

# UNI VFX: Shields & Defense for Visual Effect Graph

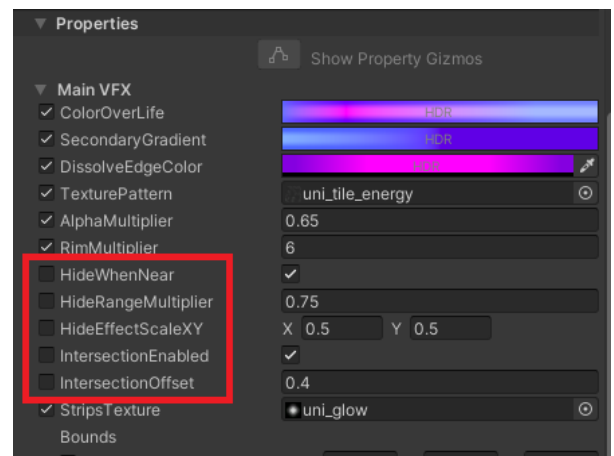
Here you'll find details on this VFX Pack. For more information on setup etc. that is common to all UNI VFX packs, see the **Manual** in the same folder.

## List of all effects and events:

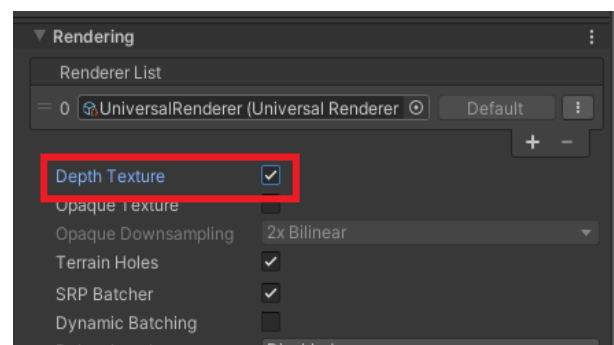
Angelic Protection – create, loop, hit, end, stop  
Shield Bubble – create, loop, hit, end, stop  
Shield Dome – create, loop, hit, break, end, stop  
Arc Shield – create, loop, hit, end, stop  
Patterned Shield – create, loop, hit, break, end, stop  
Area Defense – create, loop, hit, break, end, stop  
Defensive Energies – create, loop, end, stop  
Deflection – hit, crit

## Shield shader and VFX

Effects that use the shield shader have exposed properties that control Intersection and Fade effects.



The Intersection effect will work only if you have Depth Texture enabled on your [Universal Render Pipeline Asset](#).



**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.](#)