

Fireworks

A Game-Ready Asset by **Occa Software**
Version 1.0

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Introduction

Fireworks is an easy-to-use, artist-friendly, and feature-rich shader and VFX package that enables you to achieve realistic Firework rockets and explosions in your scenes.

This package includes a Firework prefab, a demo scene, a Visual Effect Shader Graph, and a Visual Effect Asset for use with the Visual Effect Graph package in **Universal Render Pipeline** or **High Definition Render Pipeline**.

Includes

- Prefabs
 - Firework VFX
- Shader Graphs
 - Firework Particle Shader Graph
- Visual Effect Assets
 - Firework Rocket + Explosion Visual Effect Graph Asset
- Scenes
 - Demo Scene

Features

1. **Plug-and-play:** Drag and drop the complete prefab into your scene with limited set-up. The effect plays automatically when the game object is instantiated.
2. **Extendable Code Free:** Artists welcome! All Shaders included in this pack are provided in Shadergraph, making it easy to extend and enhance the shader to your needs without coding.
3. **Customizable:** Configure the Firework Visual Effect with 16 different properties, including color, velocity, size, and turbulence of the rocket core, explosion, and trailing sparkles.

Using this in a project?

I'd love to feature your work using this Shader on my Twitter [@occassoftware](#). Just reach out :)

Support

Reach out me at occassoftware@gmail.com or on Twitter [@occassoftware](#) for any support including questions, bug reports, feedback, etc.

How to Use

1. Import the Unity Package.
2. Confirm that you are using **Universal Render Pipeline** or the **High Definition Render Pipeline**.
3. Import **Visual Effect Graph** into your project.
 - a. Select Window -> Package Manager -> Unity Registry.
 - b. Search for **Visual Effect Graph**.
 - c. Click **Download**, then **Import**.
4. Drag-and-drop the "**Firework VFX**" Prefab into your scene.
5. Customize that instance of the **Firework VFX Prefab**.
 - a. Select the instance of the prefab in your scene, then right click and select **Unpack Prefab Completely**.
 - b. Adjusting the settings in the **Properties** panel within the **Visual Effect** component.
 - c. Drag and drop the new version of your Firework VFX into your **Prefabs** folder to make a prefab out of it.

Visual Effect

?

▼ General

Asset Template

Firework VFX

Edit

Random Seed

0

Reseed

Reseed on play

☒

Initial Event Name

OnPlay

▼ Renderer

Transparency Priority

0

Light Probes

Off

▼

▼ Properties

Show Property Gizmos

☐ Initial Rocket Velocity

X 0

Y 30

Z 0

☐ Initial Rocket Lifetime

3

☐ Initial Rocket Flare Lifetime

0.4

☐ Initial Rocket Flare Size

0.8

☐ Initial Rocket Flare Color

HDR

☐ Initial Rocket Flare Turbulence

2

☐ Initial Rocket Flare Spawn Rate

60

☐ Sparkle Spawner Count

50

☐ Sparkle Spawner Speed

15

☐ Sparkle Spawner Lifetime

3

☐ Sparkle Spawner Turbulence

0.5

☐ Sparkles Color

HDR

☐ Sparkles Lifetime

2

☐ Sparkles Count

90

☐ Sparkles Size

0.5

☐ Sparkles Turbulence

1