Pak includes a set of 100 different effects. Each effect is an animated texture from 2D sprite! Water/lightning/fire/explosion/sparks/smoke.

Package works on unity 5.5+ with any rendering path, color space and api (DirectX 9/11/12, OpenGL, openGLES 2.0/3.0).

For using just drag and drop prefab on scene. Also you can use effects in runtime. Like a "Instantiate (EffectPrefab, position, rotation).

Demo version includes new unity posteffect bloom from this page https://www.assetstore.unity3d.com/en/#!/content/51515
Just use bloom posteffect on camera.

NOTE! Camera should have active HDR! (on forward rendering you need disable anti aliasing for correct HDR working)