

UNI VFX: Essentials 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:

Missile – create, loop, hit, stop
Heal – create, loop, hit, stop
Teleport – in, out
Aura – create, loop, end, stop
Detonation – buildup, hit, stop
Pickup – loop, hit, stop
Melee – hit, crit
Barrier – create, loop, hit, end, stop
Leap – hit, loop, stop
Buff – buildup, loop, hit, stop

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.](#)