



Vefects: Flipbook VFX

There's a master shader for this asset: SH_Vefects_URP_Unlit_Flipbook.

Contains multiple color selection functionalities amongst others. To create a new material, duplicate a material and rename it, and then adjust the textures and parameters accordingly to your liking.

Then, duplicate one of the particle prefabs, duplicate it and switch the material for that new one you just created.

To pixelate the flipbook, turn on the "Pixelate" feature and adjust the Pixels parameters to customize the looks!

See VFX_Explosion_01_Pixelated_8_Bit and VFX_Explosion_01_Pixelated_16_Bit as an example.

Have fun! :)

Join our Discord server!

<https://discord.gg/VeRbY8kMaD>

For more info about our products, feel free to **contact us** at:

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