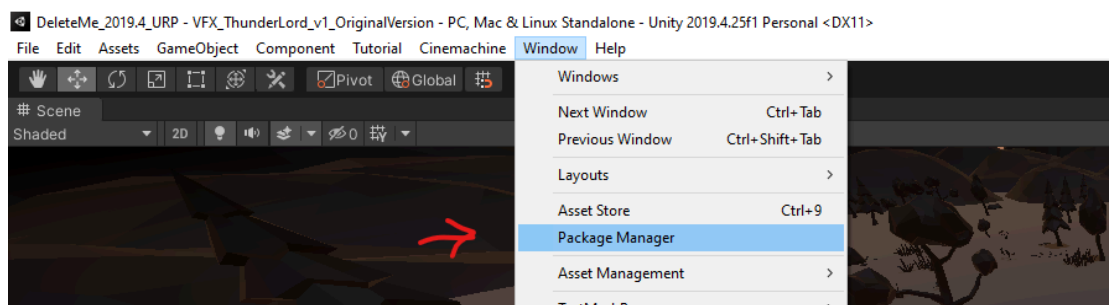# DOCUMENTATION

All **images below are an example** and may not be from this actual asset.
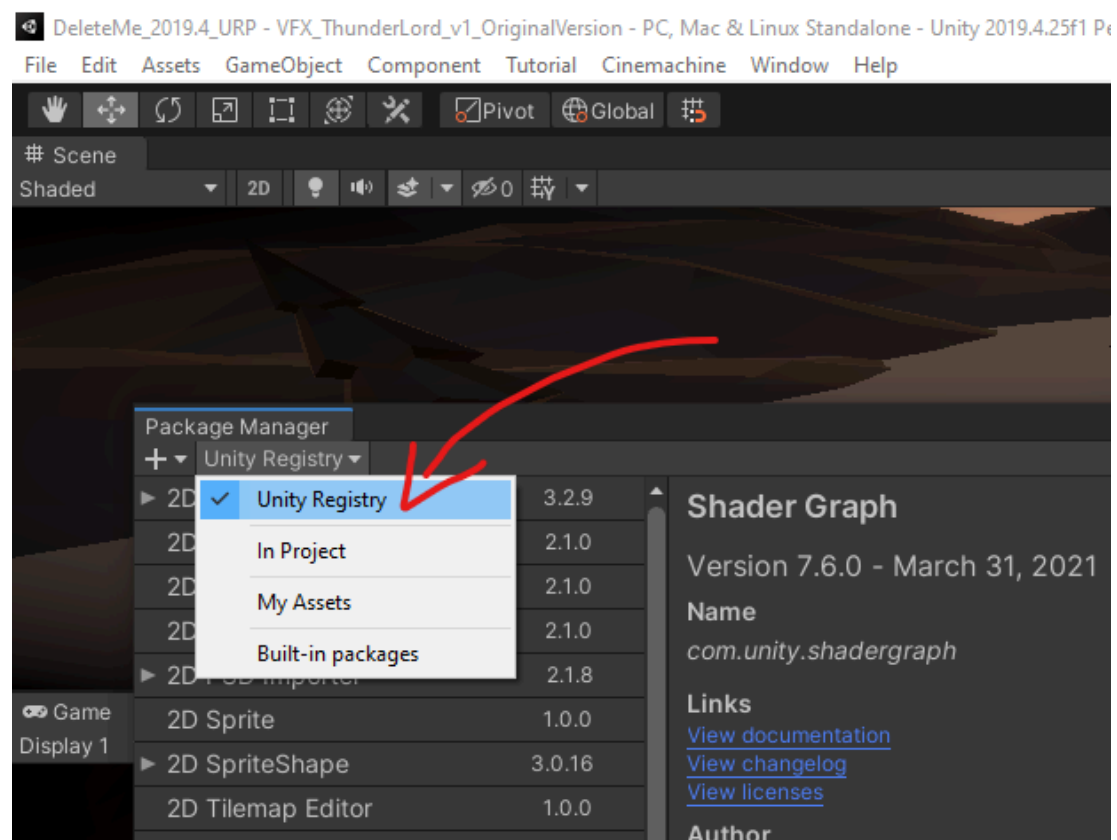
Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);
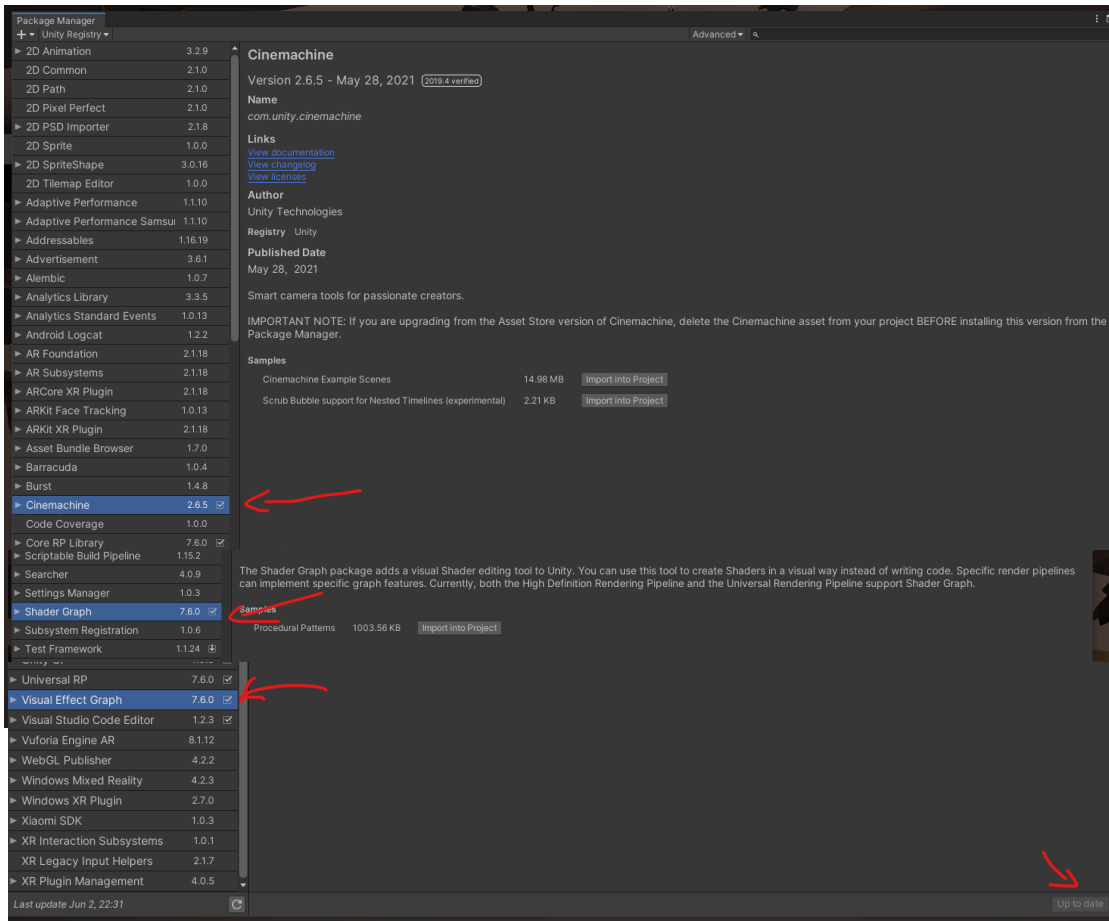
HOW TO OPEN / IMPORT THE PROJECT / ASSET?
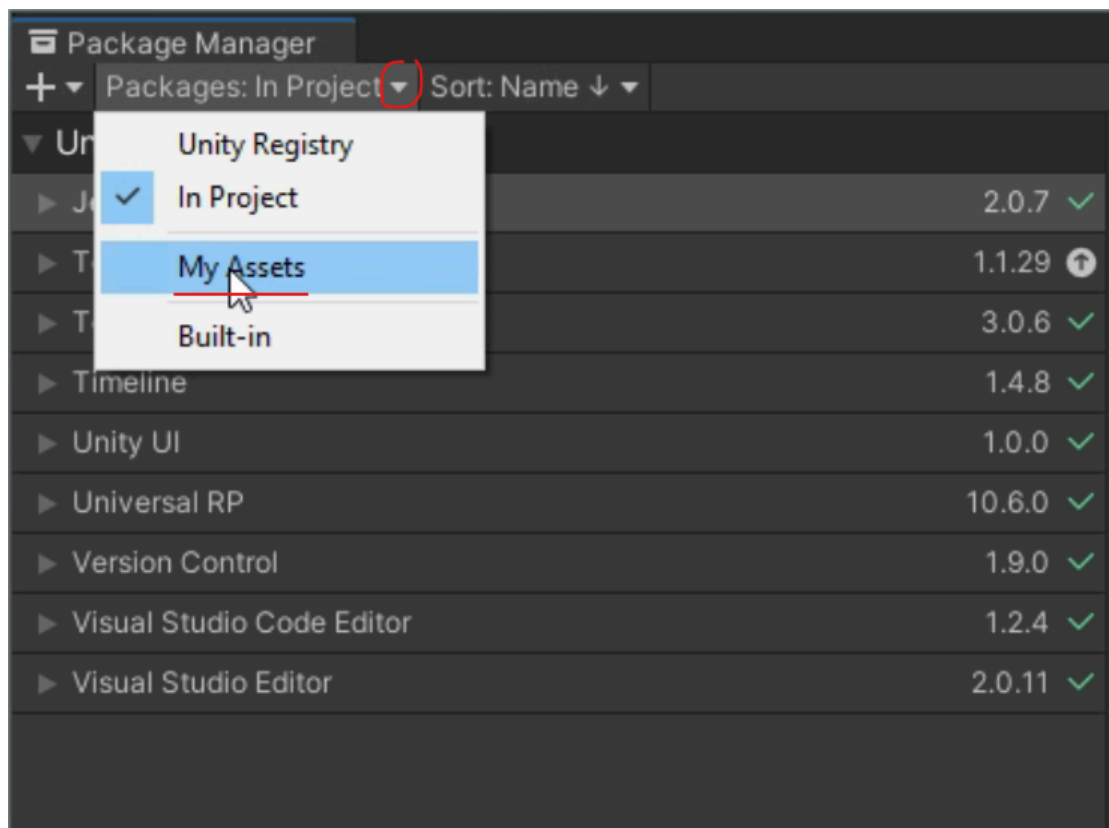
1) Open the Window>**Package Manager**;

2) On the top left corner click on the drop-down menu and select '**Unity Registry**'

3) Make sure you have **_Shader Graph_** and **_Visual Effect Graph_** installed.

4) On the top left corner click on the drop-down menu and select '**My Assets**'

5) Find & Download the '**NAME OF THE ACQUIRED PROJECT'** asset;

6) Import ONLY: **URP** or **HDRP** version depending on the render pipeline you are using and availability.

7) Double-click the **imported package** inside Gabriel Aguiar Productions folder and **import** everything.

8) After importing open the scene in the scenes folder and press Play OR enable and disable effects in the scene.

9) If you don't see anything, then first open the Shaders and press Save Asset so they recompile (if any shader in the Shaders folder)
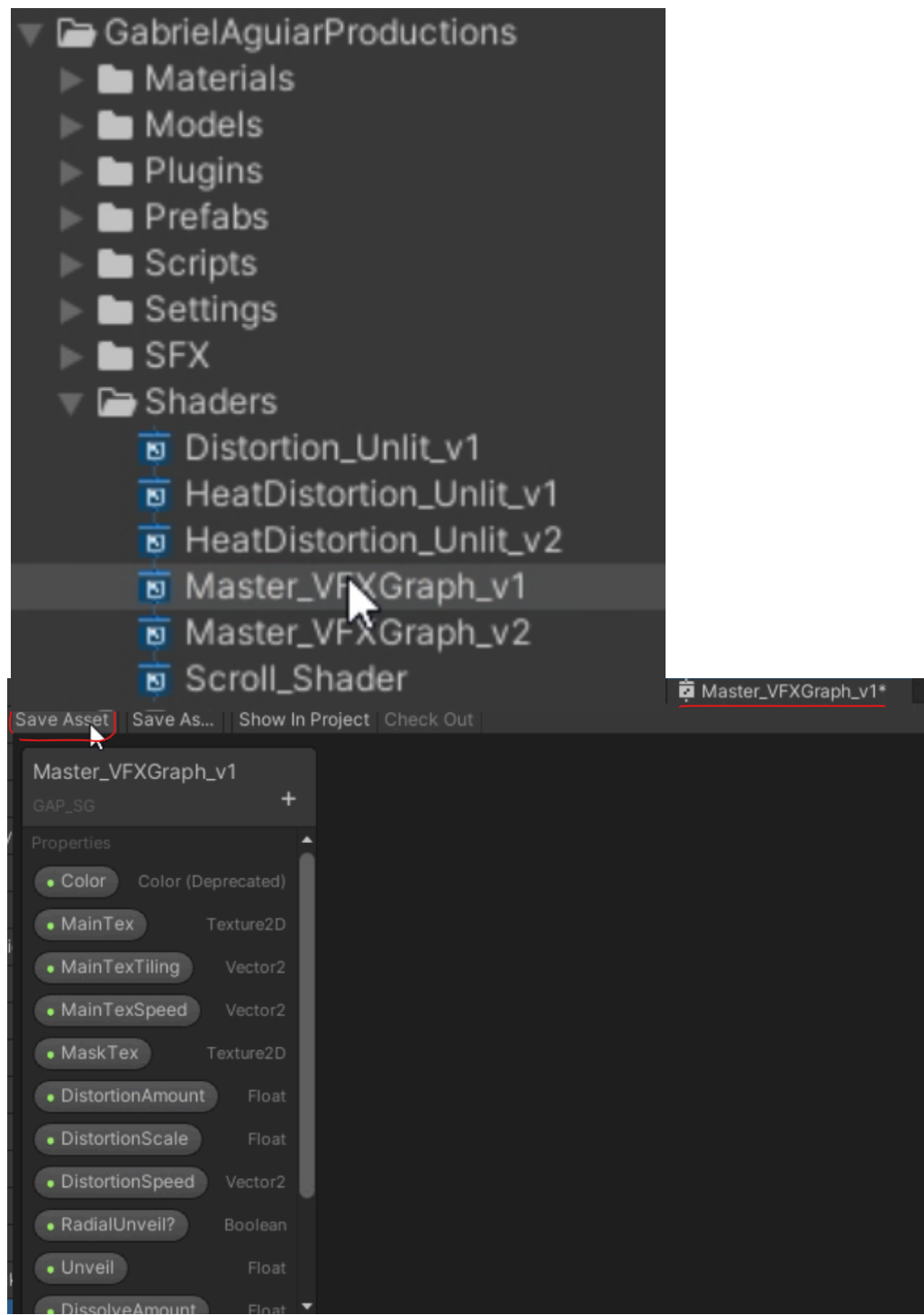
10) Then, you need to open each VFX Graph in the Prefabs folder so they compile.
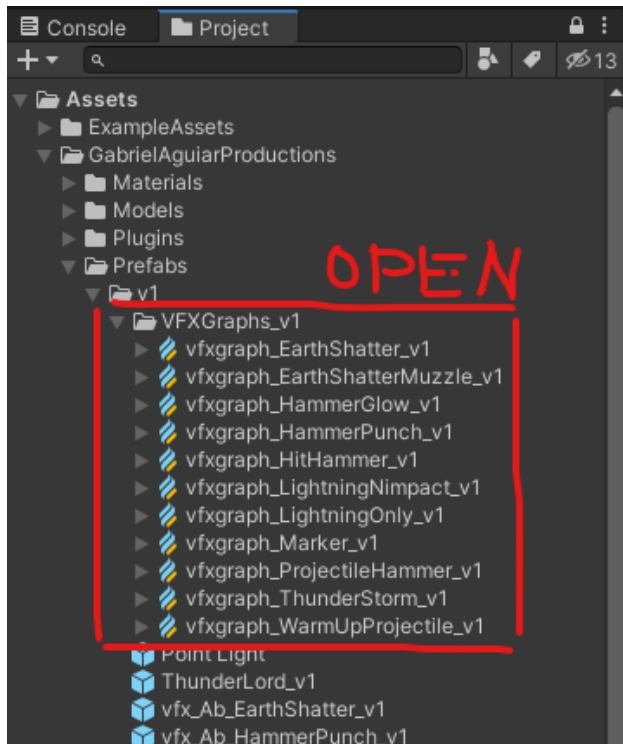
11) If you see Gray squares then you need to go to Edit>Project Settings>Graphics click on Scriptable Render Pipeline and turn on **Depth Texture** and **Opaque Texture**.
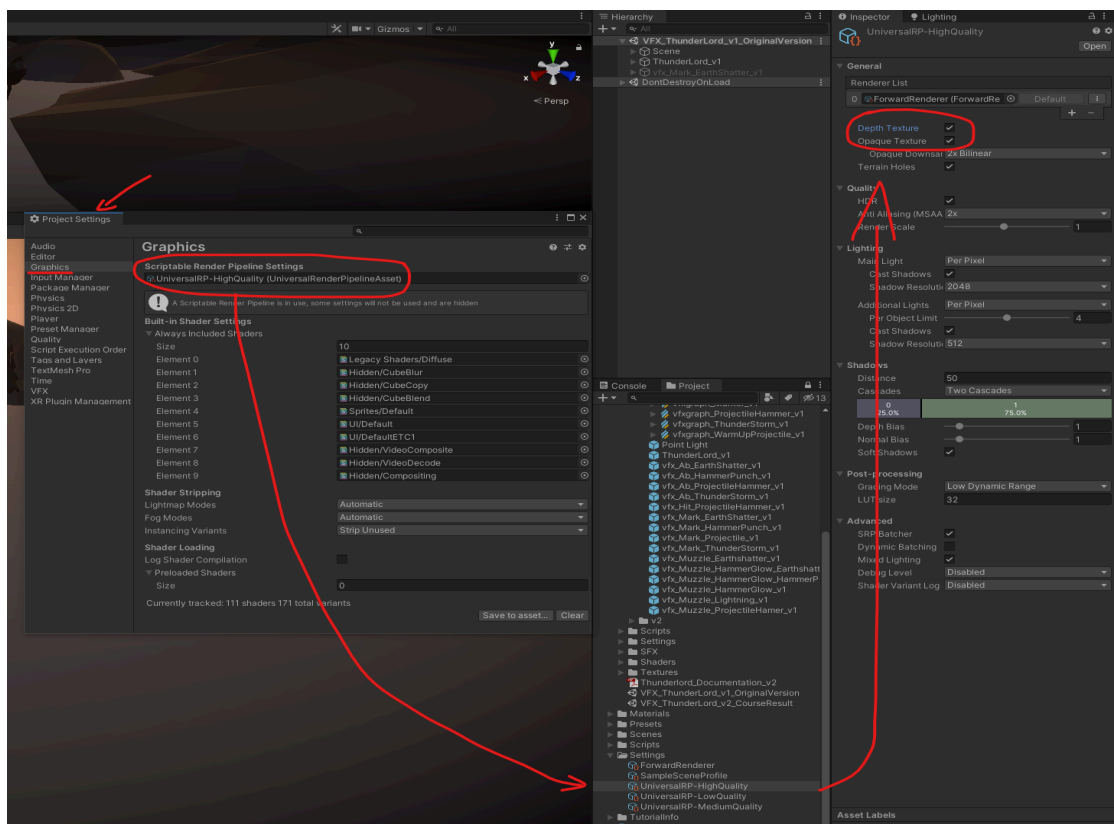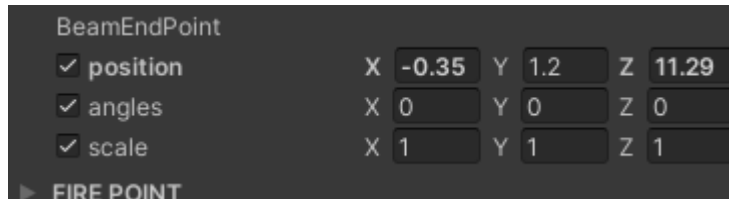
12) Any other problem not listed here, please let me know (**check my profile in the Unity Asset store for contacts** or my social media links below);
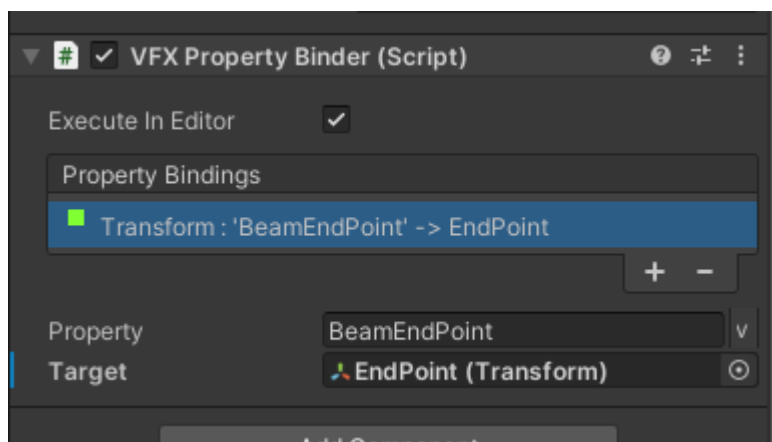
13) Enjoy!

STYLIZED LASER BEAMS FEATURES

The beams can now receive an EndPoint in the most recent version which means they can be stretched and placed on targets and work properly.


It works better by using a VFX Property Binder.

This way you can place an object on the scene, in this case of the demo it's the 'EndPoint', and bind it to the property called 'BeamEndPoint', which only exists inside VFX Graph.

And since the impact and the laser follows the 'BeamEndPoint' property, an object binded to that property will control the lasers end point essentially.

DURATION

When it comes to the duration of the effect you can control it here.
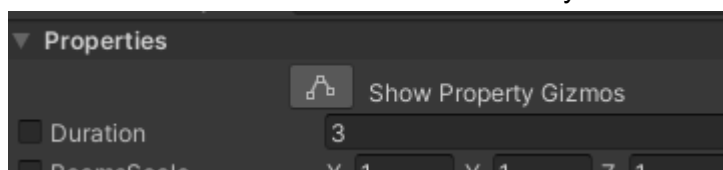
Changing the duration of the effect also imploes adjusting the two curves so this works properly, so it doesn't take too long to grow or it grows too fast.
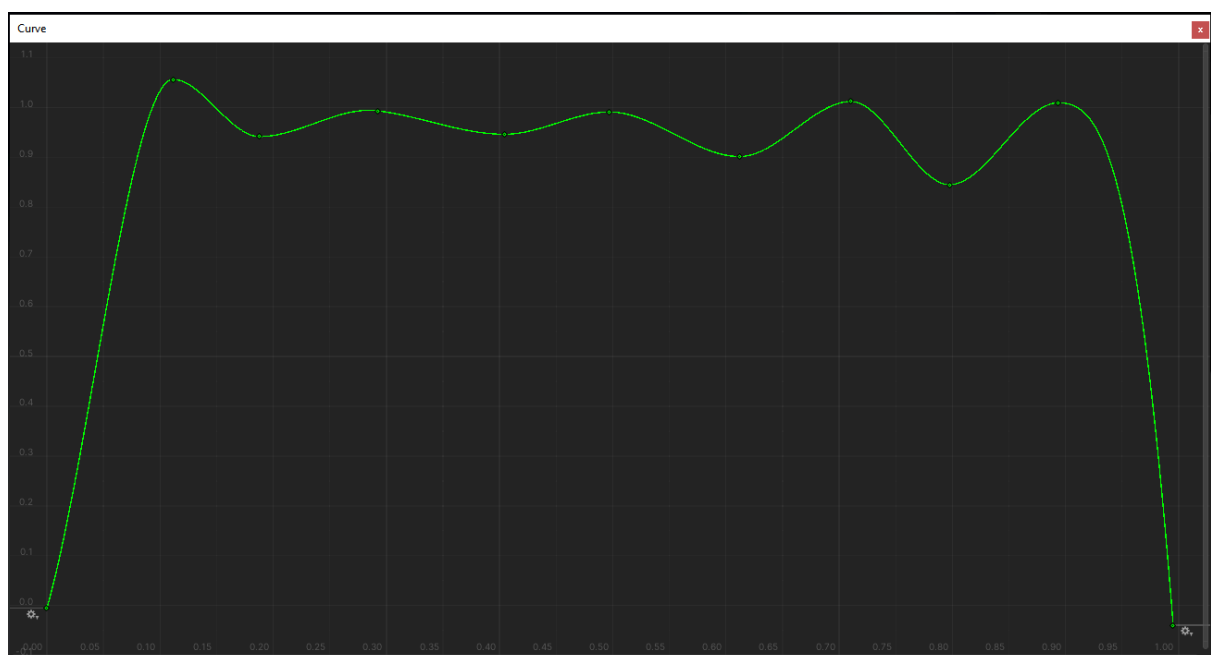
The BeamsWidthCurve controls the width of the curve and how it's animated throughout the lasers lifetime (duration)

Th BeamsDepthCurve controls how does it grow and how it's animated throughout the lasers lifetime (duration)

The X represents the duration (horizontally), the Y represents its size (verically)

So for example, if the duration of the Laser is 10 seconds, and the graph takes initially 0.1 to reach its maximum length, then in reality it means it takes 1 second to reach its maximum length.

The impact also has a delay so it matches the time the laser takes to grow. Both can be removed if the idea is for the laser to be there instantly instead of growing.

HOW TO GET THE ORIGINAL ASPECT? (Carefull)

1) Go to Edit>Project Settings>**Graphics**
2) Click on **Scriptable Render Pipeline** and assign the **UniversalRP-HighQuality** in the settings folder.
3) In Scene make sure you select **Global Volume** and assign the **Global Volume** in the settings folder.

NOTES

1) If the package has any script, then it's used for demonstration purposes. They are not perfect, this is a VFX Graph Demo/Package and I'm a VFX Artist. The focus here is Visual Effects.

2) Visual Effect Graph is a tool that suffers changes through Unity versions.

3) Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);

4) This asset is made and owned by Gabriel Aguiar Prod.

5) Any commercial use requires only proper credits, such as: Visual Effects Artist - Gabriel Aguiar

CONTACTS

YouTube: youtube.com/c/gabrielaguiarprod
Twitter: twitter.com/GabrielAguiarFX
Facebook: facebook.com/gabrielaguiarprod

If you enjoy this package, please leave a review on the Asset Store!
It means a lot.

Thank you!