



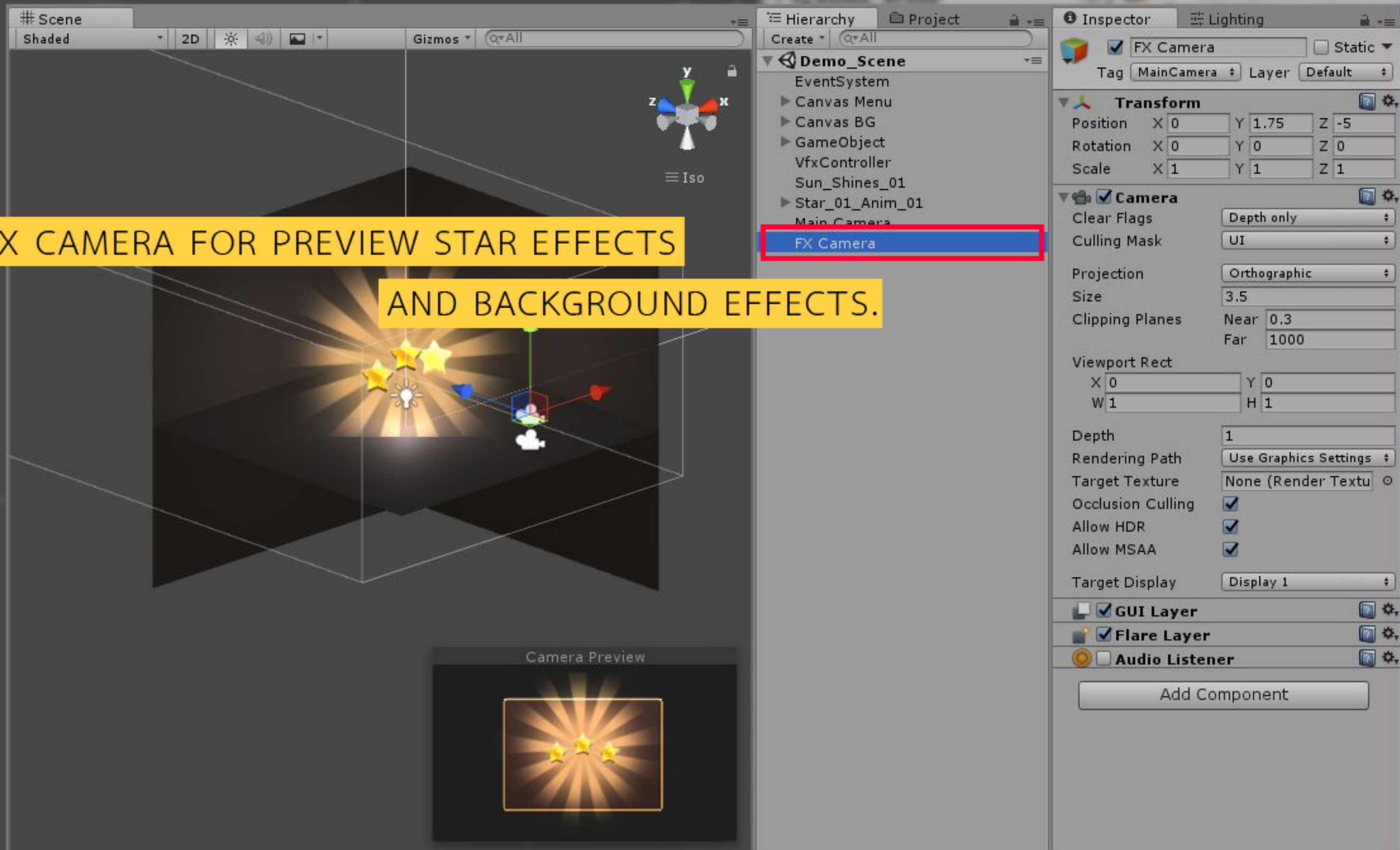
EPIC VICTORY EFFECTS



EASY PREVIEW PARTICLE EFFECTS ON DEMO SCENE.

FX CAMERA FOR PREVIEW STAR EFFECTS

AND BACKGROUND EFFECTS.



SETTING PARTICLE POSITION AND SIZE BY

- SETTING FX CAMERA/TRANSFORM TAB.

- SETTING FX CAMERA/SIZE TAB.



Inspector

FX Camera

Tag: MainCamera Layer: Default

Transform

Position	X	0	Y	1.75	Z	-5
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Camera

Clear Flags: Depth only

Culling Mask: UI

Projection: Orthographic

Size: 3.5

Clipping Planes: Near 0.3, Far 1000

Viewport Rect: X 0, Y 0, W 1, H 1

Depth: 1

Rendering Path: Use Graphics Settings

Target Texture: None (Render Textu)

Occlusion Culling: ☒

Allow HDR: ☒

Allow MSAA: ☒

Target Display: Display 1

GUI Layer

Flare Layer

Audio Listener

Add Component

SETTING UI SIZE BY SETTING CANVAS MENU/SCALE FACTOR TAB.



EventSystem
▶ Canvas Menu
▶ Canvas BG
▶ GameObject
VfxController
Sun_Shines_01
▶ Star_01_Anim_01
Main Camera
FX Camera

Inspector

☒ Canvas Menu ☐ Static
Tag Untagged Layer UI

Rect Transform

Some values driven by Canvas.

	Pos X	Pos Y	Pos Z
	960	540	0
	Width	Height	
	1280	720	

Anchors

Pivot X 0.5 Y 0.5

Rotation X 0 Y 0 Z 0

Scale X 1.5 Y 1.5 Z 1.5

☒ **Canvas**

Render Mode Screen Space - Overlay
Pixel Perfect ☒
Sort Order 1
Target Display Display 1
Additional Shader Cl Nothing

☒ **Canvas Scaler (Script)**

UI Scale Mode Constant Pixel Size

Scale Factor 1.5
Reference Pixels Per 100

☒ **Graphic Raycaster (Script)**

Script GraphicRaycaster
Ignore Reversed Gr ☒
Blocking Objects None
Blocking Mask Everything

Add Component

EPIC VICTORY EFFECTS



CUSTOMIZE YOUR OWN PARTICLE EFFECTS IN PREFABS FOLDER.

STAR IMAGES

Type 1 ▾

STAR EFFECTS

Type 1 ▾

STAR LEVELS

LV 3 ▾

BACKGROUND EFFECTS

Sun Shines 1 ▾

PLAY

Hierarchy

Project

Inspector

Lighting

- Create
- Fonts
- Materials
- Meshes
- Prefabs
 - BG_Effects
 - Star_01
 - Star_01_Anim_01
 - Star_01_Anim_02
 - Star_01_Anim_03
 - Star_01_Anim_04
 - Star_01_Anim_05
 - Star_01_Anim_06
 - Star_01_Anim_07
 - Star_01_Anim_08
 - Star_01_Anim_09
 - Star_01_Anim_10
 - Star_01_Anim_11
 - Star_01_Anim_12
 - Star_01_Anim_13
 - Star_02
 - Star_03
 - Star_04
 - Star_05
- Scenes
- Scripts

☒ Star_01_Anim_01 ☐ Static

Tag Effects Layer UI

Transform

Position X 0 Y 2.2 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

☒ **Star Fx Controller (Script)**

Script starFxController

Star FX

Size 3

Element 0 Star_01_Anim_01

Element 1 Star_01_Anim_01

Element 2 Star_01_Anim_01

Ea 3

Current Ea 0

Delay 0.3

Current Delay 0

Is End ☐

Id Star 0

Add Component

EPIC VICTORY EFFECTS



STAR IMAGE : TYPE 1, STAR EFFECT : TYPE 1 = NAME FILE : STAR_01_ANIM_01

STAR IMAGE : TYPE 1

STAR IMAGES

Type 1

STAR EFFECTS

Type 1

STAR LEVELS

LV 3

BACKGROUND EFFECTS

Sun Shines 1

PLAY

STAR EFFECT : TYPE 1

Inspector

Star_01_Anim_01

Tag Effects Layer UI

Transform

Position	X 0	Y 2.2	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Star Fx Controller (Script)

Script starFxController

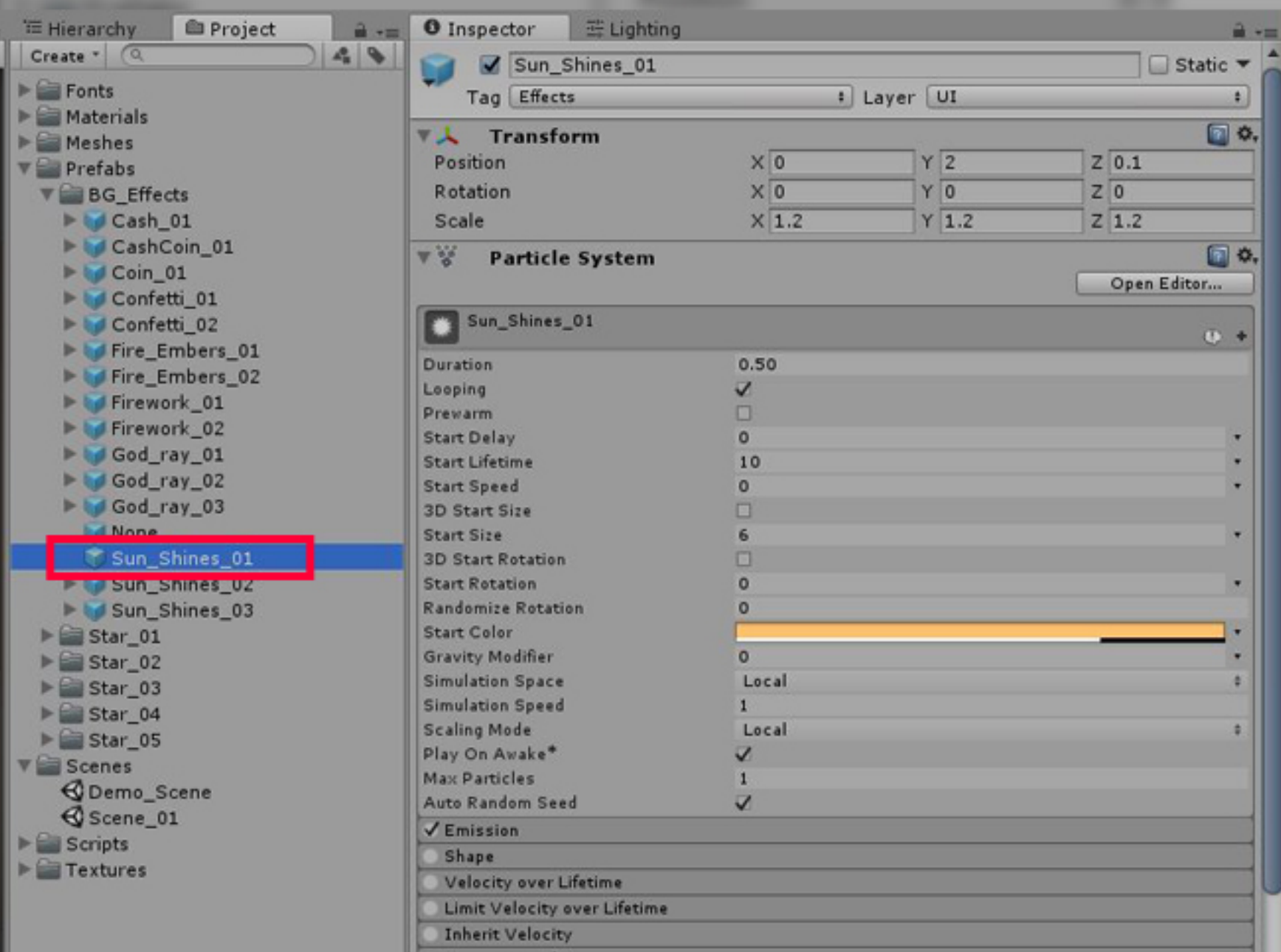
Star FX

Size	3
Element 0	Star_01_Anim_01
Element 1	Star_01_Anim_01
Element 2	Star_01_Anim_01
Ea	3
Current Ea	0
Delay	0.3
Current Delay	0
Is End	<input type="checkbox"/>
Id Star	0

Component



BACKGROUND EFFECTS : SUN SHINES 1





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