

This asset is a 2D sprite-style, pixel art visual effect intended for fighting games, beat-em-ups, etc.

This package contains the following

VFX_Blood_L	Blood bursting on a hit
VFX_Blood_S	Blood that splatters when hit.
VFX_Bullet	Bullet hitting the ground
VFX_Burn	Burning damage
VFX_Dash	Dust and smoke during dash
VFX_Explosion	Explosion Effect
VFX_Get	Effect when getting an item
VFX_Guard	Defensive Effect
VFX_Healing	Healing or strengthening effects
VFX_Hit_S	Hit effect (small)
VFX_Sand_smoke_Down	Sand and dust when falling to the ground
VFX_Sand_smoke_Run	Sand cloud when running (can be moved)
VFX_Sand_smoke_Spawn	Dust cloud as it emerges from the ground
VFX_Slash_Hit	Slash hit effect