



REQUIRED FOR ASSET WORK

Shader Graph:

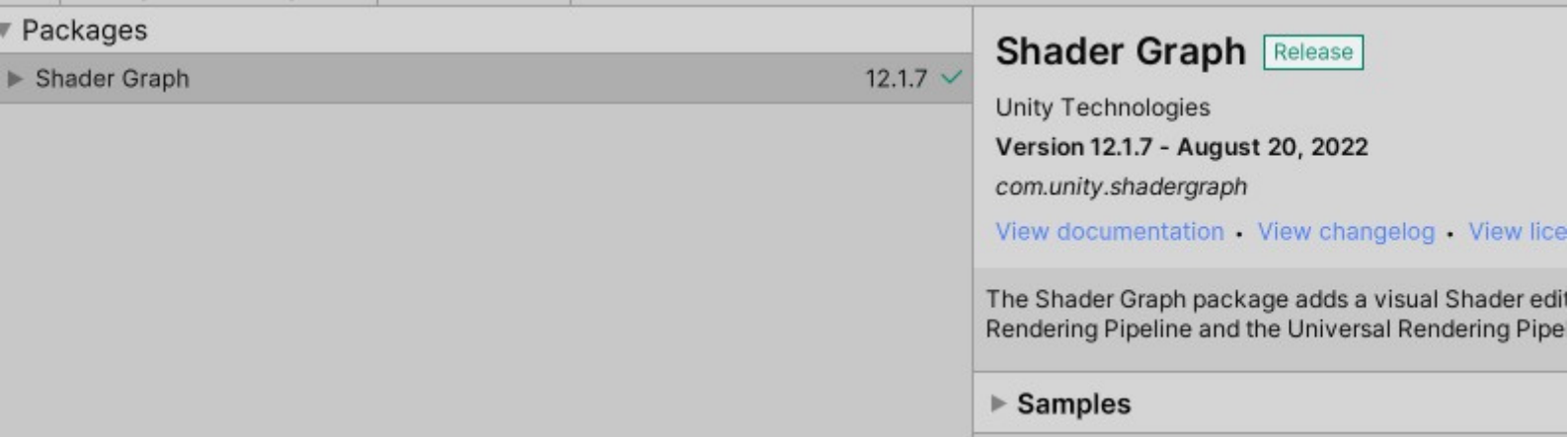
Go to the "Window" menu and choose "Package Manager."

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

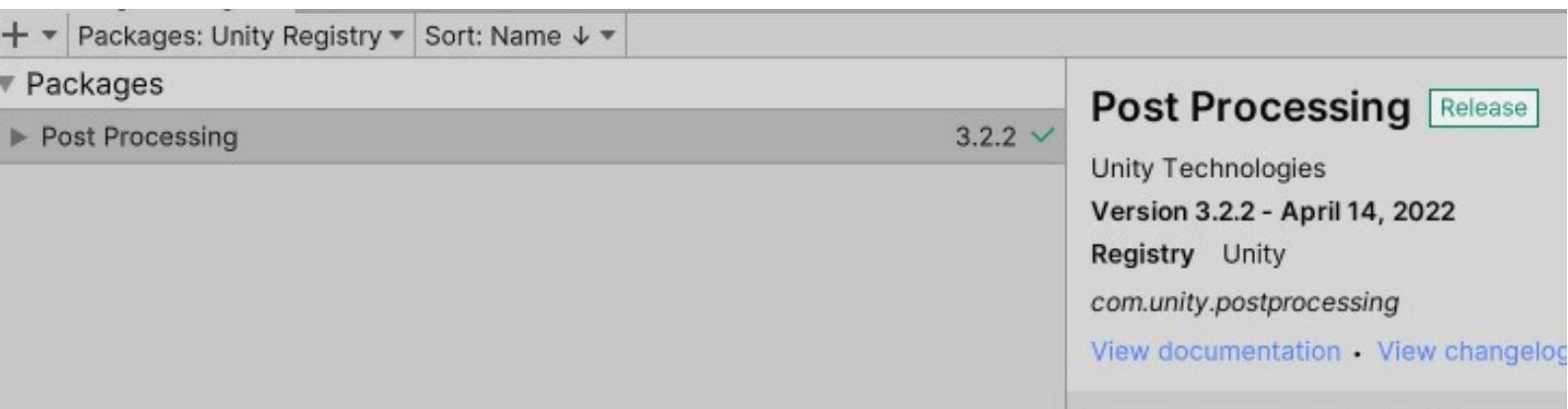
Search for "Shader Graph" in the search bar.

Click on "Shader Graph" in the search results.

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



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.



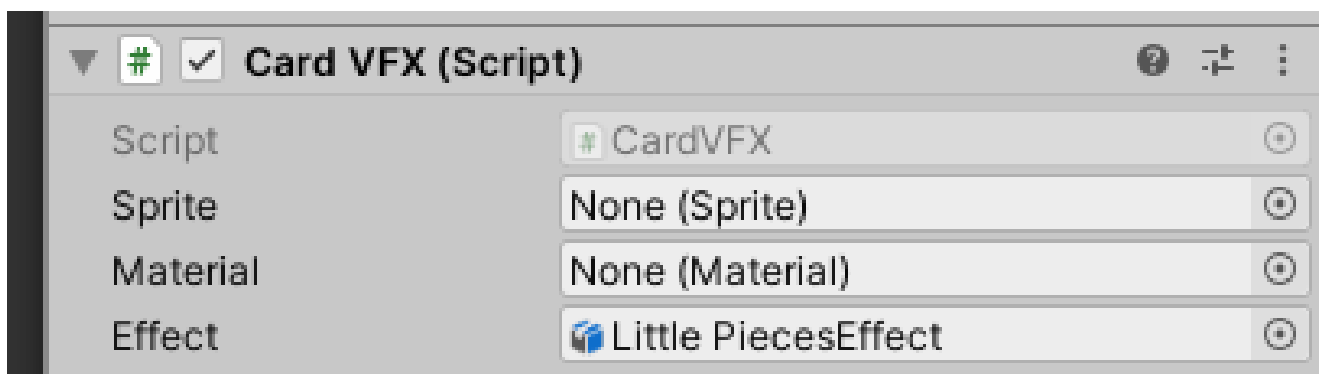
Import Built-in Package



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

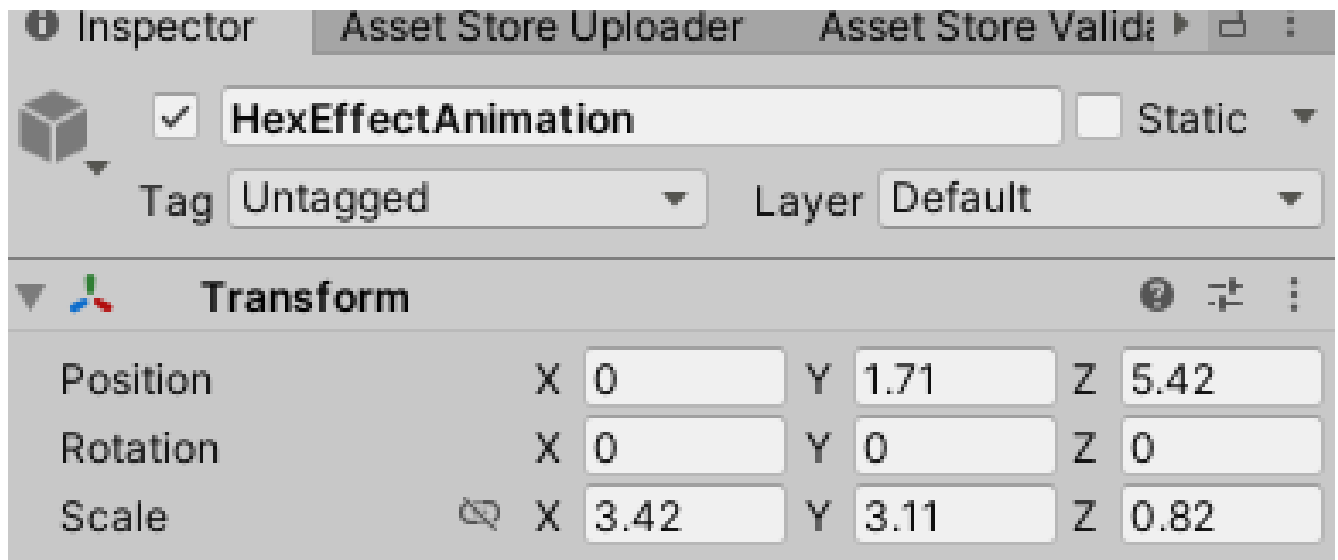
- HexEffect
- CardSlice
- Claw
- BlackHole
- Little Pieces
- Fire

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

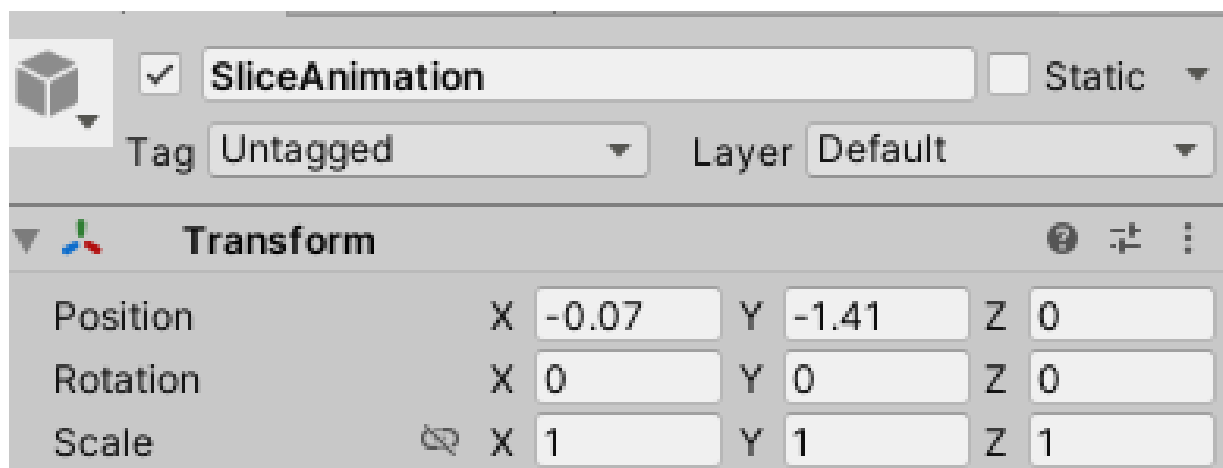


If your card size does not match the effect, you need to resize these objects.

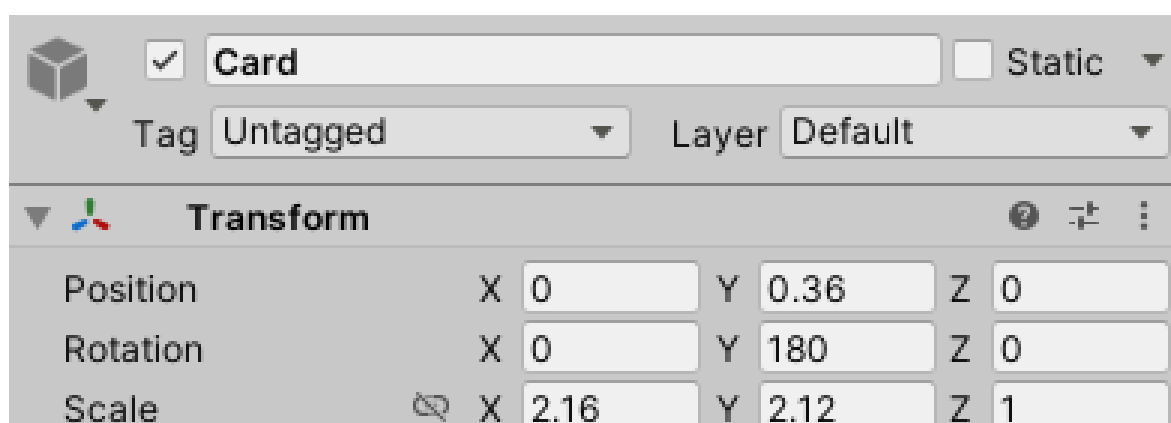
HexEffect



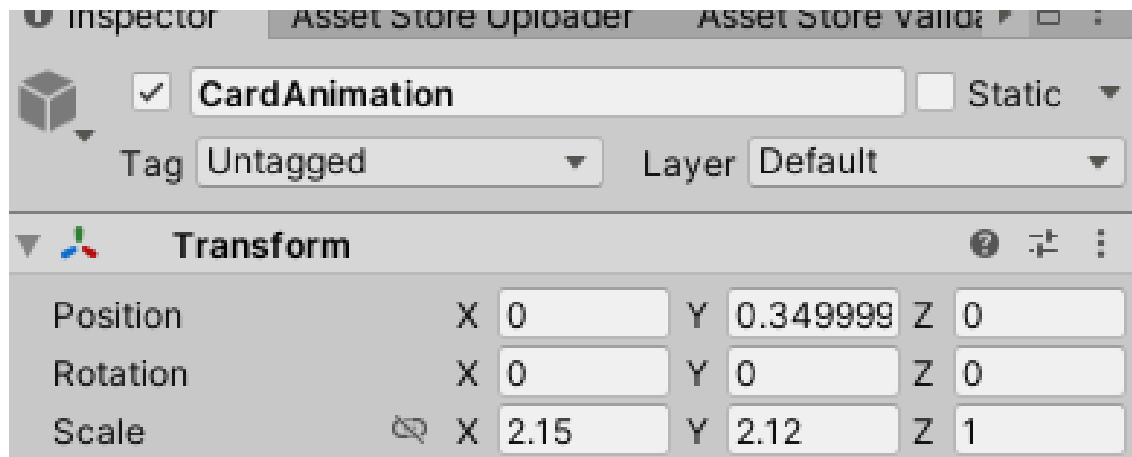
CardSlice



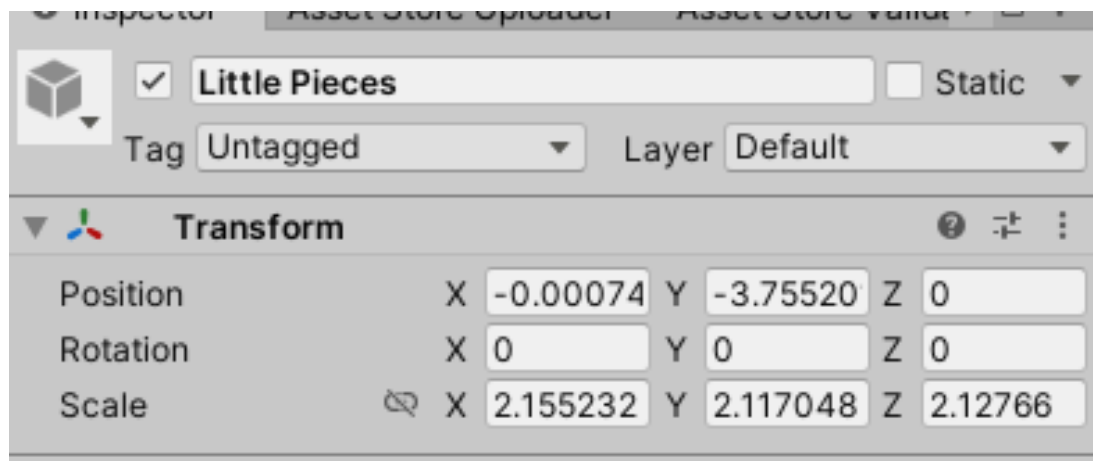
Claw



BlackHole



Little Pieces



Fire

