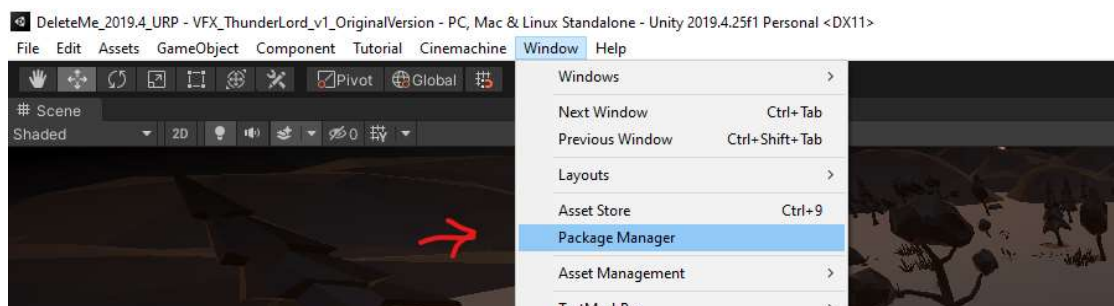# DOCUMENTATION

All **images below are an example** and may not be from this actual asset.
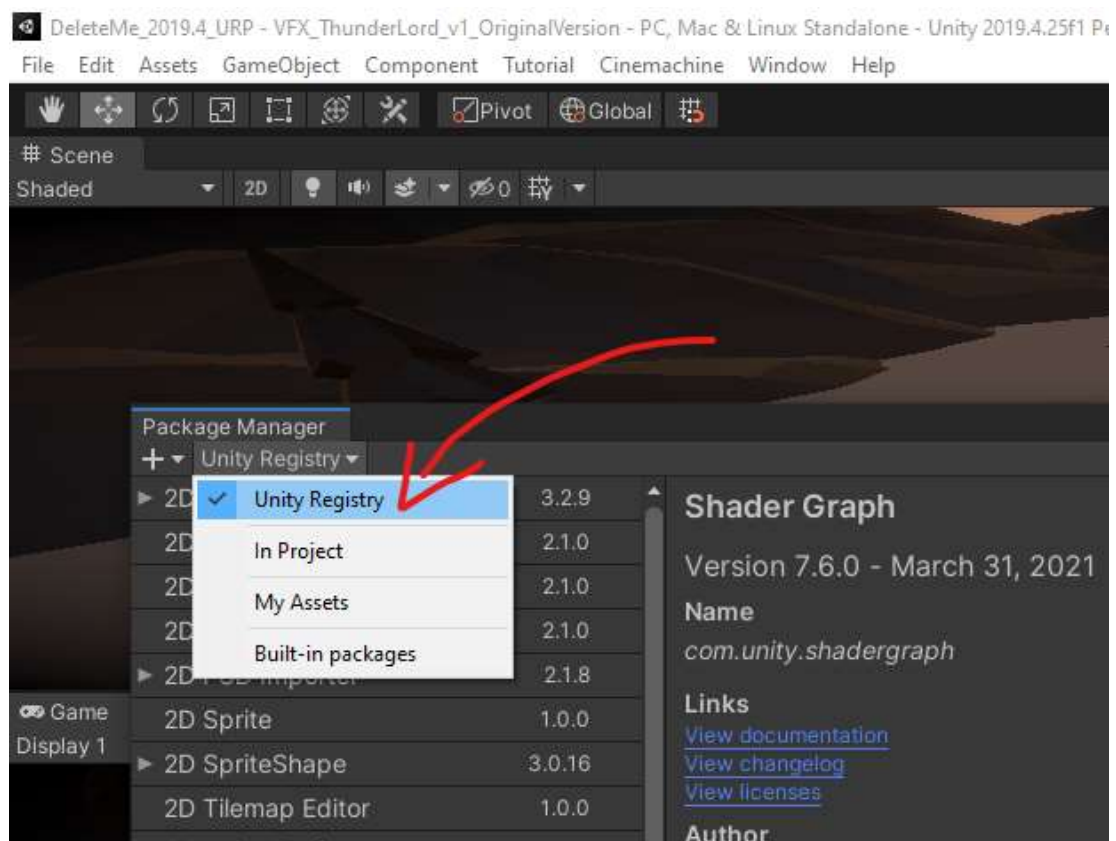
Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);
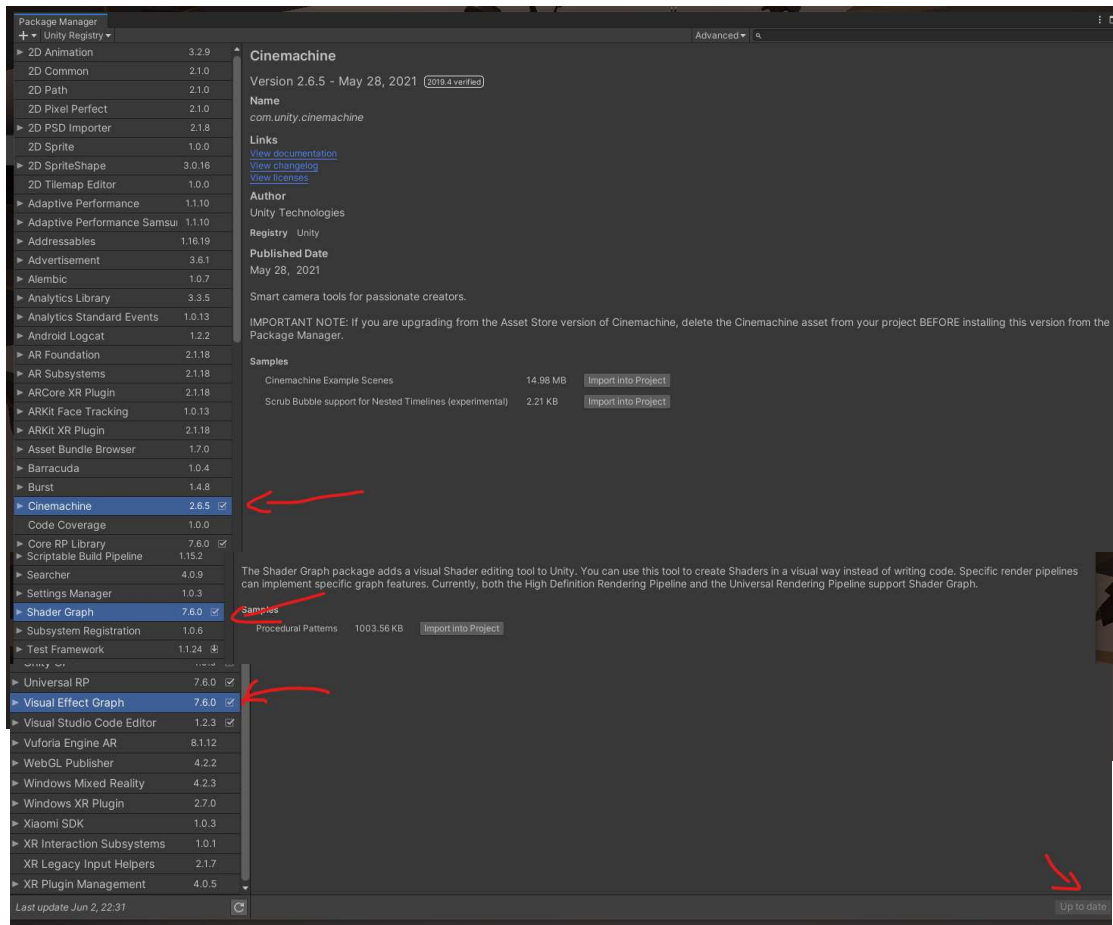
HOW TO OPEN / IMPORT THE PROJECT / ASSET?
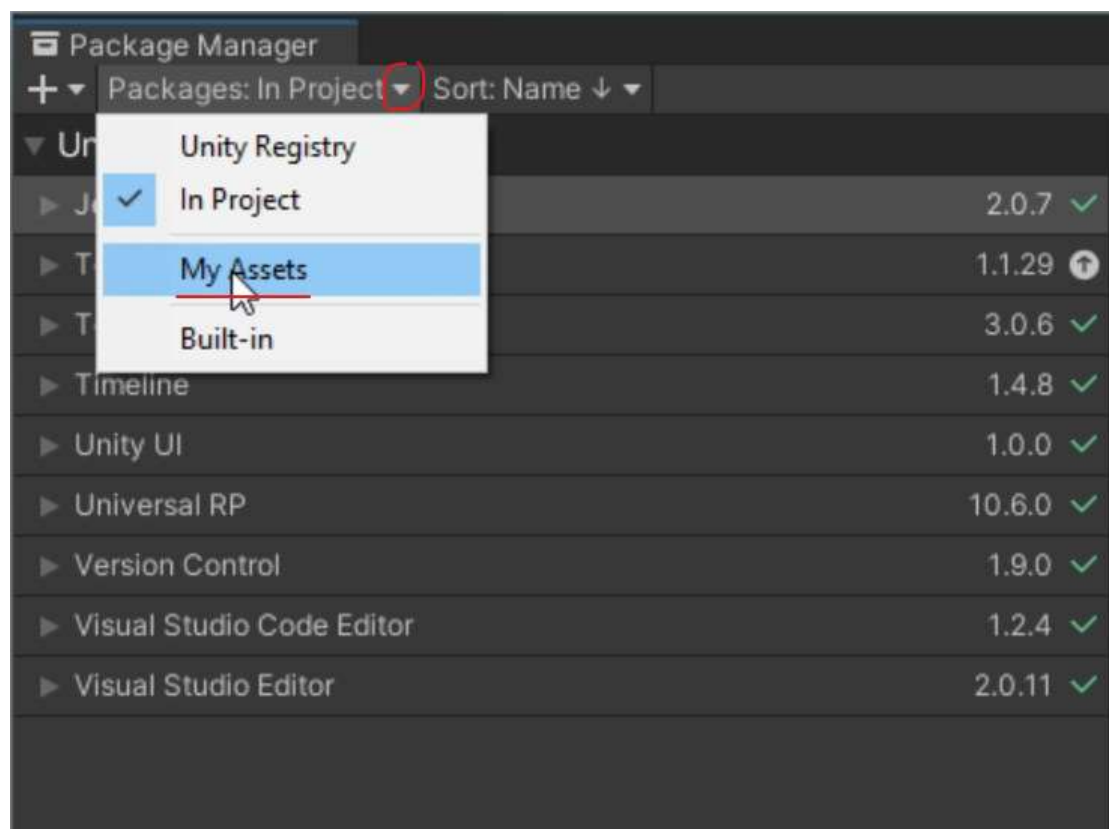
1) Open the Window>**Package Manager**;

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

3) Make sure you have *Shader Graph* and *Visual Effect Graph* installed.

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: URP or HDRP version depending on the render pipeline you are using and availability.

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)
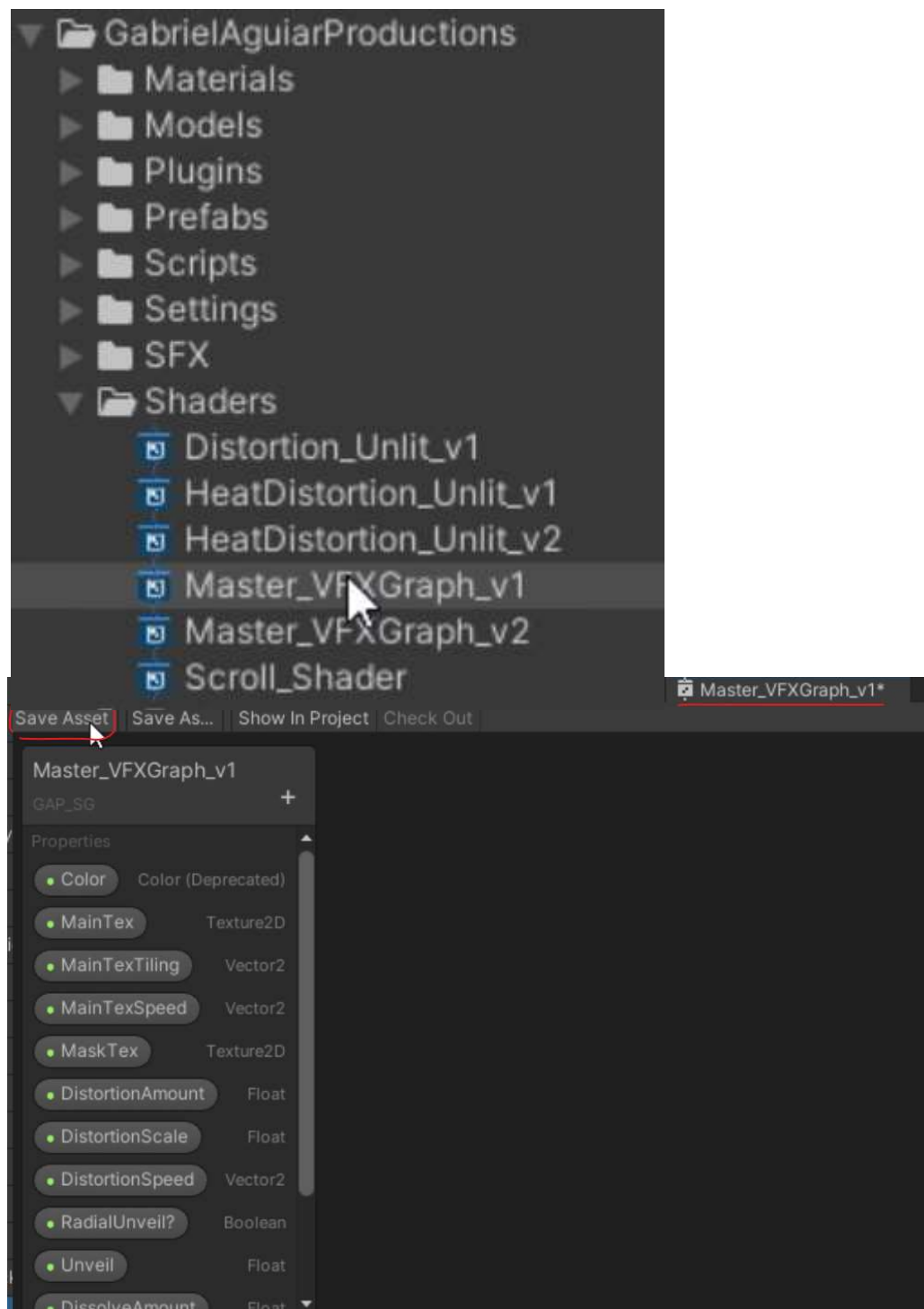
10) Then, you need to open each VFX Graph in the Prefabs folder so they compile.
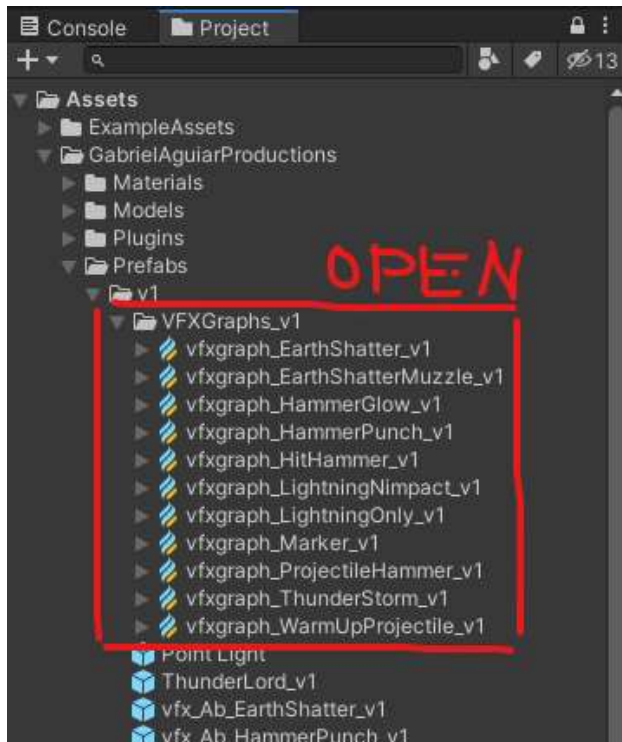
11) If you see Gray squares then you need to go to Edit>Project Settings>Graphics click on Scriptable Render Pipeline and turn on **Depth Texture** and **Opaque Texture.**
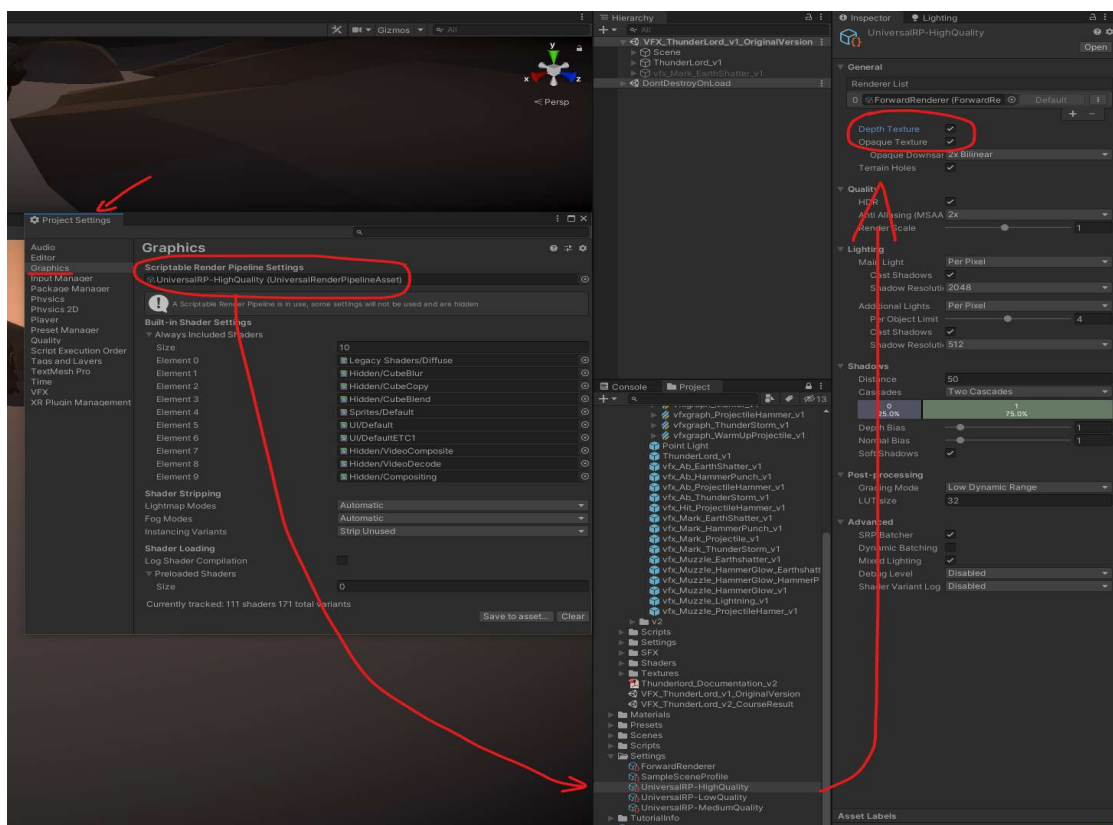
12) Any other problem not listed here, please let me know (**check my profile in the Unity Asset store for contacts** or my social media links below);

13) Enjoy!

HOW TO ADAPT WEAPON FX TO ANOTHER MESH?

There's a video tutorial of this here. https://youtu.be/x41nrdHps7s

1) Drag and drop your weapon / mesh to the scene.
2) Go to the Shaders folder and **create a new material** from **MeshEffect01_PBR** (Voronoi) or **MeshEffect02_PBR** (Gradient Noise).
3) Drag and drop the new material to your weapon / mesh.
4) Assign your **Albedo texture** to the MainTex and the Metallic or Ambient Occlusion texture to the Metallic slot.
5) Use an image editing software to create a **Mask** (white is where the effect is going to be visible)
6) Assign your Mask texture to the Mask slot of the material.
7) **Customize the material** to your needs (play with the Voronoi / Noise Parameters, colors, fresnel, etc).
8) Go to the Prefabs folder, choose a **VFX Graph** and **parent this to your weapon.**
9) Adjust scale (always uniform).
10) To fit the effect to your weapon you can adjust the **Boundaries** and **Direction** (in some cases)
11) Boundaries is a Box and Direction is a Sphere, with this you can adjust the VFX Graph to your weapon and then play with the available settings.
12) Have fun!

HOW TO GET THE ORIGINAL ASPECT? (Carefull)

1) Go to Edit>Project Settings>**Graphics**
2) Click on **Scriptable Render Pipeline** and assign the **UniversalRP-HighQuality** in the settings folder.
3) In Scene make sure you select **Global Volume** and assign the **Global Volume** in the settings folder.

NOTES

1) If the package has any script, then it's used for demonstration purposes. They are not perfect, this is a VFX Graph Demo/Package and I'm a VFX Artist. The focus here is Visual Effects.

2) Visual Effect Graph is a tool that suffers changes through Unity versions.

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

CONTACTS

YouTube: youtube.com/c/gabrielaguiarprod
Twitter: twitter.com/GabrielAguiarFX
Facebook: facebook.com/gabrielaguiarprod

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

Thank you!