

Electrical Sparks VFX [HDRP] User Guide



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Package requirements (dependencies):

High-definition rendering pipeline (at least version 7.3.1);

Visual Effect Graph (atleast version 7.3.1);

Unity version 2019.3 and up;

Post-processing stack (optional)

TextMeshPro (optional, this is for text to appear in the demo scene)

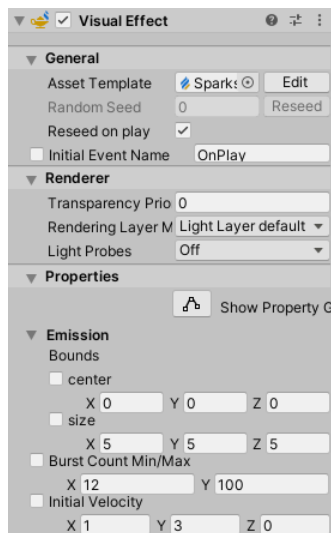
How to use:

1. Drag and drop Visual Effect into the scene;
2. Click on the Visual Effect in the hierarchy to quickly tweak it.

If more settings are needed to be tweaked open up the Visual Effect in the VFX graph.

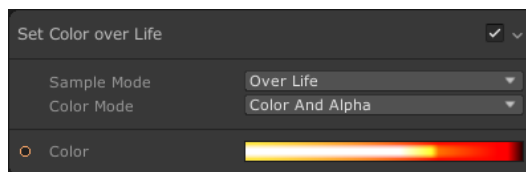
- **How to tweak particle count, bounds and velocity?**

- Drag visual effect into the scene;
- Select the visual effect in the hierarchy;
- Tweak particle count/velocity in the Inspector view:



- **How to tweak particle color?**

- Double click on the visual effect to open it in the VFX graph;
- Navigate to Output Particle Quad;
- Tweak the color:



- **What to do if the demo scene does not look as expected/the particles are less shiny?**
 - This is most likely due to Post-Processing stack. Make sure that you have it installed it and played with settings such as Exposure and Bloom. This issue can happen because of the HDRP and Post-Processing stack version change. If you are having difficulties please contact info.paulinami@gmail.com and I will gladly help.