

Dear All,

First of all, I appreciate that you've selected this package from asset store.

You can run the RzHUDeffect_DEMO.Scene and play it.

There are 30+ prefabs of HUD effect and 30+ HUD pattern.

Include 20+ shader created within Shader Forge 1.38.

And you can open and edit each shader in Shader Forge 1.38.

But Shader Forge is unavailable in asset store. So it works for those who purchased it before.

If you do not have Shader Forge, you can take a look with the pictures of the shader tree that I did from the folder "ShaderScreenshot".

I didn't do optimization for mobile. You have to do it by yourself.

If you need bloom, you have to import the free asset of Post Processing Stack.

Link: <https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>

Add component Post Processing Behaviour and use the Bloom.asset from my folder.

Thank you for your purchase! Enjoy it!

Ryan Zeng

