



## FT Infinity Asset Description (Unity5.6 or higher)

### List of Particle Assets

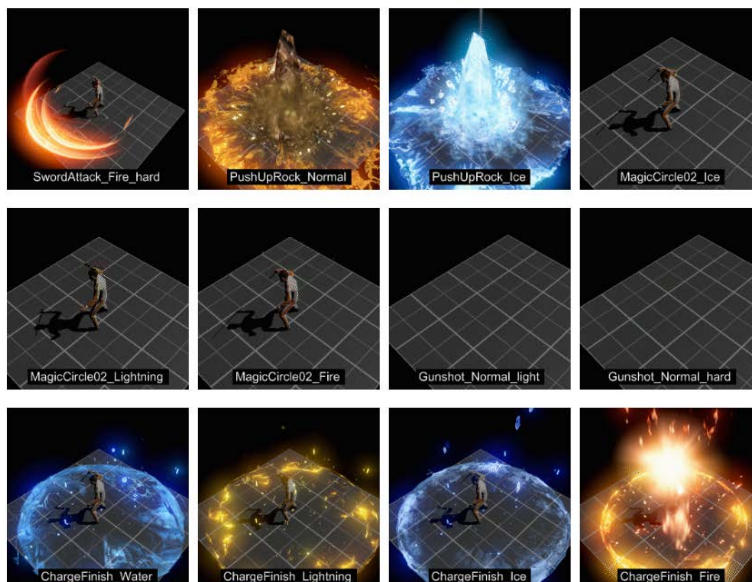
You can check the list of effect assets on the following web site below.

#### [FT Infinity WEB](#)

##### FT\_INFINITY

###### Tags

heal (2)  
 light (3)  
 normal (15)  
 hammer (12)  
 lightning (20)  
 ice (18)  
 fire (17)  
 guard (3)  
 hit (8)  
 spear (12)  
 sword (12)  
 slash (12)  
 rock (2)  
 circle (6)  
 gunshot (2)  
 shockwave (4)  
 charge (8)  
 water (2)  
 arrow (3)  
 aura (8)



Tutorial movies will be released on Youtube sequentially.

#### [Youtube Playlist \(English\)](#)

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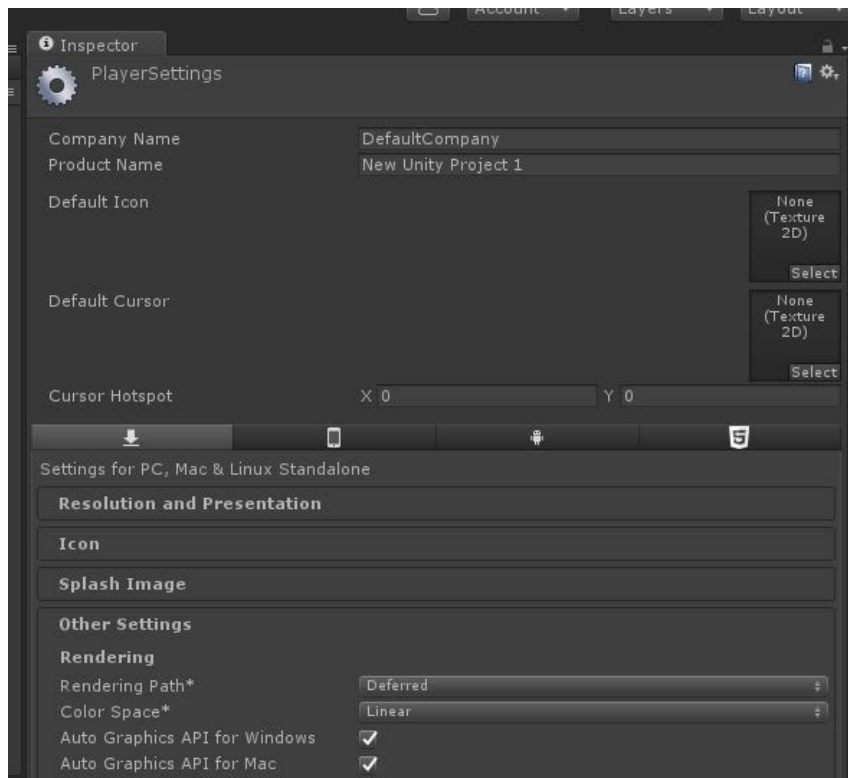
- Project Setting
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Parameter Values
- How to Use Vertex Stream and Custom Data
- Assistant Tool for Custom Data Inputs, [FT ParticleToolBox]
- Script Contents Description
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## Project Settings

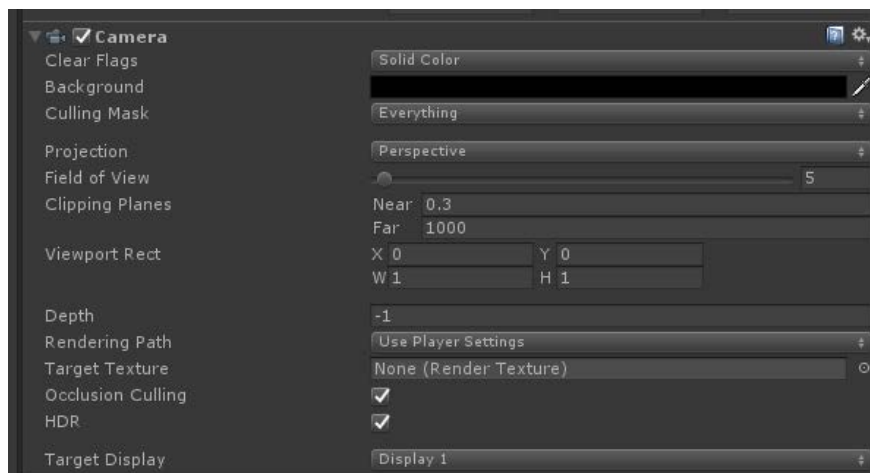
**This asset is unsupported in mobile device.**

Color space : Linear

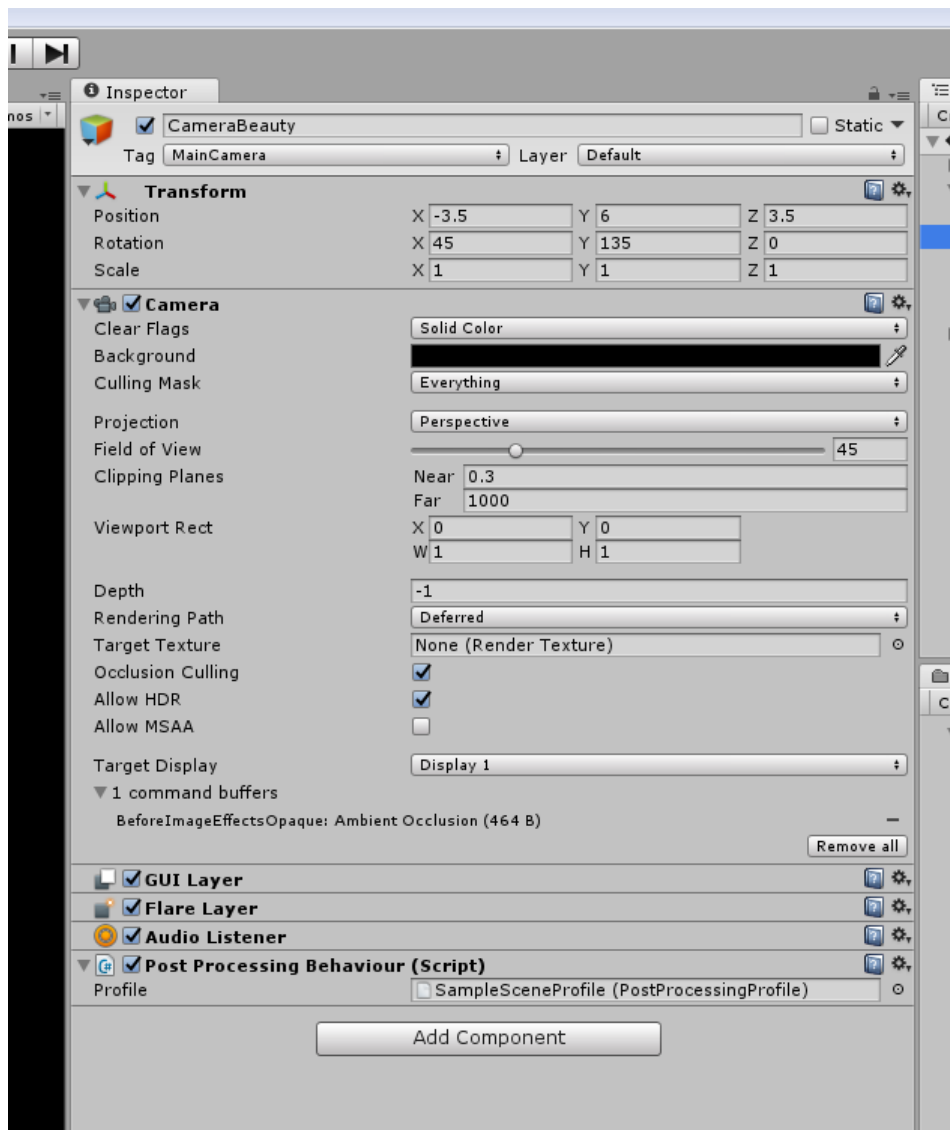
Both Deferred and Forward, available in Rendering path.



Make HDR of the camera active.



Need [Post Processing Stack](#) assets to play sample scene.

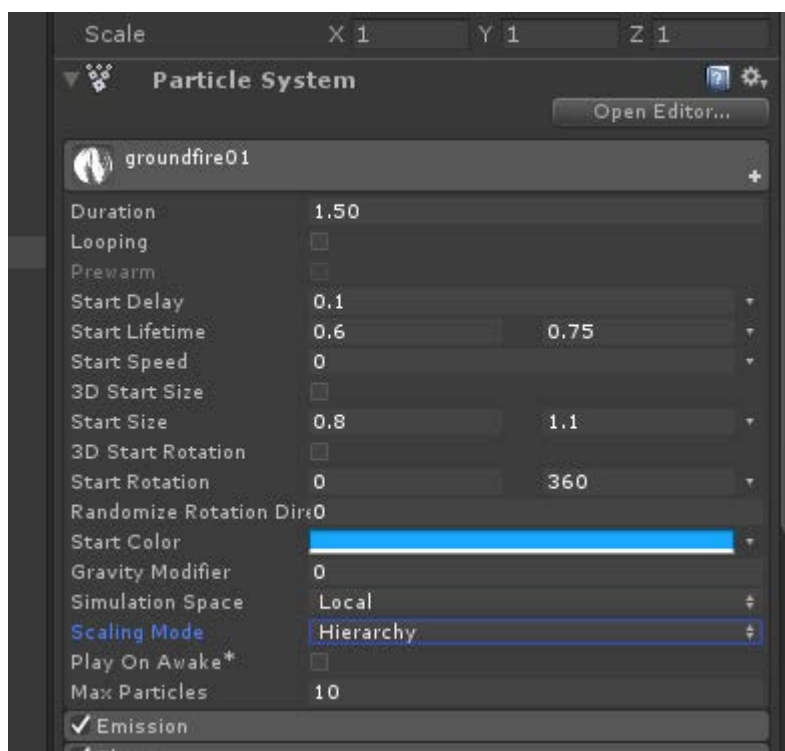


## Apply Scale Transformation on Particle System

Particles can be scaled with Scaling Mode implemented in Unity5.3.

**FT Infinity** recommends to change scales of each effect on their **root**.

ScalingMode of each Particle System object is set in **Hierarchy**. It makes particles scaled with their Scale Transform Node.



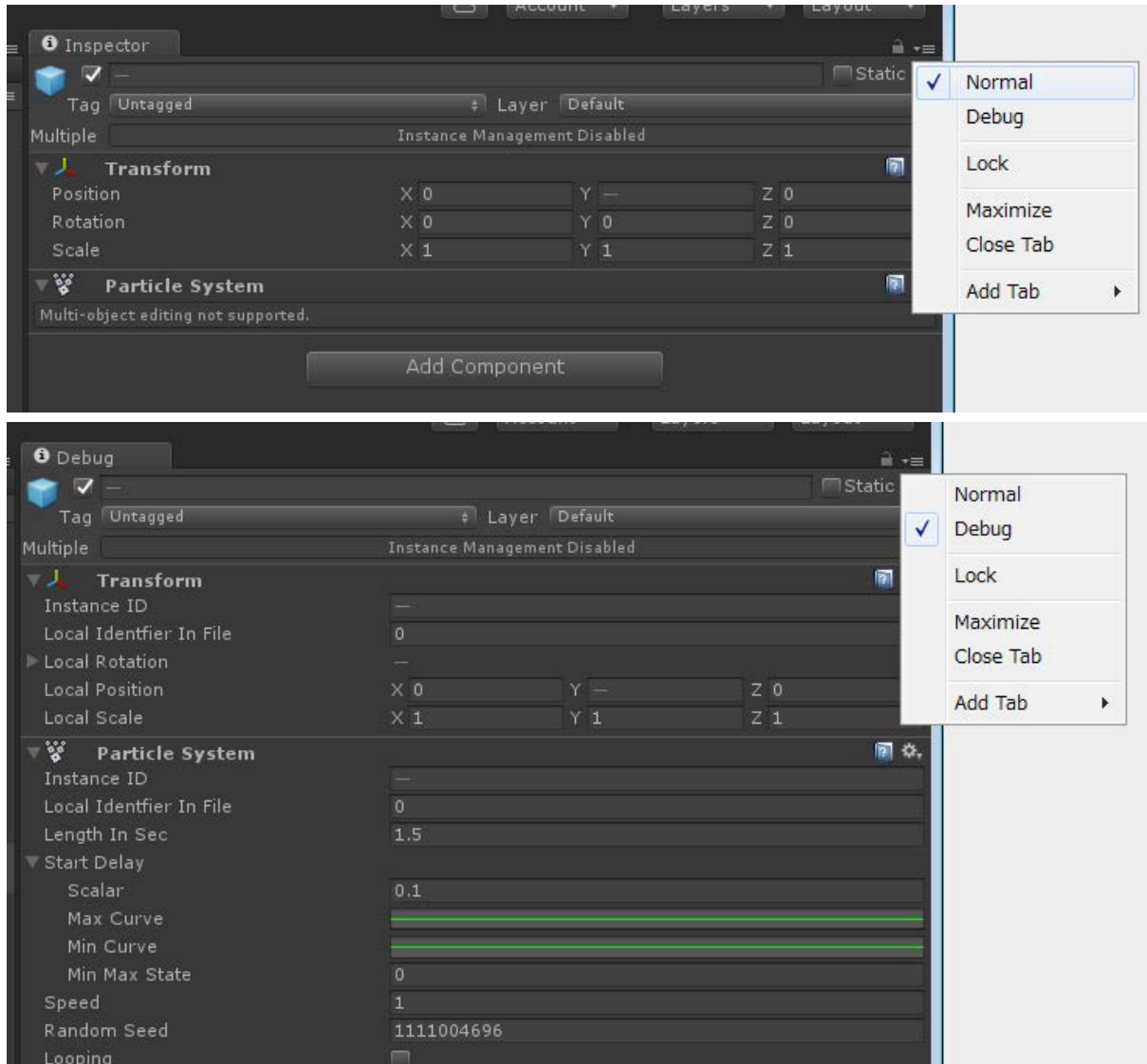
## Note to Change the Color of Particles

When you duplicate prefabs and change their color or brightness, please change parameter values in shuriken Editor, without changing values of their materials as much as possible.

It is because multiple prefabs share common materials, and their brightness values will be changed by changing Emission values of materials.

## Collective Edit over Parameter Values

Although usually parameter values over multiple ParticleSystem cannot be edited, Debug mode makes possible to select them and edit at once.

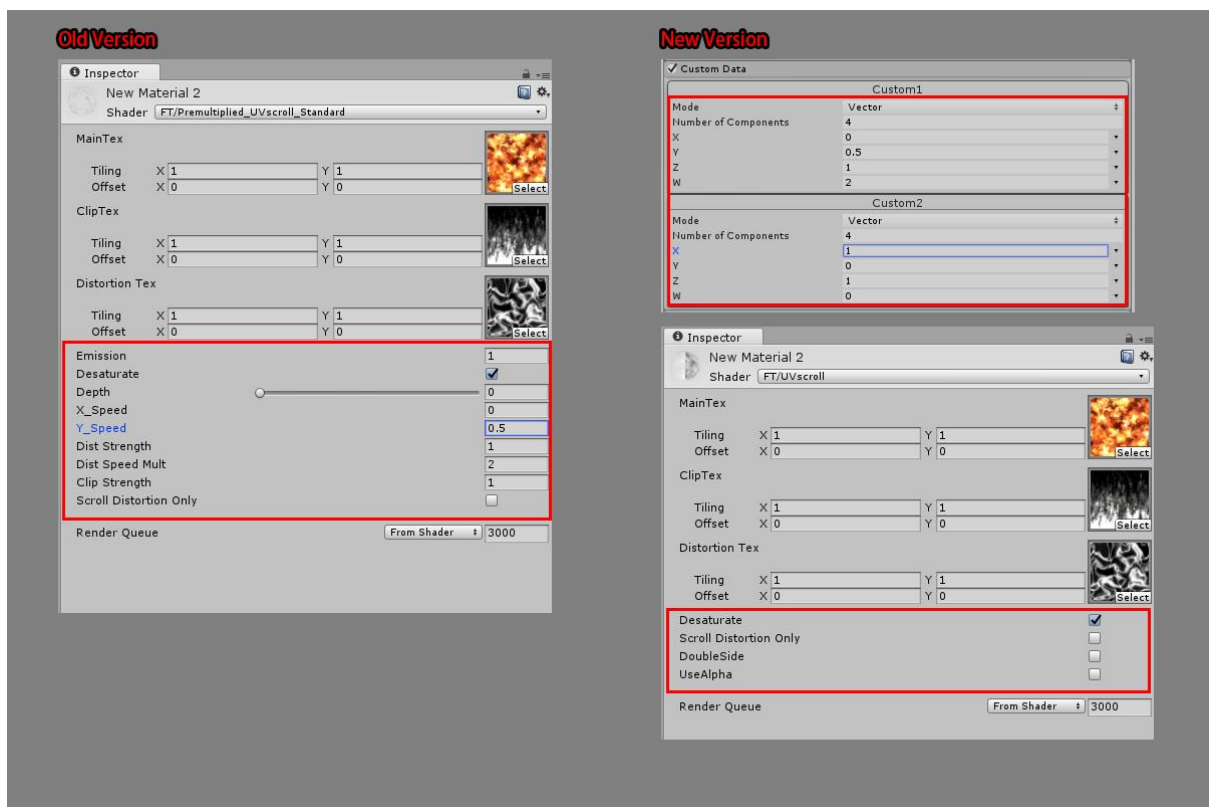


## How to Use Vertex Stream and Custom Data

**FT Infinity** uses functions of shuriken's Vertex Stream and Custom Data module, implemented from Unity5.5.

It makes easy reuse of materials over multiple particle systems.

For example, different materials would be assigned for each particle system, when you use a same texture with different UV scroll speed in present version. In the later version, Custom Data module makes setting parameters available in shuriken. Duplicating materials is not necessary no more, and number of them would be decreased.



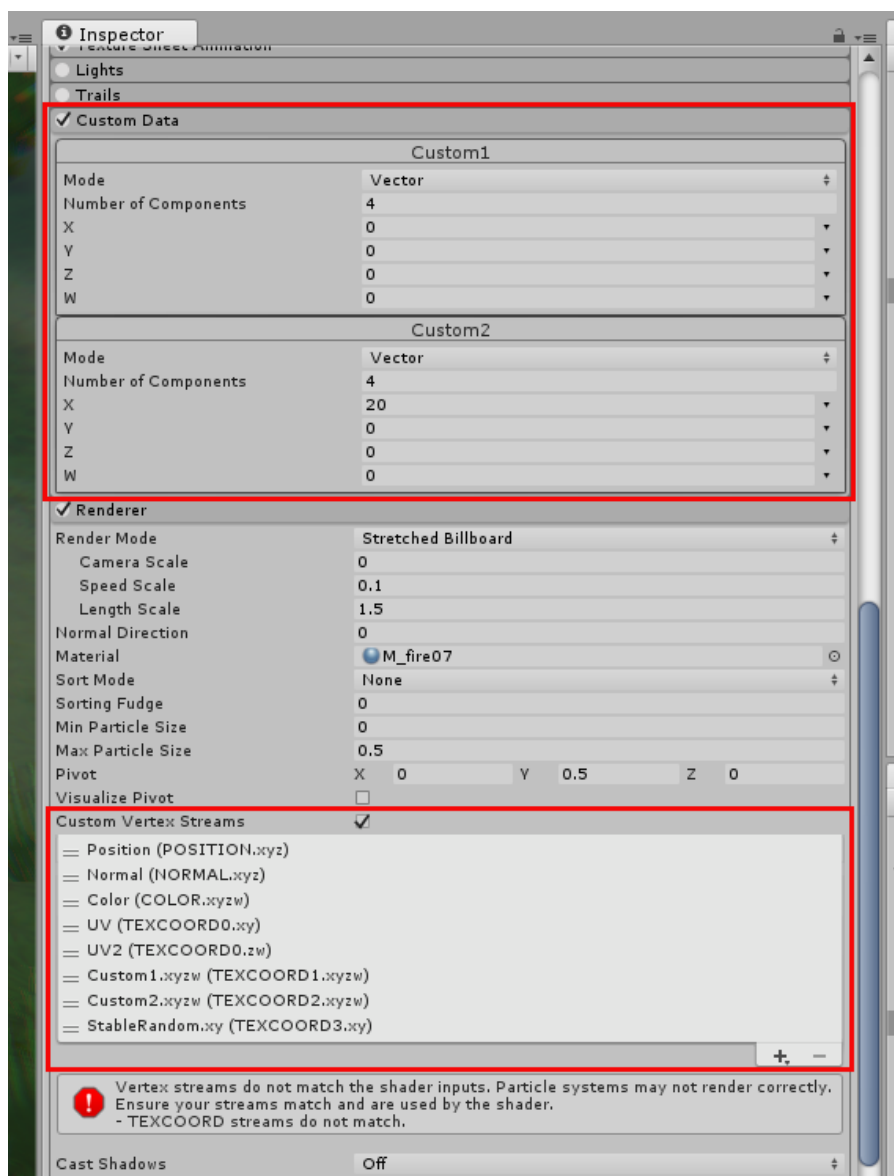
Much more parameters are available to set on shuriken UI, in comparison with present version.

Show the web site below for Vertex Stream / Custom Data Description.

### [Particle System vertex streams and Standard Shader support](#)

**FT Infinity** provides its own shader built with ShaderForge.

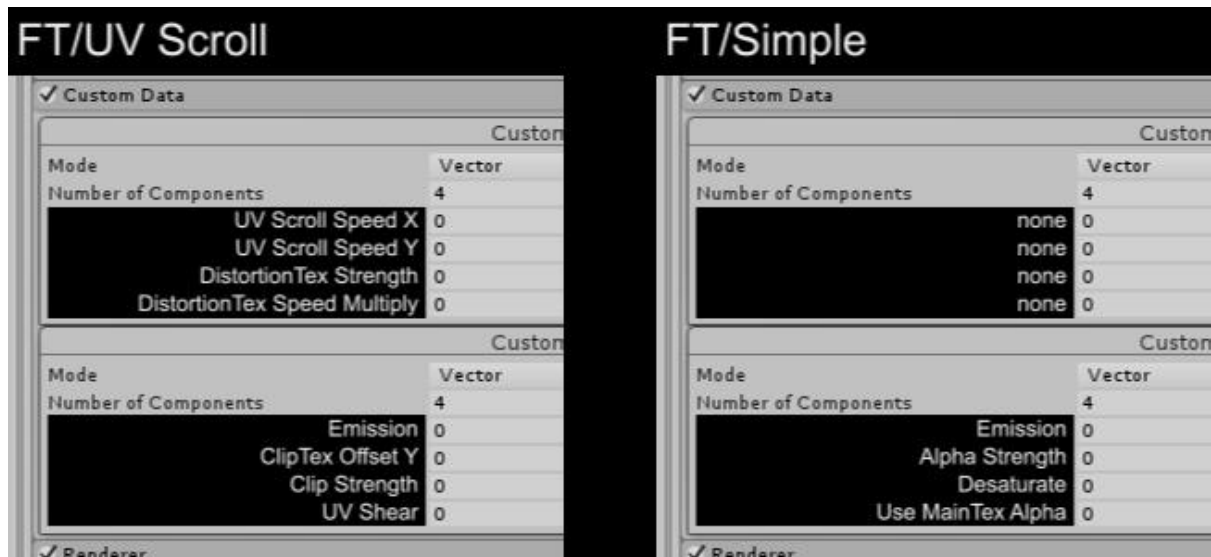
Almost all shaders use Vertex Stream function, and they are set like the image below.





Custom Data has different parameter settings for each shader.

For example, FT/UVscroll shader and FT/Simple are set like below.

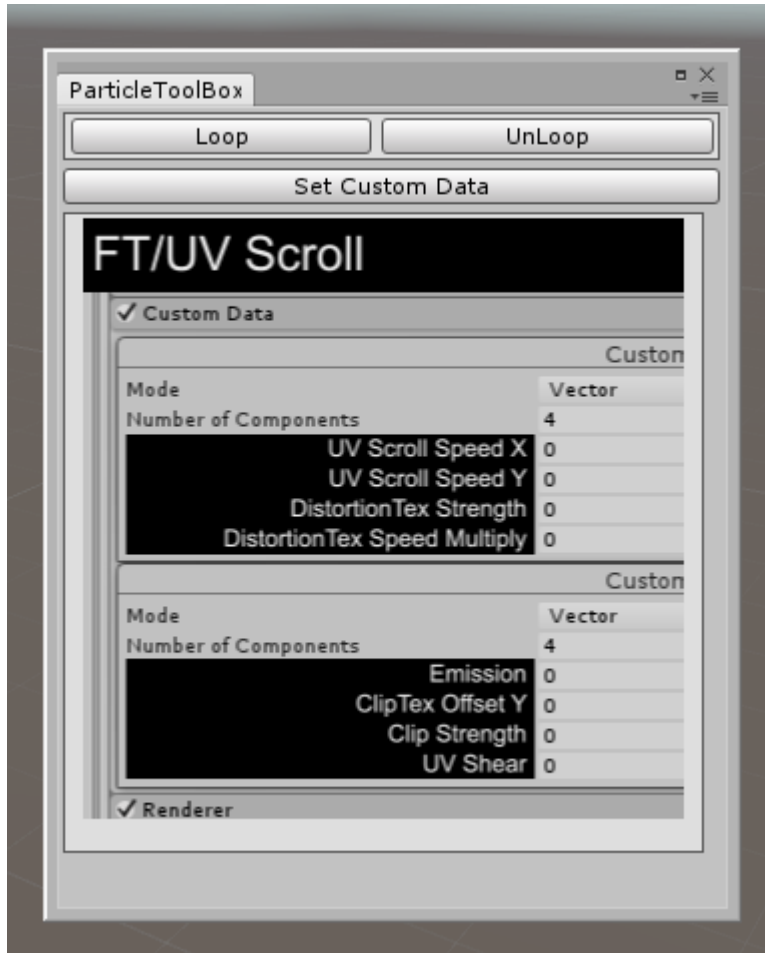


This image is edited to demonstrate the parameter names, and they are not shown in Custom Data module actually.

You can see them in the editor assistant tool [FT\_ParticleToolBox], mentioned later.

## Assistant Tool for Custom Data Inputs, [FT ParticleToolBox]

A simple assistant tool to edit particle because this asset uses own individual shader and Custom Data functions.



### Functions

- At once setting for Loop ON/OFF.
- 1click Custom Data setting for FT Infinity shader.
- Image display of Custom Data parameters.

For more details about each parameter, check the movie below.

[FT Infinity - How to Use ParticleToolBox \(English\)](#)

## **Script Contents Description**

### **FT\_LoopSwitch**

Loop setting of each particle is set to off, at the time you set with loopOffTiming.

### **FT\_DestroyParticleAtTime**

Kills a object on set time.

### **FT\_DestroyParticleByDuration**

Catch a particle component in a object named "root", and kills an object on the duration time.

## **Shader Contents Description**

FT Infinity uses its original shaders created with typical asset to create shaders, ShaderForge.

### **[ShaderForge](#)**

FT Infinity has several types of its own shaders. This term explains about parameters of FT/Premultiplied\_UVscroll from these items.

For more details about each shader, check the movie below.

### **[FT Infinity - Shader and Material Settings \(English\)](#)**