



URP Shield Bubble VFX - Documentation

Introduction:

Thanks for purchasing the URP Shield Bubble VFX project. This asset comes with a 15 variations of the effect, driven by unique textures, several presets for the VFX assets and easy-to-tweak open architecture using the VFX Graph and Shader Graph. The project is optimized for realtime PC and console games but could probably also be used on mobile and simplified, if needed. This documentation will serve as a backup in case the full use or intention of the assets is not clear enough by itself.

Let's get started!

How to use:

All of the assets are prepared for instant use via Drag-&-Drop. Just drag one of the

prefabs in the Assets folder into your level; it comes with colliders, materials, and particles (where applicable).

Shaders:

This pack comes with two shader graph based shaders:

ShieldBubble_Main: The main shader for the bubble vfx. Color parameters are pretty straight-forward and can be tweaked to your liking.

Vertex Displace and AmpFreqAB can be used to tweak the Vertex Displacement settings of the bubble. There are two waves blended together and you can tweak the Frequency and Amplitude of those two curves using the parameters. Vertex Displace controls the overall effect.

Vertex Displace	<input type="text" value="0.96"/>			
AmpFreqAB	X <input type="text" value="0.1"/>	Y <input type="text" value="7.7"/>	Z <input type="text" value="0.49"/>	W <input type="text" value="4.1"/>

FresnelPow controls the overall Fresnel visibility while Channel Influence can be used to increase or decrease the individual color channel contribution of the Bubble Texture to the overall effect.

FresnelPow	<input type="text" value="0"/>			
Channel Influence	X <input type="text" value="1"/>	Y <input type="text" value="0.87"/>	Z <input type="text" value="0.86"/>	W <input type="text" value="0.72"/>

Depth Offset and Intersection Edge control the depth blending intensity and edge hardness of the effect.

Depth Offset	<input type="text" value="0.5"/>			
Depth IntersectionEdge	<input type="text" value="0.94"/>			

Speeds, Tilings and Color Mult can be used to tweak all texture-dependant parts of the effect. They are scroll speed, texture tiling and individual color contributions respectively.

Speeds	X <input type="text" value="6.51"/>	Y <input type="text" value="2.46"/>	Z <input type="text" value="2.84"/>	W <input type="text" value="0.8"/>
Tilings	X <input type="text" value="-0.4"/>	Y <input type="text" value="-0.35"/>	Z <input type="text" value="1.53"/>	W <input type="text" value="-1.05"/>
Color Mult	X <input type="text" value="12.7"/>	Y <input type="text" value="8.08"/>	Z <input type="text" value="17.7"/>	W <input type="text" value="14.92"/>

Finally, Lens Distortion and Chroma Fresnel control the spread and lightness of the chromatic aberration effect.

Lens Distortion	4.92
Chroma Fresnel	0.95

ShieldBubble_Webs: The Webs shader is a slight variation of the Main Shield Bubble effect. The parameters behave similarly, its just a bit more simplified.

Closing words:

Once again thank you a lot for purchasing the URP Shield Bubble VFX project. Your purchase helps me developing more asset packs and keep a high quality standard.

If you're satisfied with the overall quality please consider rating it on the store. I might be able make you a good offer on one of my other products as well :)

Hope you enjoy using the assets to the fullest and will have an easy time using them. If there is anything I can help you out with, feel free to let me know. I'll also be happy to give your projects that use this pack a shout-out on social media if you tell me about them.

All the best from the creator of this pack,
Simon Kratz