

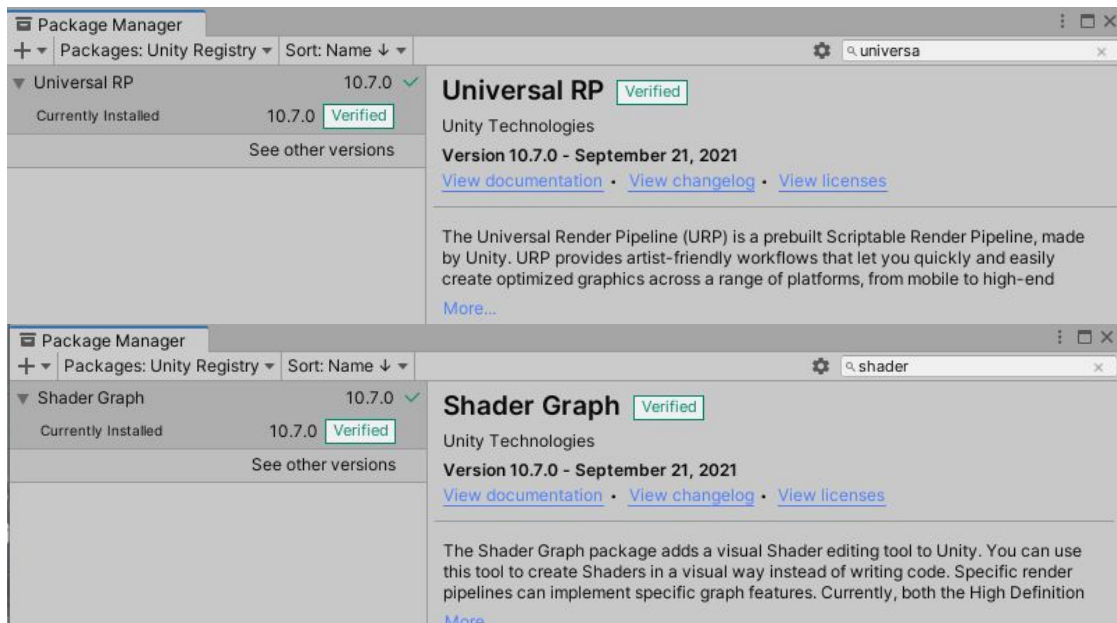


Thanks for using my VFX

Here is the document about how to use this VFX package

Things that you need to use this VFX package:

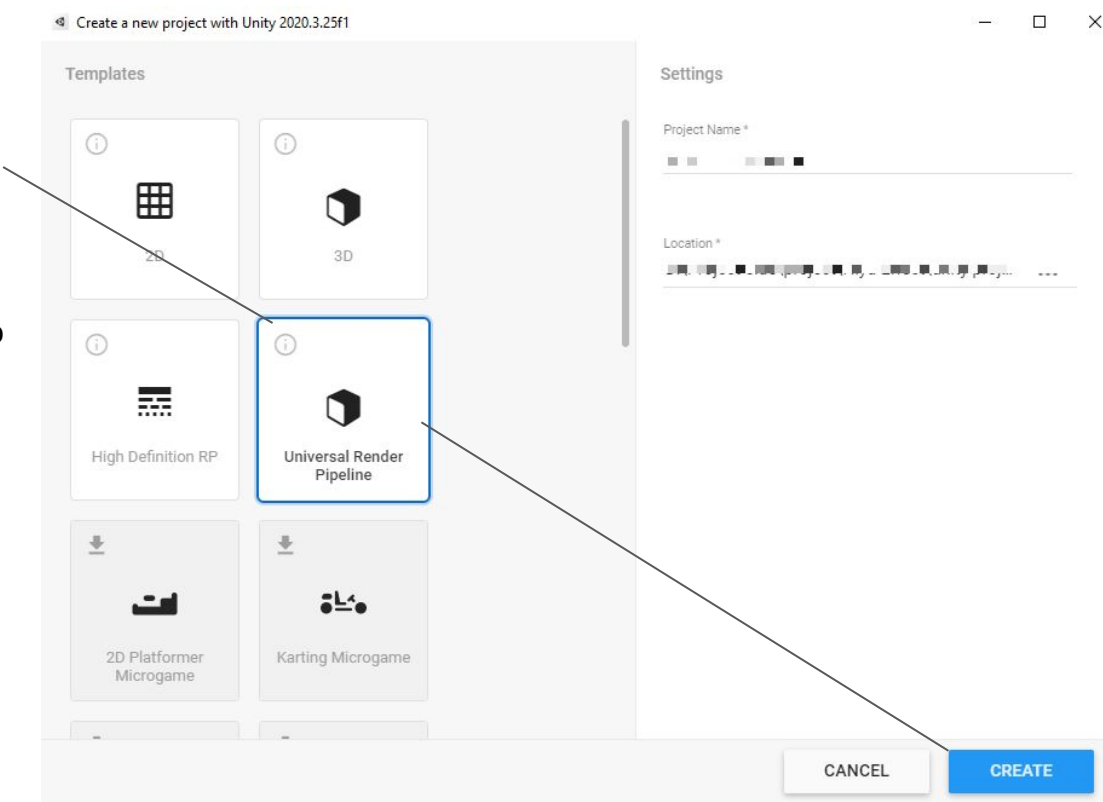
- **Unity URP version: 2020.3.25f1 or higher.**
- **Universal RP: version 10.7.0 September 21 2021.**
- **Shader Graph: version 10.7.0 September 21 2021.**



Install:

Step 1: Install Unity Universal Render Pipeline 2020.3.25f1

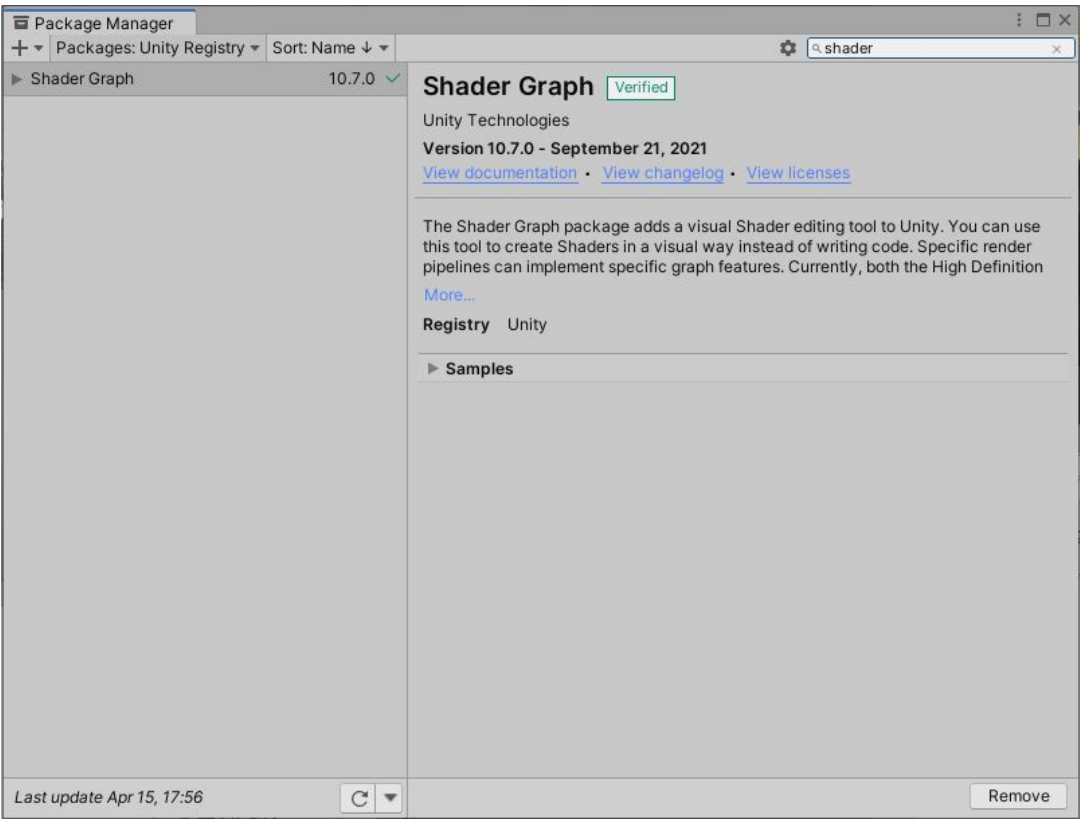
- Open Unity Hub
- Create a Project with URP template and the version is 2020.3.25f1
- Or if you have a project already, and you want to upgrade to URP, please follow this [guide](#)



Install:

Step 2:Check the Shader Graph

- Search for Shader Graph also, to check. Because shader graph is install with the project before.
- If your project doesn't have Shader Graph (for any reason), then please install it.




Install:

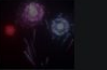







Step 3: Install the VFX package

- Go to the Assets Store site and Import the VFX package by click “Open in Unity”).


Home > Firework VFX pack









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Firework VFX pack

 Hung Nguyen VFX (not enough ratings)

Secure checkout:      


License agreement [Standard Unity Asset Store EULA](#)

License type [Extension Asset](#)

File size 0 Bytes


Latest version 1.0

Latest release date Aug 15, 2023

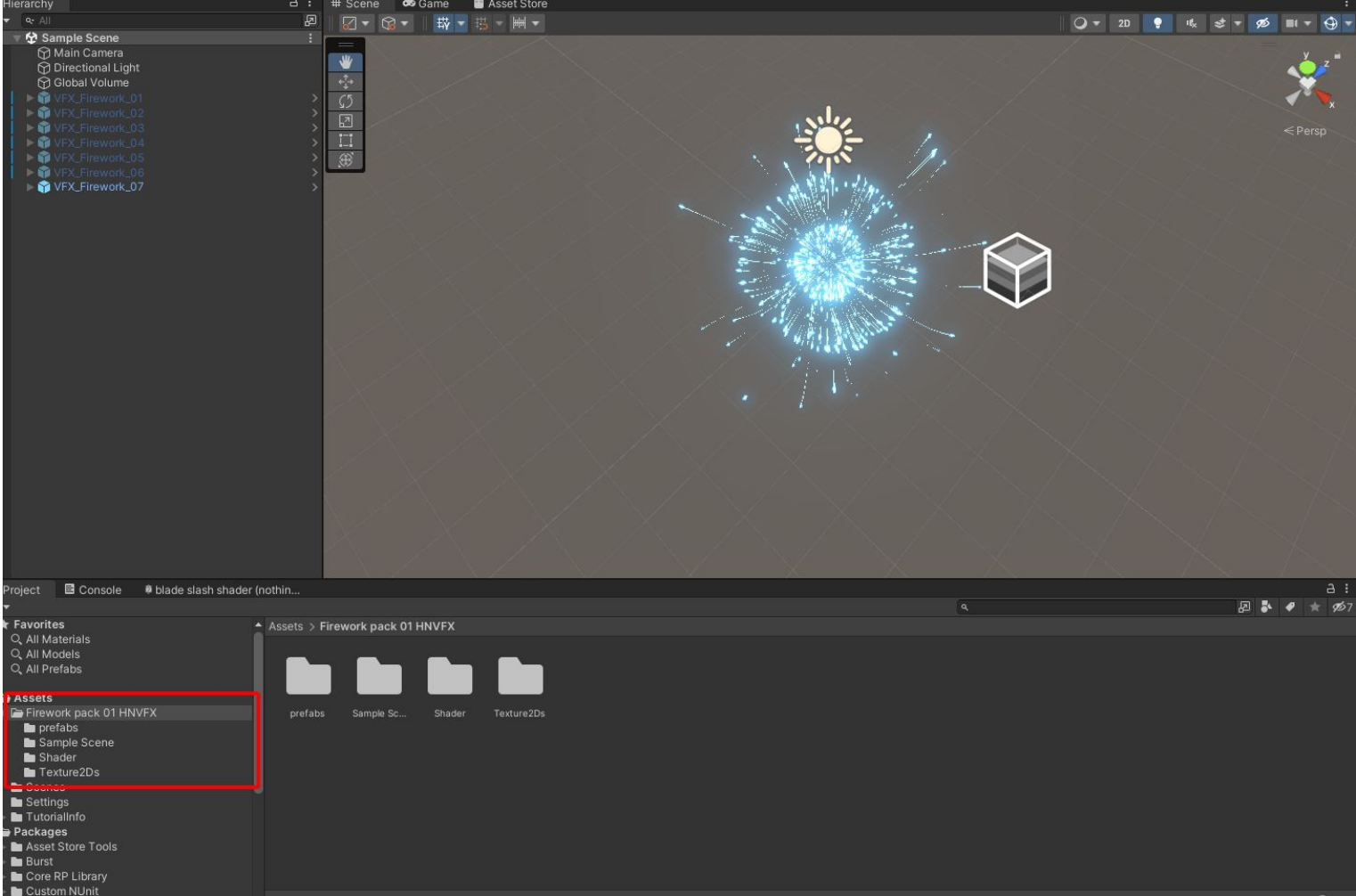
Original Unity version  undefined or higher

Open in Unity

▼

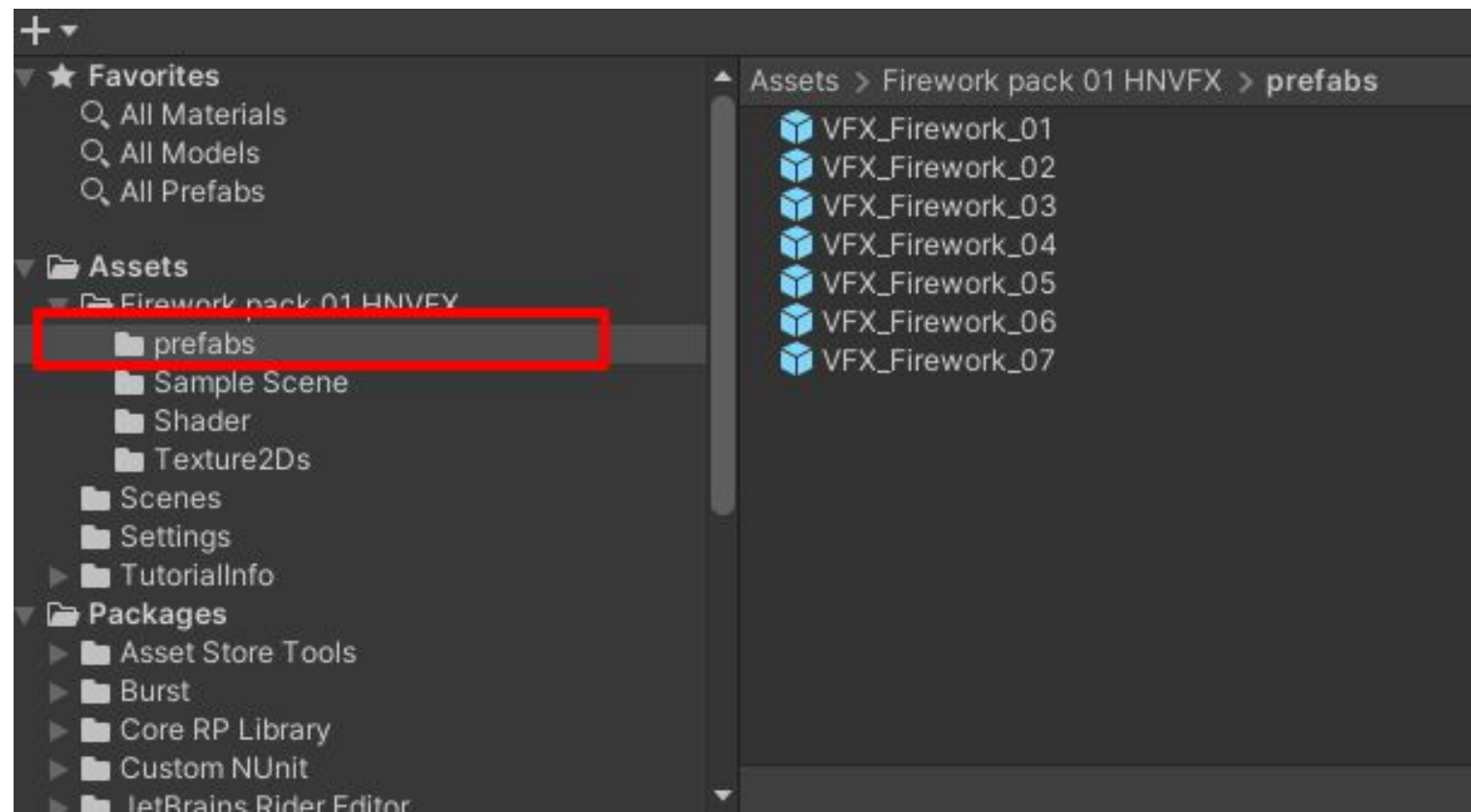


Check the VFX folder



Check the VFX folder

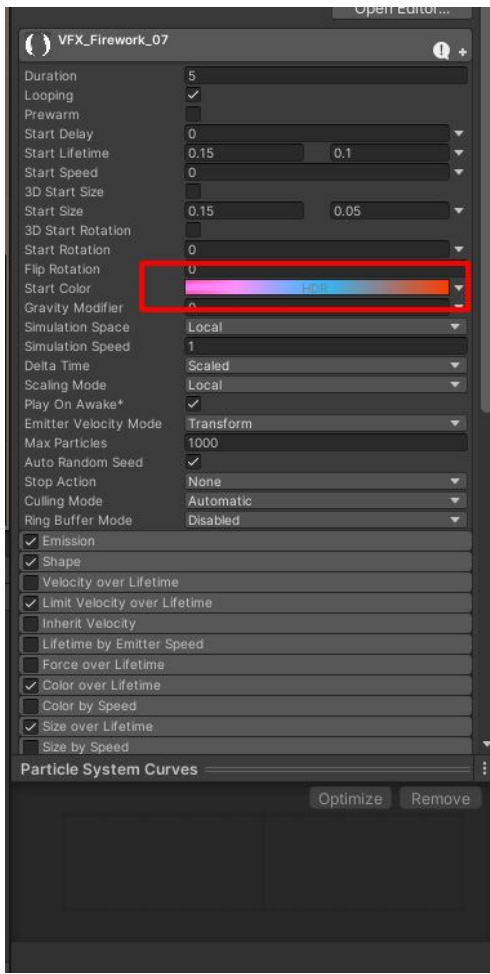
Here where you can find the prefabs of VFX



The package include:

- 7 prefabs
- 1 texture 2Ds
- 2 Materials
- 1 Shader
- 1 sub shader
- 1 Sample scene.

You can change the color of the VFX by edit the color value here



If you want to customize the VFX as much as you possible, please check the Guideline about Particle system: [Link](#)

- There VFX are loop, so you can use them by drag and drop to any Unity object, or import to any script.
- All VFX prefabs is setted.
- Remember to follow my Guide above to install the necessary packages to run there VFX. If not, they won't run for sure.

Recommend:

- Use stable version of Unity to test and import the VFX packages. **(2020.3.25f1 LTS)**, **(2020.3.33f1 LTS)**, **(2021.3.3f1)**
- Choose the right template of Render Pipeline for the Unity Project: **Universal Render Pipeline**.
- Prepare all necessary package first before import the VFX packages: **Shader Graph**

THANKS, FOR USING MY VFX!

And remember: Follow the guide

- If you have any issue, please contact me via email: arthungnguyen1602@gmail.com or animatorlee1992@gmail.com.
- I'm always here for support!
- If you happy with this package, please give me a nice comment and 5 stars. That would help me a lot.