

Dear friend,

First of all, I appreciate that you've selected this package from asset store.

You can run the DemoScene and play it. Click the button to see the blood spray effect.

There are 12 prefabs of blood spray made by mesh particle.

Mesh particle is good at in VR game.

And It have to work with dx11. I do not optimize it for android or app.

Wishing this package will make your project more attraction and inspire you.

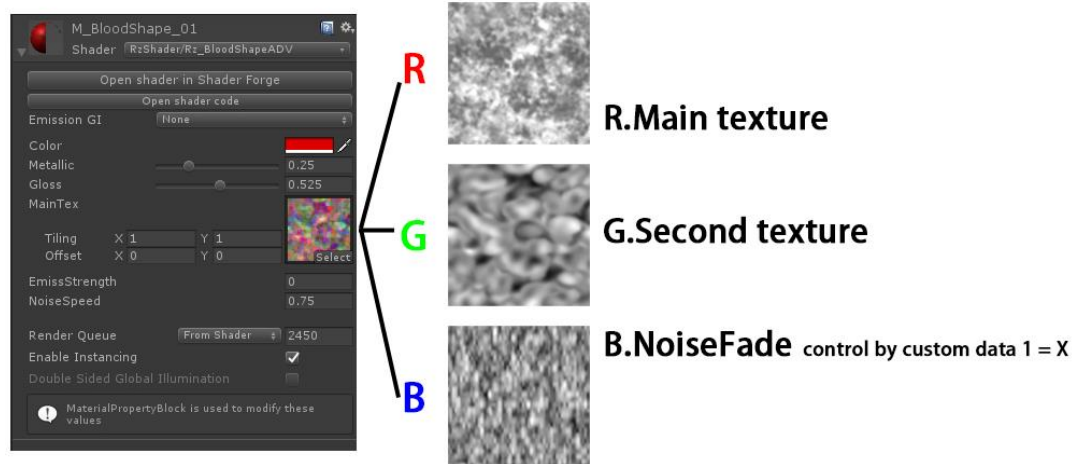
Finally,thank you again!

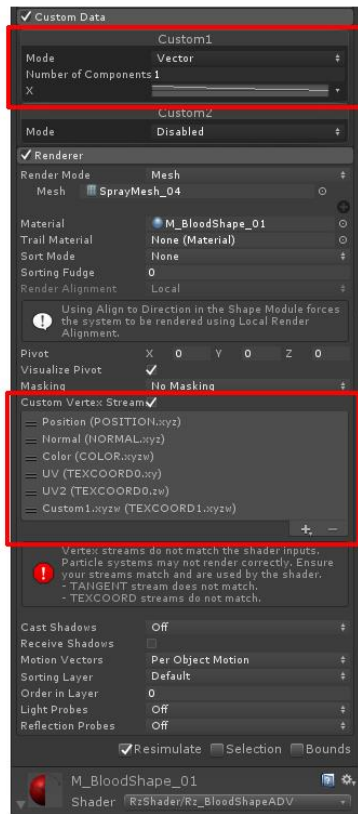
Have a good day.

Ryan Zeng

Here is a simple guide for the shader

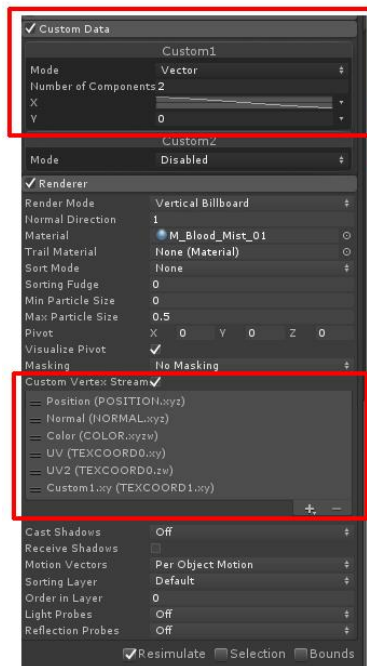
A. Blood shape



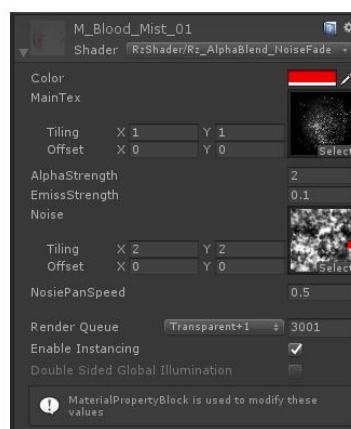


Using custom data1 to control blood fade out from 1 - 0

B. Mist



Using custom data1.X to control the mist fade out
From 1 to -1



→ Noise texture for Fade out