

TwoUncle VFX Packs for Visual Effect Graph

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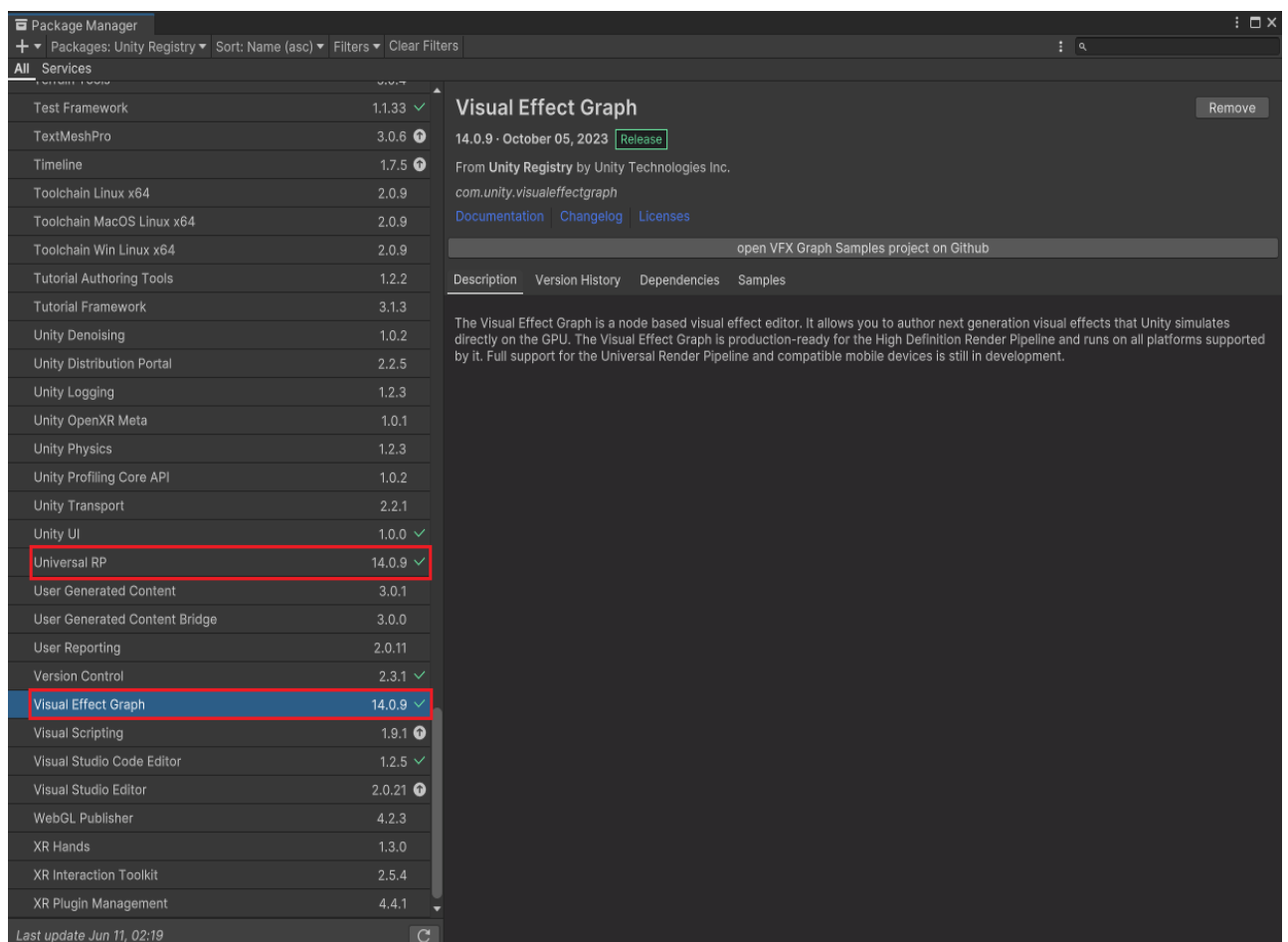
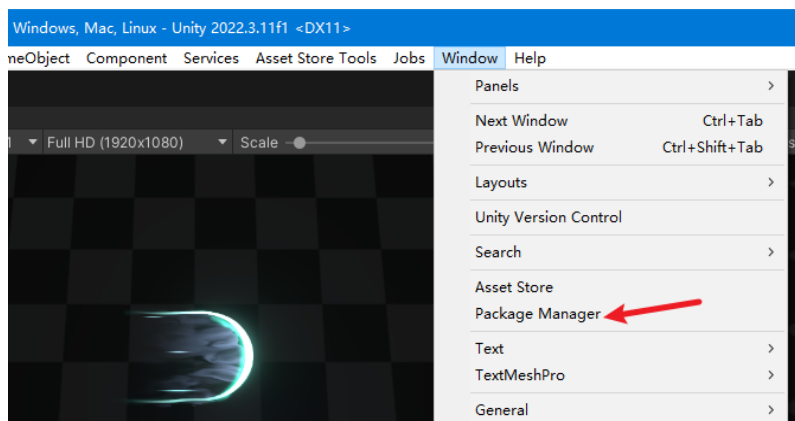
Thank you for purchasing this asset pack! These are the VFX packs we made for ARPG games.

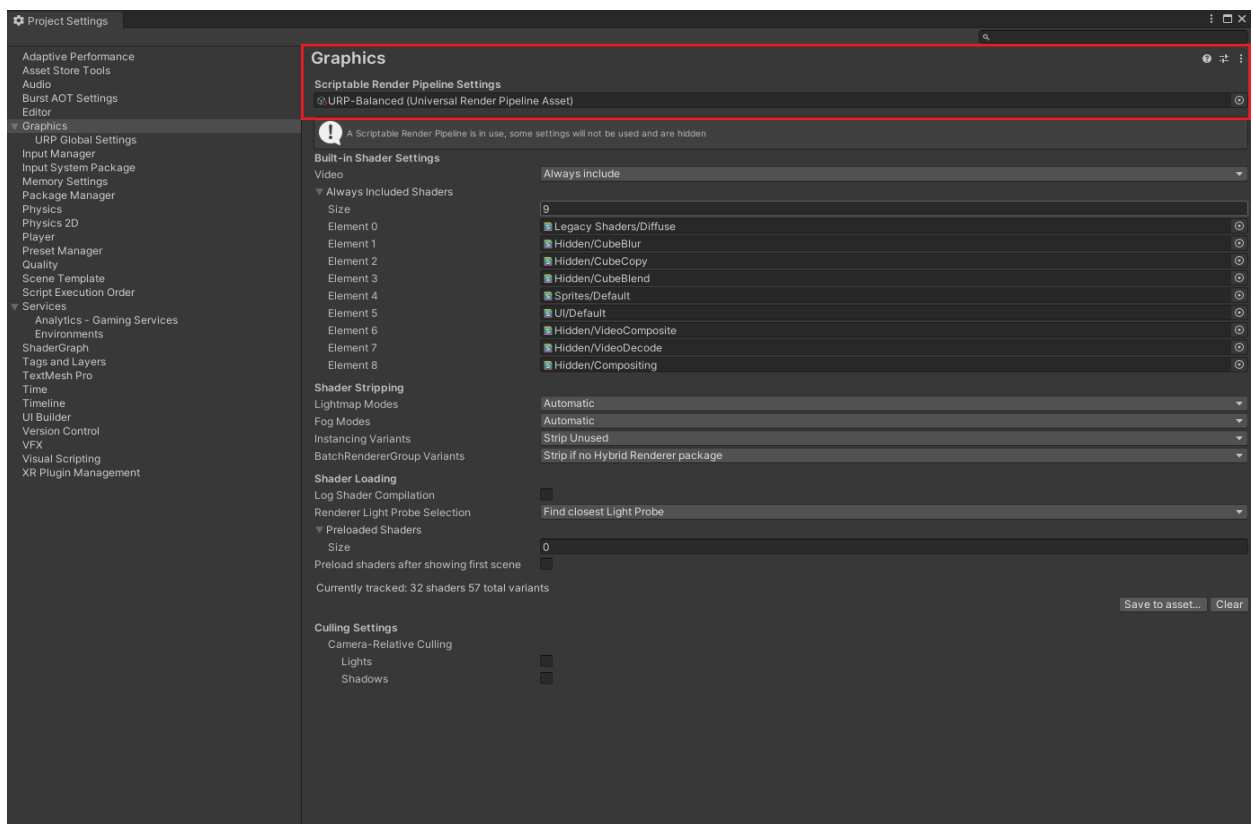
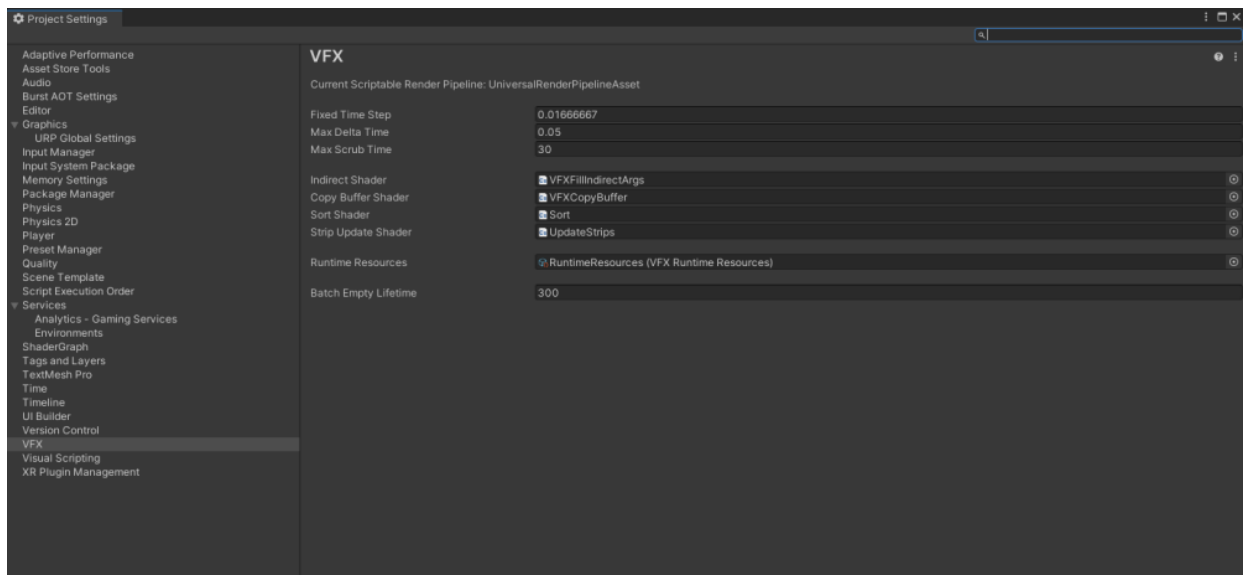
This manual contains information that is shared among all VFX packs.

1. Setup

Make sure you have **Visual Effect Graph** and **Shader Graph** packages installed.

You can install those from the editor. Go to Window → Package Manager. Find Visual Effect Graph and Shader Graph in Unity Registry Packages and install them:





Make sure the setting is not empty, as shown in the images.

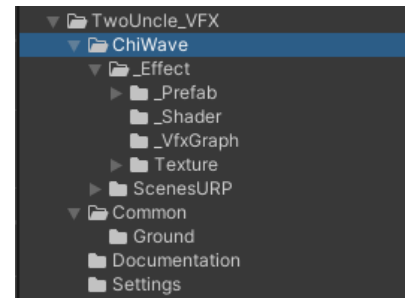
2. Folder structure

Main content folder is named according to the pack, for example 'ChiWave'.

Subfolder Scenes contains:

- **Demo scene** – Easily browse VFX in Play mode.
- **Prefabs scene** – Contains all Prefabs.

'Common' folder contains files that are shared among all VFX asset packs.



3. Contact me

Feel free to email me:

lep@qq.com

Discord:

<https://discord.ggXdFy92WNR8>