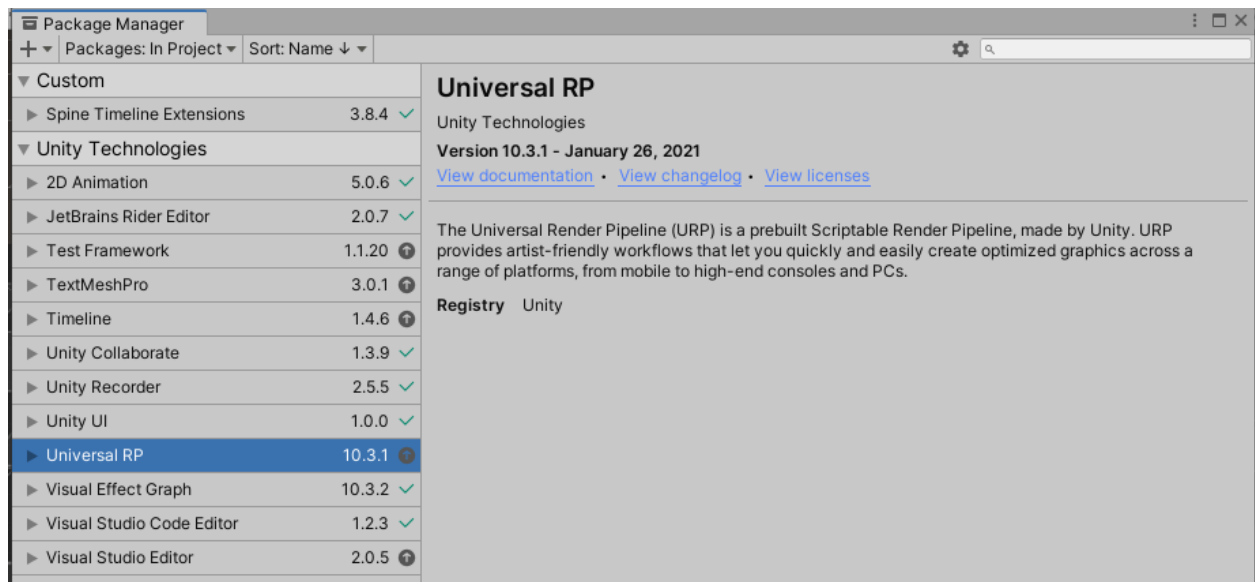
- Everything is set now, as always.
- The VFX is single burst, so you just have to do whatever you want to make it play. You can use scripts , you can use animation too, up to you.
- The VFX has two versions, the normal version and “incline sparkles” version. If you want to control the amount of the sparkles, please contact me via email so I can support you on that.
- The VFX is able to change the color but I do not recommend that. If you don’t know how to mix the color, please don’t do anything with color. You can contact me about the color you want, so I can support you on that. Or if you know how to mix the color, so here is the place where you can control the color.





- You will have a VFX shader, but remember to not touch it. This one is dangerous.

Here some note about technical:



- Universal RP: version 10.3.1 Jan 26 2021

- Visual Effect Graph: version 10.3.2 March 01 2021
- Shader Graph: version 10.3.2 March 01 2021
- Support URP only.

If you have any trouble with this vfx, please contact me via email and I will solve it for you.
(before you write something in review).

Thank you!.