

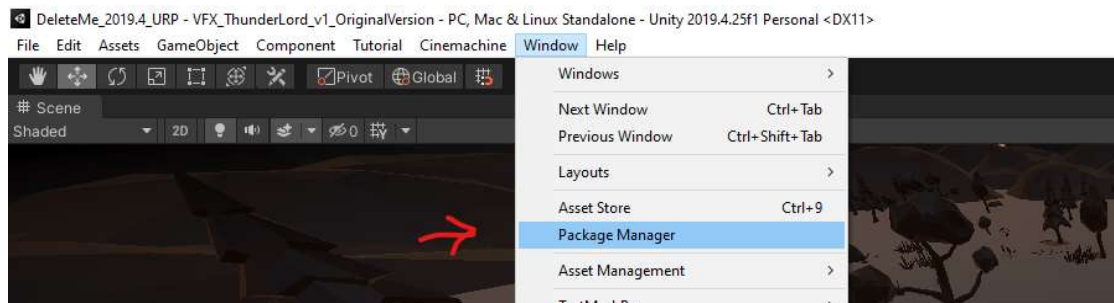
## DOCUMENTATION

All images below are an example and may not be from this actual asset.

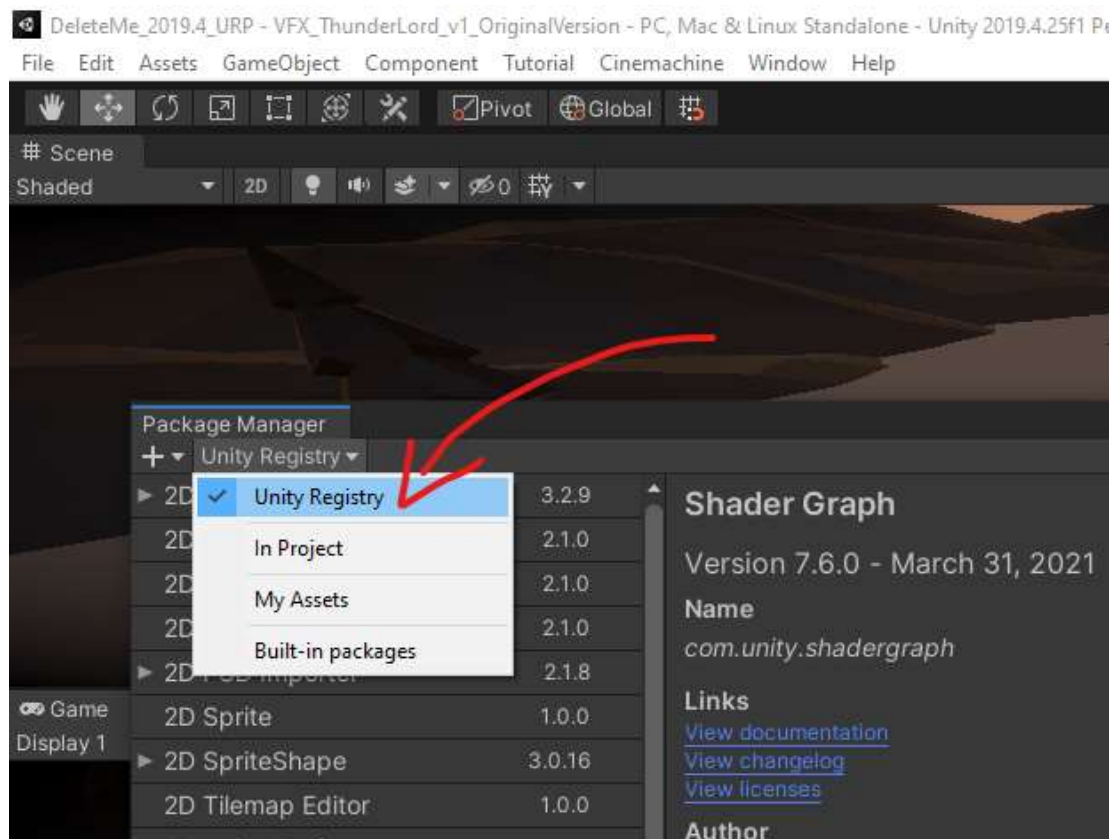
Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);

### HOW TO OPEN / IMPORT THE PROJECT / ASSET?

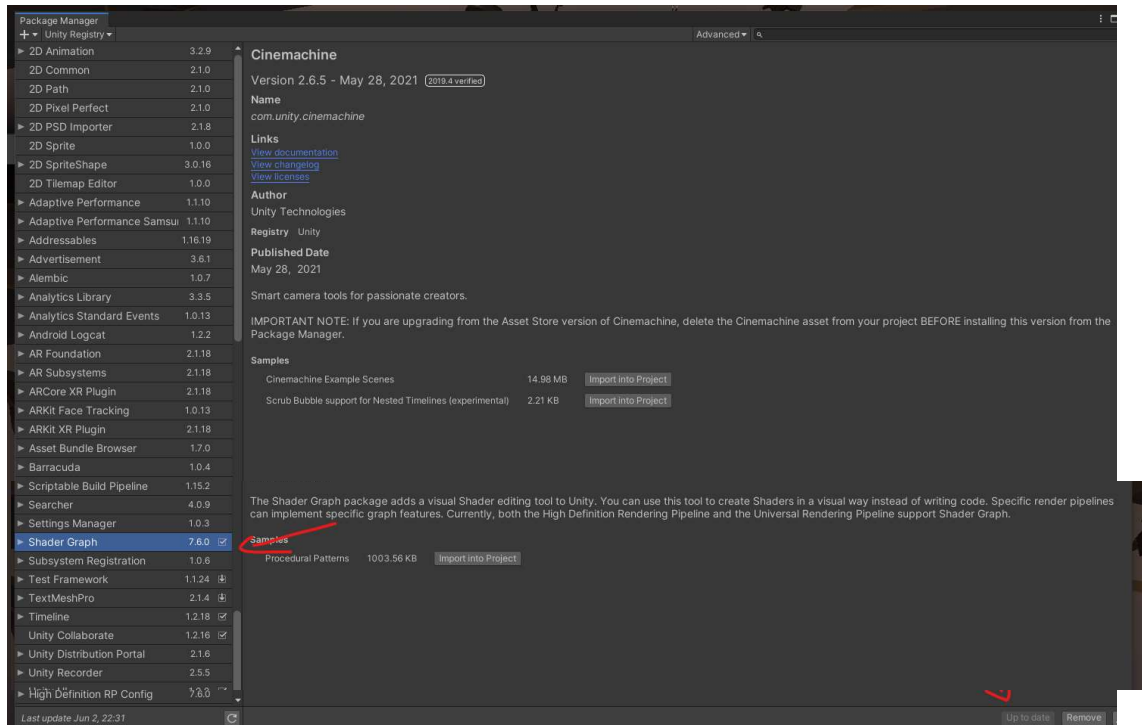
- 1) Open the Window>**Package Manager**;



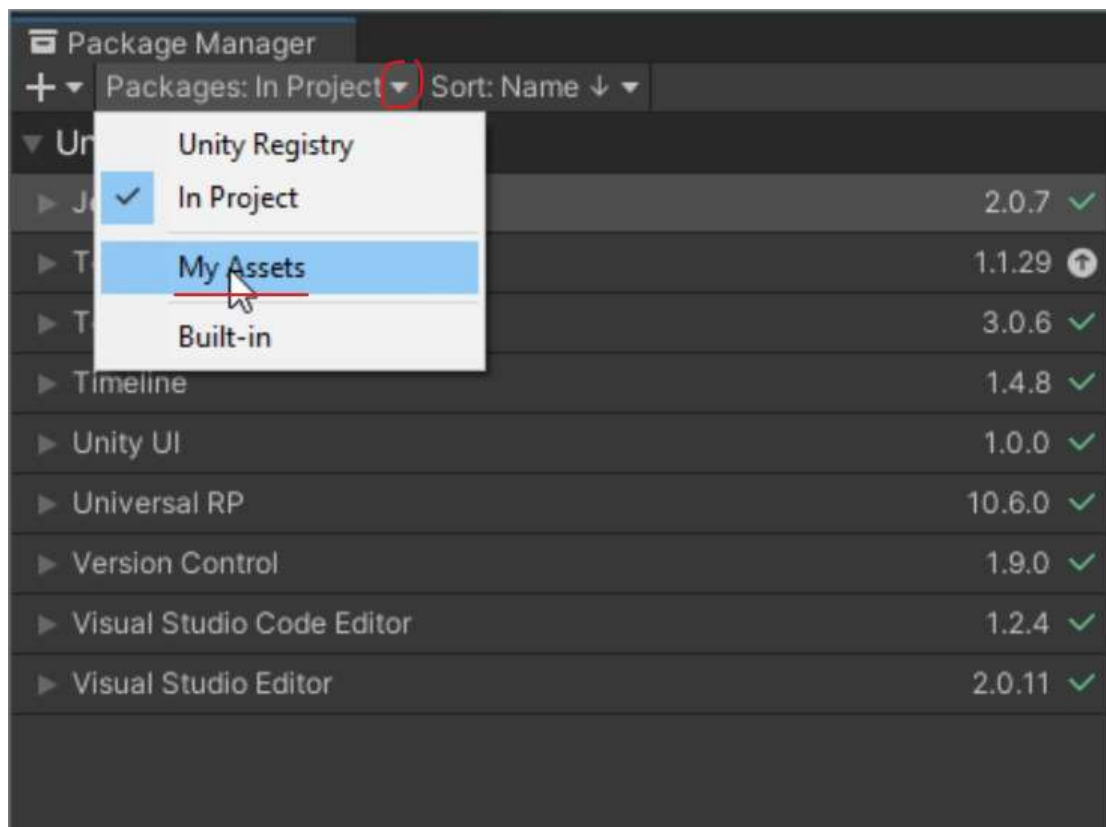
- 2) On the top left corner click on the drop-down menu and select '**Unity Registry**'



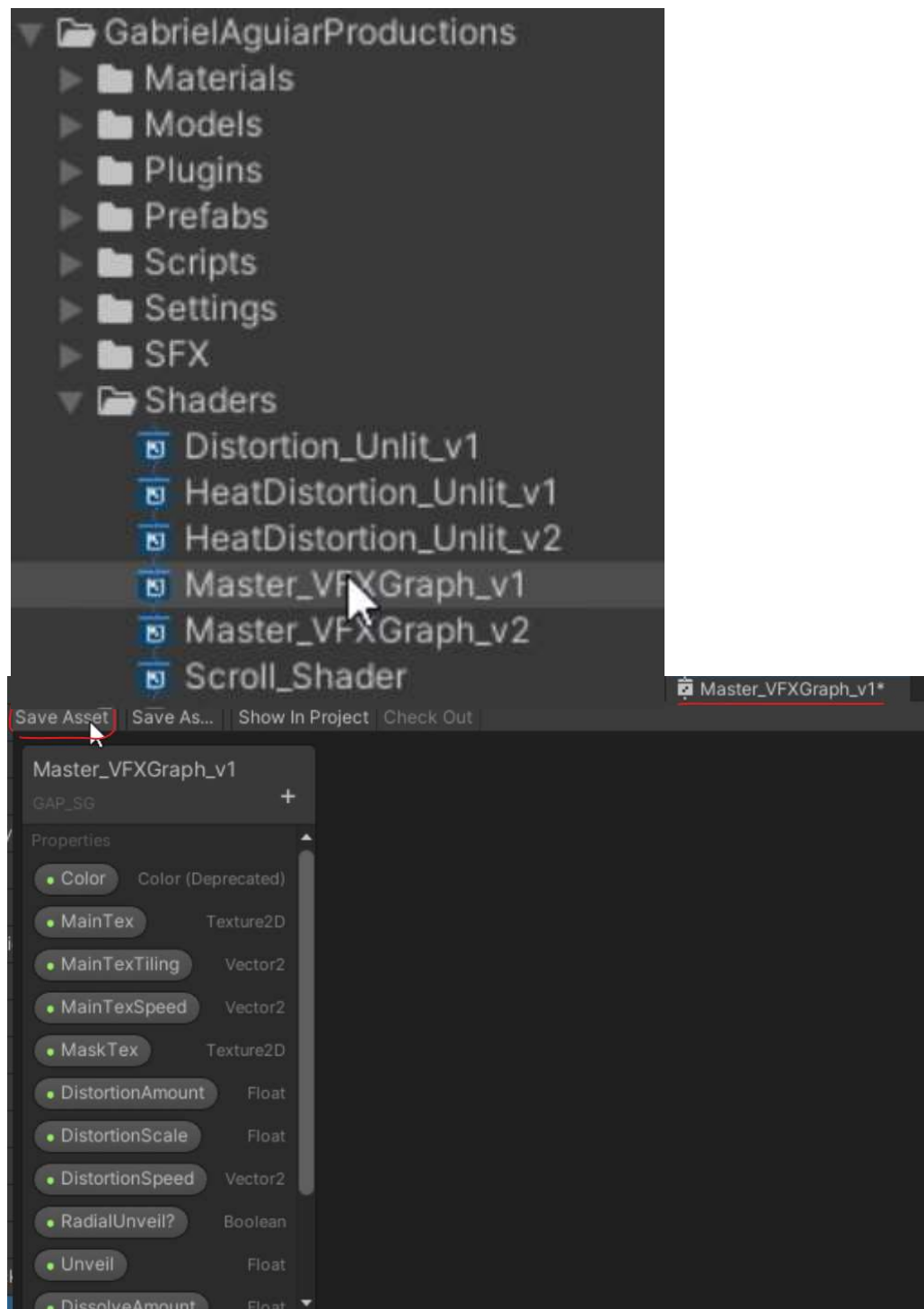
3) If you are in URP or HDRP then make sure to install **Shader Graph**.



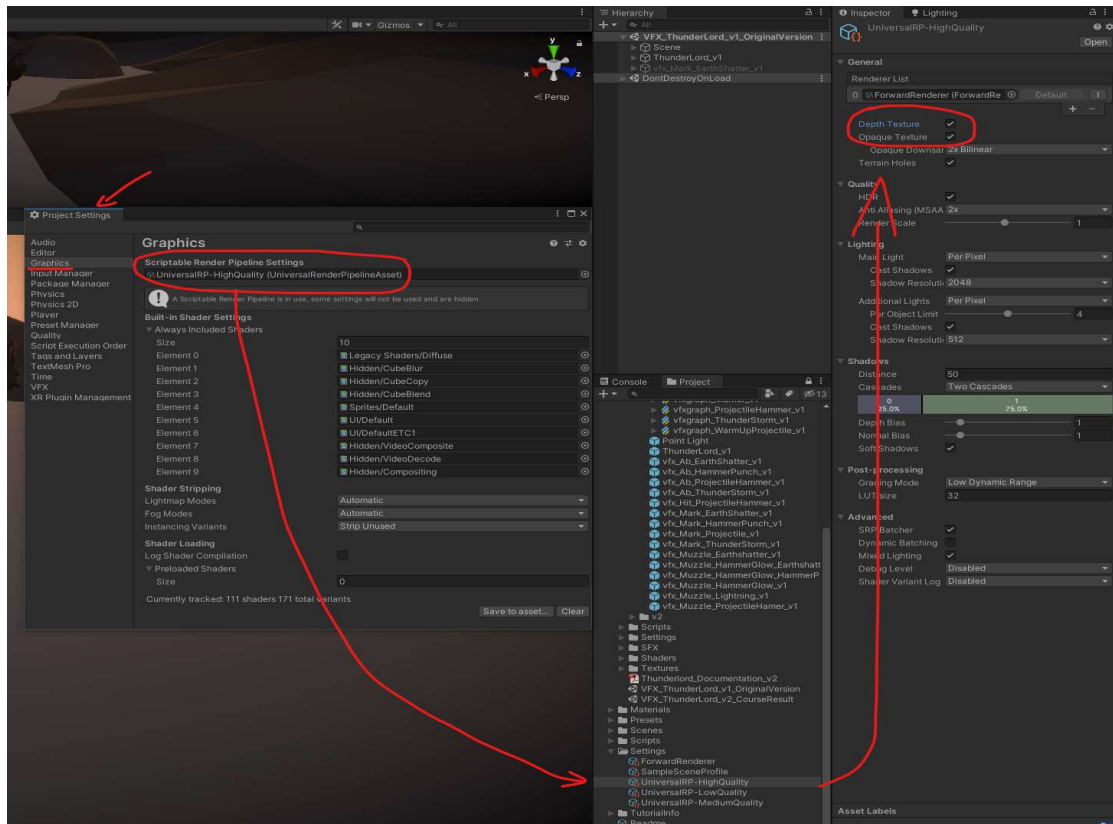
4) On the top left corner click on the drop-down menu and select 'My Assets'



- 5) Find & Download the '**NAME OF THE ACQUIRED PROJECT**' asset;
- 6) Import ONLY: **SRP**, **URP** or **HDRP** version **depending on the render pipeline** you are using.
- 7) Double-click the **imported package** inside Gabriel Aguiar Productions folder and **import** everything.
- 8) After importing open the scene in the scenes folder and press Play OR enable and disable effects in the scene.
- 9) **If you don't see anything**, then first **open the Shaders and press Save Asset** so they recompile (if any shader in the Shaders folder)



- 10) If you see **Gray squares** then you need to go to **Edit>Project Settings>Graphics** click on **Scriptable Render Pipeline** and turn on **Depth Texture** and **Opaque Texture**.



- 11) Any other problem not listed here, please let me know (check my profile in the **Unity Asset store for contacts** or my social media links below);

- 12) Enjoy!

## PARTICLE SYSTEM CONTROLLER SCRIPT - DESCRIPTION

This script is used to change Size, Color, Enable/Disable Particle Systems, etc. It's a tool. It only works on Prefabs that are in the folder, not in the Scene/Hierarchy. You may need to enter in Prefab Mode (double-click the prefab).

Recommended to duplicate the prefab before using.

### OPTIONS

**Size** - Multiplies Particle Systems and Trails sizes.

**Speed** - Multiplies Particle Systems and Trails speeds.

**Loop** - Enable/Disable Particle Systems loop.

**Lights** - Enable/Disable Particle Systems lights.

**Trails** - Enable/Disable Particle Systems trails.

**Changes Color** - Enable/Disable changing color of Particle Systems and Trails speeds.

**New Max Color** - New maximum color.

**New Min Color** - New minimum color.

**Particle Systems** - The Particle Systems and Trails the prefab contains. Can be filled automatically with 'Fill Lists' button, or manually.

**Active Particle Systems** - Choose which Particle Systems and Trails are active. Can be filled automatically with 'Fill Lists' button, or manually.

**Fill Lists** - Finds and adds Particle Systems and Trails, of the parent and childs of current gameobject, to 'Particle Systems' and 'Active Particle Systems' lists.

**Empty Lists** - Empties 'Particle Systems' and 'Active Particle Systems' lists.

**Apply** - It will apply the changes you made (Size, Speed, Loop, Lights Enabled/Disabled, Trails Enabled/Disabled, Change Color) to the particle systems in 'Particle Systems' that ARE active in the 'Active Particle Systems' list. It will also save the original settings in a folder called 'Original Settings' inside the folder of the vfx prefab.

**Reset** - Resets the Particle Systems and Trails to the original settings which are saved in a folder called 'Original Settings' inside the folder of the vfx prefab.

## WORKFLOW

- 1) Create a duplicate of an existing prefab;
- 2) Double-click it to enter in Prefab Mode;
- 3) Add the Particle Controller Script to the said prefab (to the parent);
- 4) Press 'Fill Lists' to automatically find and add Particle Systems and Trails to lists;
- 5) Make your changes (Size, Speed, Loop Enabled/Disabled, Lights Enabled/Disabled, Trails Enabled/Disabled, Change Color, Enable/Disable Particle Systems with 'Active Particle Systems' lists);
- 6) Press 'Apply';
- 7) Script saves original settings and applies changes;
- 8) You can always press 'Reset' to go back to the original settings.

## WARNINGS

- 1) After using the Particle System Controller script, if you need to change the name of the VFX, you can. BUT you must go to the respective 'Original Settings' folder and copy paste the exact same name of the VFX.
- 2) Some properties of the particle systems, IF changed manually, may break the connection with original settings and won't be able to reset it to default.
- 3) If you are afraid of messing up the original effect, create a duplicate first. In case you messed up you can always reimport from the Asset Store

## LASER SCRIPT - DESCRIPTION

If this script is in the project, then it's only for the DEMONSTRATION of the Laser's Visual Effects! It's not perfect. I'm a VFX Artist not a Programmer.

## OPTIONS

**Change Color** - If this is On, it will apply the colors in 'New Max Color' and 'New Min Color'. If Off it goes back to the original.

**New Max Color** - Maximum color if you want a range of colors.

**New Min Color** - Minimum color is useful for when creating a range. Use the same color as 'New Max Color' if you don't want any color range.

**Line Renderers** - This is the core of the Lasers. It's a list of Line Renderers.

**Fire Point** - The starting position of the Laser.

**End Point** - The end position of the Laser. If using an input to control the endpoint, like the mouse for example, then assign the camera.

**Bounces** - How many times the Laser bounces when it collides.

**Size** - Multiplies the original size of the Laser (eg: 0.5 - half the size / 2 - double the size).

**Maximum Length** - The maximum length the Laser will have.

**Overgrow** - How much it overgrows when the Laser is fired.

**Grow Speed** - The speed which the overgrow grows.

**Shrink Speed** - How fast it shrinks when we stop shooting.

**Disable Delay** - How many seconds before the Laser is disabled.

**Start VFX** - Parent of all the particle systems at the start of the Laser.

**Use Start** - Enable or Disable the use of the Start effects.

**Reflect Start** - When using bounces, you can choose if you want to duplicate the Start VFX.

**Middle VFX** - Parent of all the particle systems in the middle of the Laser.

**Use Middle** - Enable or Disable the use of the Middle effects.

**Reflect Middle** - When using bounces, you can choose if you want to duplicate the Middle VFX.

**End VFX** - Parent of all the particle systems at the end of the Laser.

**Use End** - Enable or Disable the use of the End effects.

**Use End Always** - Enable or Disable the End effects when not colliding.

**Reflect End** - When using bounces, you can choose if you want to duplicate the End VFX.

**Trail VFX** - The particle system that leaves a trail.

**Use Trail** - Enable or disable trail.

**Reflect Trail** - When using bounces, you can choose if you want to duplicate the Trail.

**Trail Interval** - The interval between each trail - 0 means a continuous trail.

**Generate Colliders** - Generates colliders for each collision.

**Is Collider Trigger** - Are the generated colliders in trigger mode?

**Collider Radius** - Box Collider size.

**Layer Name** - Set the name of the Layer where the Laser is going to be.

**Layer Order To** - Moves all the Particle Systems and Trails by the amount entered here.

## WORKFLOW

This is a very basic example of how one could use the Laser Script with a target.

Check [CycleLasersScript](#) or [SwitchLasersScript](#) (*FPS and TPS*) for more demonstrations.

- 1) Create a public GameObject and assign in the inspector the Laser prefab you want to use;
- 2) You can instantiate the Laser prefab to a new GameObject;
- 3) Use a `GetComponent<LaserScript>()` to access the LaserScript in the instantiated laser;
- 4) Assign a fire point GameObject to the `LaserScript.firePoint`;



- 5) Assign an end point (target) GameObject to the *LaserScript.endPoint*;
- 6) Activate the laser with *newLaserGameObject.SetActive(true)*;
- 7) Shoot the laser with *LaserScript.ShootLaser (3)*. Where 3 seconds is how much time the laser will be shooting.

## TPS & FPS SCENES - SHORTCUTS

**W A S D** - Move in FPS

**Mouse 1** - Fire Laser

**E** - Next Effect

**Q** - Previous Effect

**R/F** - Increase/Decrease Bounces

**X/Z** - Increase/Decrease Size

## HOW TO GET THE ORIGINAL ASPECT? (Carefull)

- 1) Go to Edit>Project Settings>**Graphics**
- 2) Click on **Scriptable Render Pipeline** and assign the **Render Asset** in the **settings folder**. (ex: UP2\_UniversalRP-HighQuality)
- 3) In the Scene make sure you select **Global Volume** and assign the **Global Volume** in the settings folder. (ex: UP2\_GlobalVolumeProfile)

## NOTES

- 1) If this package has any script, then it's used for DEMONSTRATION purposes. They are not perfect. This is a Visual Effect package and I'm a VFX Artist. The focus here is Visual Effects.
- 2) I can help with Visual Effects but not with your code. I recommend everyone to eventually create their own code for their own projects.
- 3) Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);
- 4) This asset is made and owned by Gabriel Aguiar Prod.
- 5) Any commercial use requires only proper credits, such as:  
Visual Effects Artist - Gabriel Aguiar

## SOCIALS

**YouTube:** [youtube.com/c/gabrielaguiarprod](https://www.youtube.com/c/gabrielaguiarprod)

**Twitter:** [twitter.com/GabrielAguiarFX](https://twitter.com/GabrielAguiarFX)

**Facebook:** [facebook.com/gabrielaguiarprod](https://www.facebook.com/gabrielaguiarprod)

**Discord:** <https://discord.gg/AN7CrC3Qbb>

If you enjoy this package, please leave a review on the Asset Store!  
It means a lot.

Thank you!