

## TUTORIAL

- **A or Left Arrow** ---- > Previous Effect
- **S** ----- > Change Background
- **D or Right Arrow** -- > Next Effect
- **Left Mouse** ----- > Spawn Current Effect
- **Middle Mouse** ----- > Zoom in, Zoom out
- **Right Mouse** ----- > Rotate The Camera

## ENVIRONMENT

Including:

- Post Processing File
- Ground Materials and Texture
- Ground Mix Material: Use for mix 2 textures together with noise
- Ground Simple Unlit: Use for simple ground show only 1 texture
- Material "Ground\_Forest"
- Material "Ground\_Ground"
- Material "Ground\_Rock"
- Material "Ground\_Sand"
- Material "Ground\_Snow"
- Material "Ground\_Vulcanic"

## RESOURCES

Including all vfx prefab inside Prefabs folder

## SCENE

DemoScene to interact and view effect

Guide images and texts inside gameplay

## SCRIPTS

Including:

- "SwitchBackground" script use for change background material. Hit S on keyboard
- "VFXCameraController" script use for rotate and zoom. Use Middle and Right Mouse
- "VFXSpawner" script use for spawn fx with Left Mouse button

## **SHADERS**

Including:

- Shader for dissolve particle system. Appear and Disappear with Color Overlifetime
- Shader for mix 2 textures together use for ground materials

## **SOURCE FILE**

Including:

- 1 PSD source file
- 25 PNG images

## **VFX MATERIAL & TEXTURE**

Including:

- Textures for particle system in TGA format. Including Alpha channel
- Noise texture for dissolve effect
- Materials with different brightness setup

## **VFX MESHES**

Including:

- 3D Meshes for Renderer Module of Particle System
- 3D Meshes for create Light ray effect
- Light ray in different shape: Cylinder, Octagon, Triangle, 4 point Star, 5 point Star, 6 point Star