UNI VFX: Characters & Artifacts for Visual Effect Graph

Here you'll find details on this VFX Pack. For more information on setup etc. that is common to all UNI VFX packs, see the **Manual** in the same folder.

List of all effects and events:

Rage – create, loop, end, stop
Arcane Protection – create, loop, hit, end, stop
Destructive Elements – create, loop, end, stop
Energize – create, loop, end, stop
Encouragement – create, loop, end, stop
Mist – create, loop, end, stop
Blessing – create, loop, end, stop
Level Up – hit, crit
Malediction – create, loop, hit, end, stop
Touch of the Dead – create, loop, end, stop

Skinned Meshes and VFX
VFX requires the source model to have Read/Write enabled.

Simple setup on the game object can be seen below.
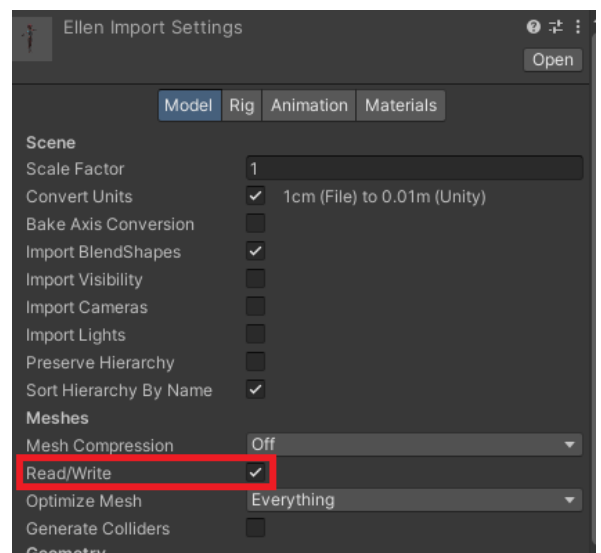
Skinned mesh setup:
1) set your skinned mesh in Visual Effect properties
2) setup VFX property binder which continually sends transforms of the root bone (*SkinnedMeshTransform*) to the VFX.
3) use *UNI_ResetTransformOnStart* script to get it ready at the start of the game. VFX must be unscaled and in the world origin to function properly.

Level Up, Malediction and Touch of the Dead also require '*GroundParentTransform*' to be set up. You can usually use a character's game object transform.

Rage uses '*HeadTransform*' for eyes to function properly. Select a corresponding head bone and set up offsets for each eye. When setting offsets, keep in mind that the XYZ coordinates may be rotated depending on the model.
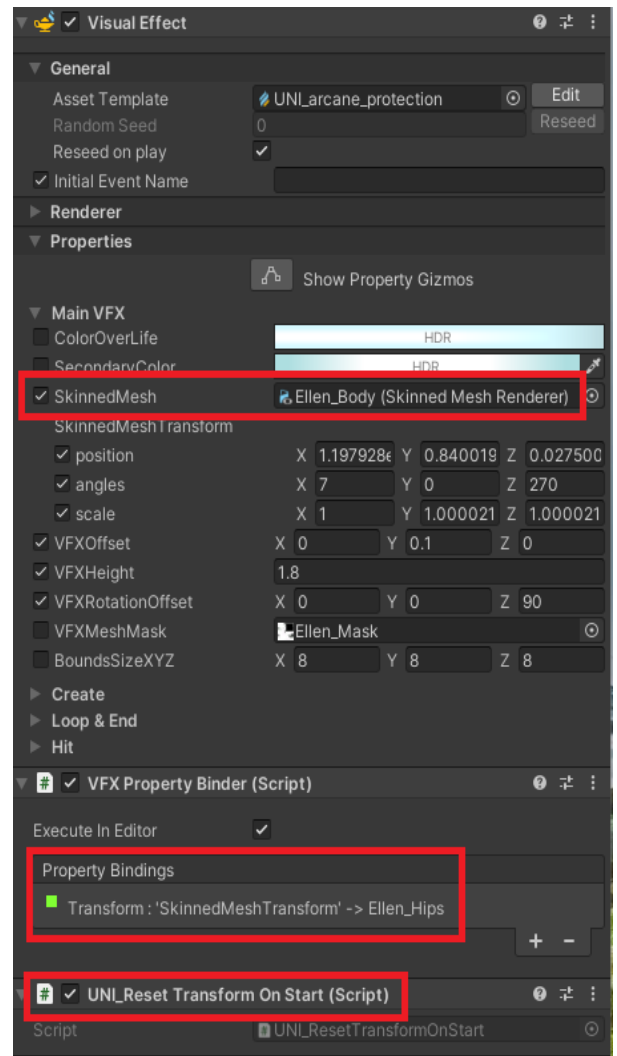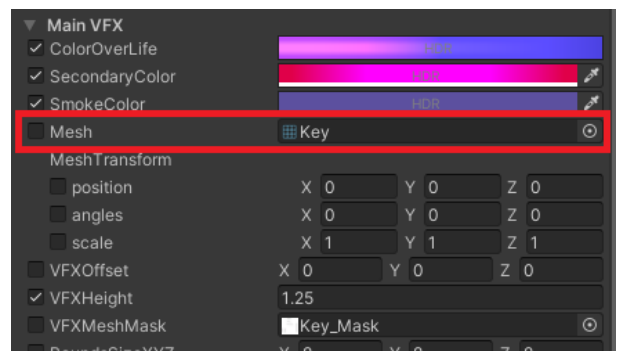
Other meshes
To utilize non-animated / simple meshes use VFX prefabs located in:
UNI VFX\Characters & Artifacts\Prefabs\For Simple Meshes

On the Game Object, you just need to set mesh in Visual Effect properties. No script is needed.

Feel free to adjust the VFX offset, VFX height and other properties to make the effect match your object to your liking.

VFX Mesh Mask
You can disable spawning of particles on selected parts of the mesh. This is useful to keep character's face visible, to keep particles from spawning inside a mouth or to spawn fewer particles in places where there are a lot of vertices (which leads to higher particle density).

Just create a new texture painting over the albedo texture. White means particles are allowed at this spot and black suppresses particle creation.

Note that particles are evaluated after they are spawned so excluding half of the mesh doesn't mean that more particles will appear on the other half.

Please don't forget to rate this asset and write a review in the Asset Store! It helps me improve a lot. I really want these packs to be the best they can be.

- [Publisher page in the Asset Store.](#)