



REQUIRED FOR ASSET WORK

Shader Graph:

Go to the "Window" menu and choose "Package Manager."

In the Package Manager, click on the "Packages: Unity Registry" dropdown.

Search for "Shader Graph" in the search bar.

Click on "Shader Graph" in the search results.

In the right panel, click on the "Install" button to download and install Shader Graph.

The screenshot shows the Unity Package Manager interface. On the left, there's a sidebar with 'Packages' and 'Shader Graph' selected. The main area displays the 'Shader Graph' package details: Version 12.1.7 (Release), Unity Technologies, Version 12.1.7 - August 20, 2022, com.unity.shadergraph. It includes links for 'View documentation', 'View changelog', and 'View license'. A 'Samples' section is also present.

**Go to the "Window" menu and choose "Package Manager."
In the Package Manager, click on the "Packages: Unity Registry" dropdown.**

Search for "Post Processing" in the search bar.

Click on "Post Processing" in the search results.

In the right panel, click on the "Install" button to download and install Post Processing.

The screenshot shows the Unity Package Manager interface. The search bar at the top has 'Packages: Unity Registry' selected. The main area displays the 'Post Processing' package details: Version 3.2.2 (Release), Unity Technologies, Version 3.2.2 - April 14, 2022, Registry Unity, com.unity.postprocessing. It includes links for 'View documentation', 'View changelog', and 'View license'.

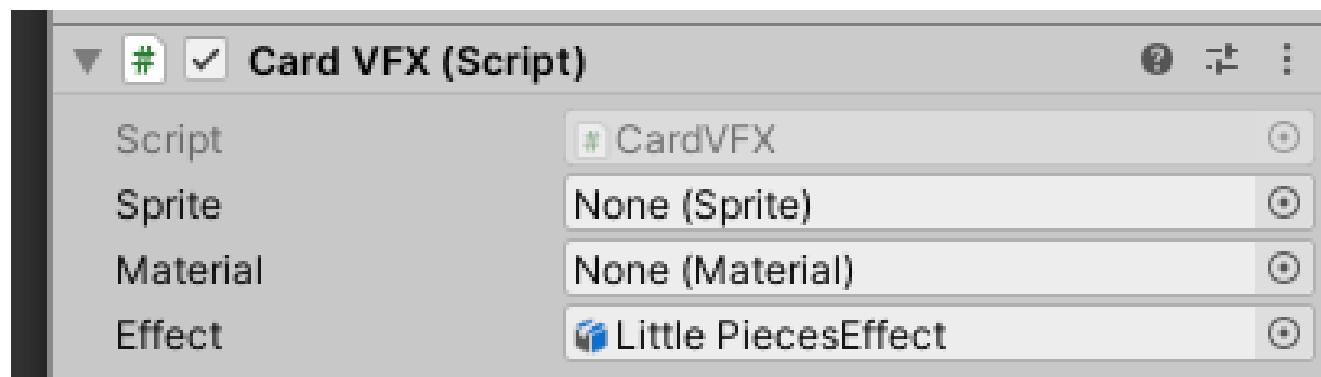
Import Built-in Package



You only need to adjust these effects to match your own card size once.

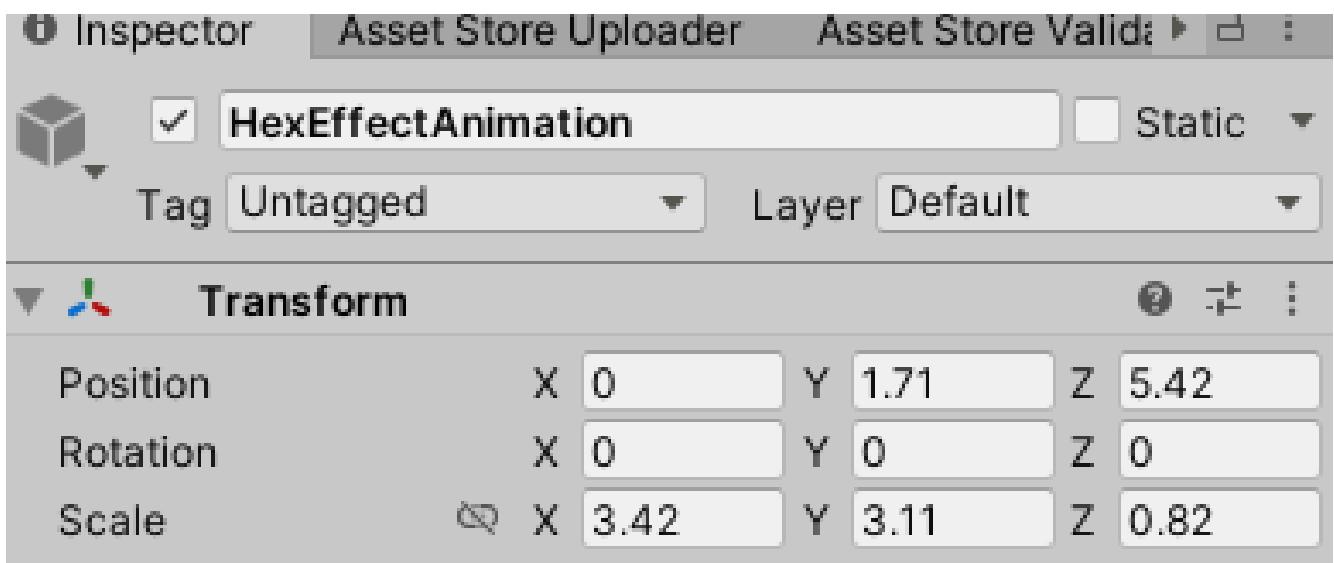
- HexEffect
- CardSlice
- Claw
- BlackHole
- Little Pieces
- Fire

This script takes your sprite and assigns the animation mesh. So when your card changes, the animation mesh card will be your sprite.

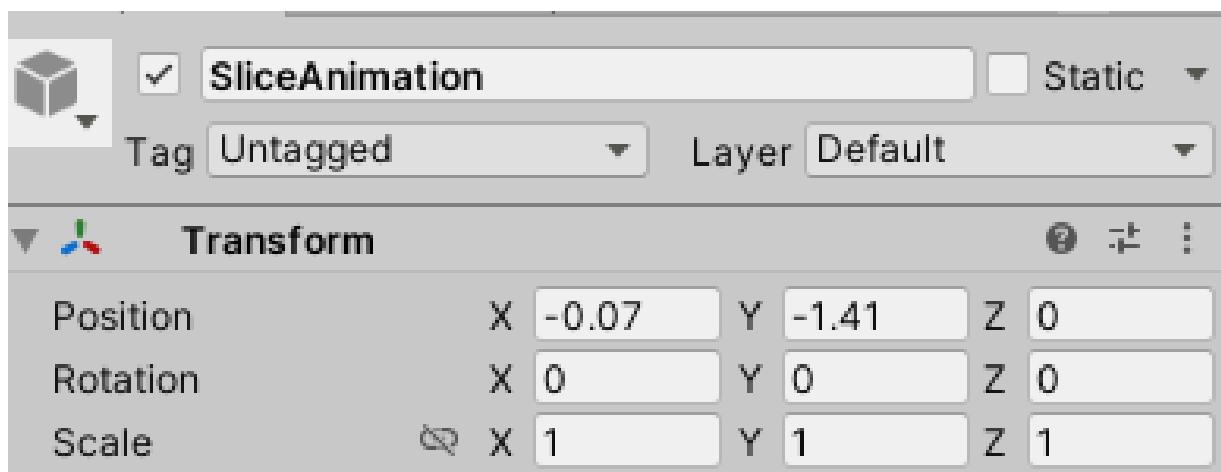


If your card size does not match the effect, you need to resize these objects.

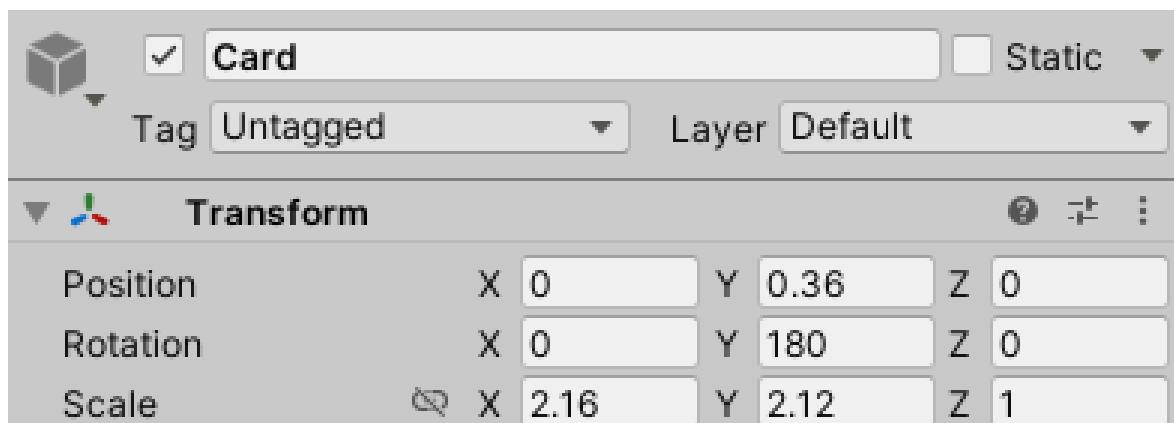
HexEffect



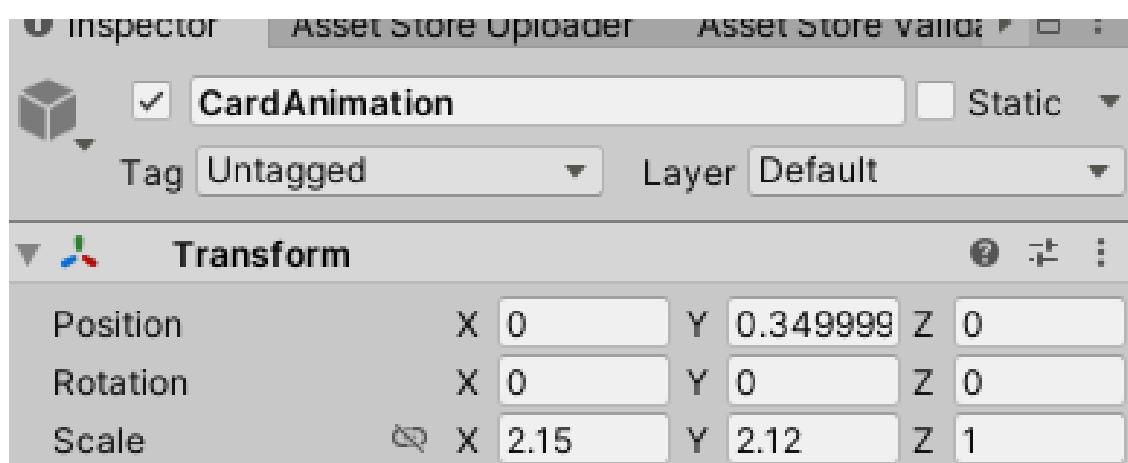
CardSlice



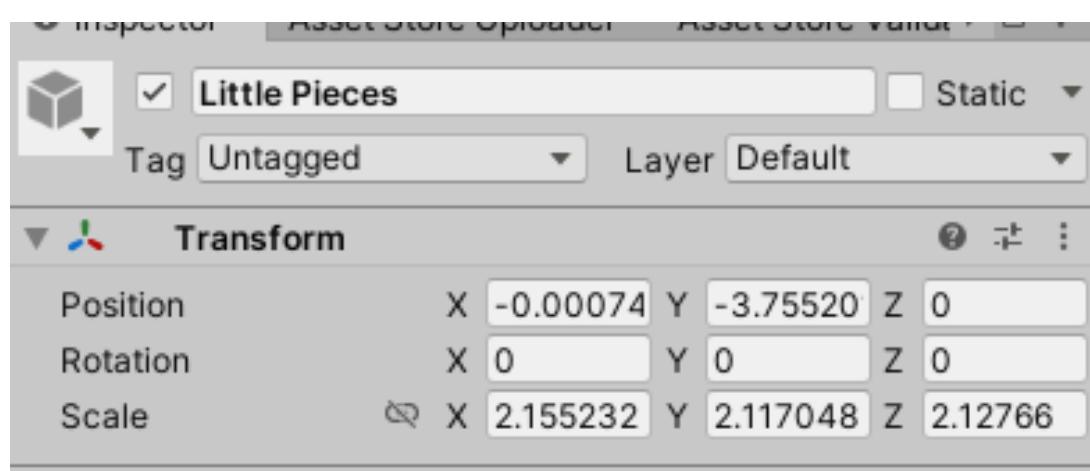
Claw



BlackHole



Little Pieces



Fire

The screenshot shows the Unity Editor's Inspector window for a game object named "Card".

Rect Transform Settings:

- center: Pos X: 0, Pos Y: 0, Pos Z: 0
- middle: Width: 100, Height: 100
- Min Anchors: X: 0.5, Y: 0.5
- Max Anchors: X: 0.5, Y: 0.5
- Pivot: X: 0.5, Y: 0.5
- Rotation: X: 0, Y: 0, Z: 0
- Scale: X: 1, Y: 1, Z: 1

Particle System Settings:

- Duration: 1
- Looping: (checkbox)
- Prewarm: (checkbox)
- Start Delay: 0
- Start Lifetime: 1
- Start Speed: 0
- an Start Size: (checkbox)
- 3D Start Rotation: X: 2.6, Y: 4, Z: 1

A large red arrow points from the "Start Speed" field in the Particle System settings to the "X", "Y", and "Z" fields at the bottom of the window.