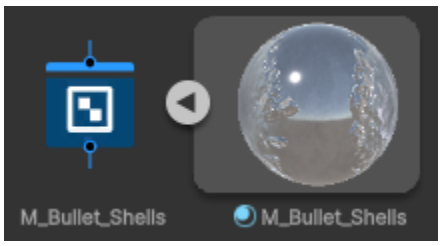
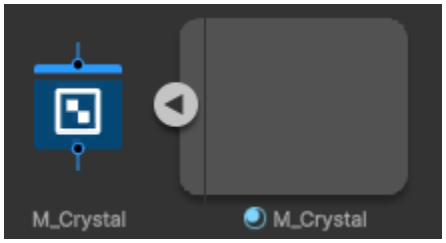
Documentation

Materials

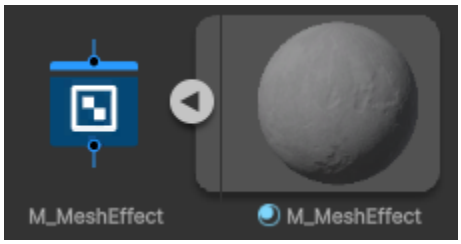
Shadergraph Shaders



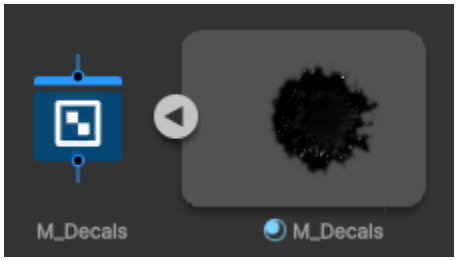
M_Bullet_Shells
Shader for bullet shell ejection effects



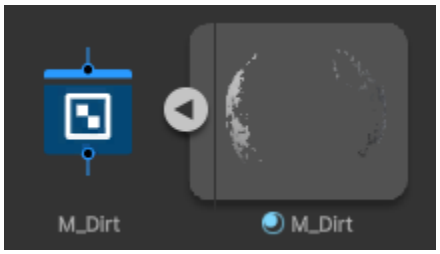
M_Crystal
Shdaer for crystal debris



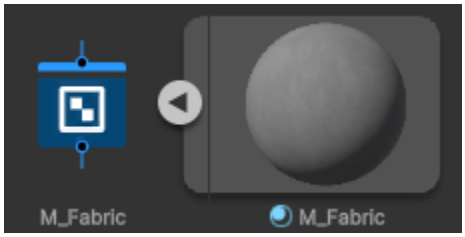
M_MeshEffect
Basic shader for PBR elements



M_Decals
Basic shader for Decal Renderer (in URP) or custom depth based decal projection (for Built-in RP)

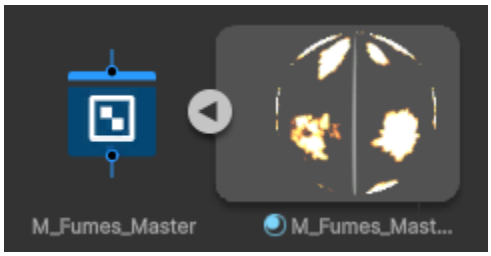


M_Dirt
Shader used for clumps of dirt

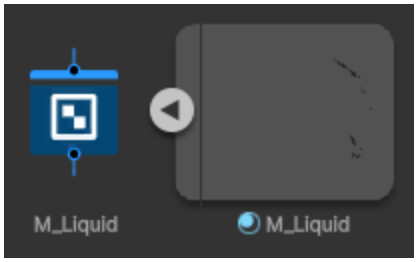


M_Fabric
Shader that simulates fabric strands

M_Electric
Electric Shader that utilizes dynamic dissolve

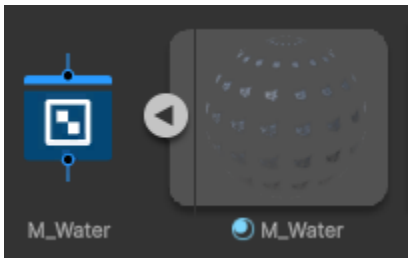


M_Fumes_Master
Used for glowy fumes



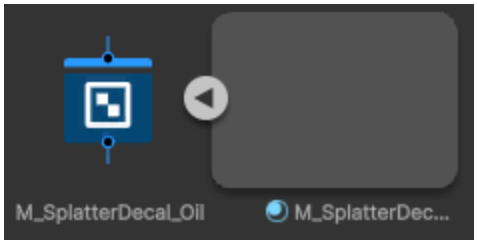
M_Liquid
Liquid-based shader with dynamic dissolve

M_SplatterDecal
Decal shader for splatter-type elements with dynamic dissolve

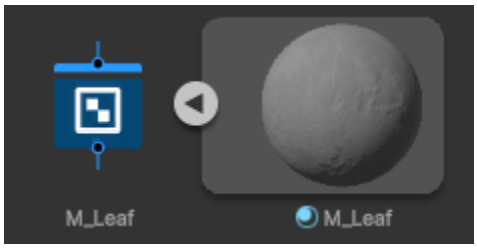


M_Water
Basic shader for water-like liquids

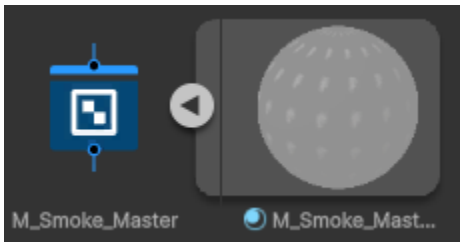
M_SplatterDecal_Water
Decal shader for water splatter with dynamic dissolve and panning normal to simulate water-like flow



M_SplatterDecal_Oil
Decal shader for oil splatter with dynamic dissolve and panning normal to simulate water-like flow

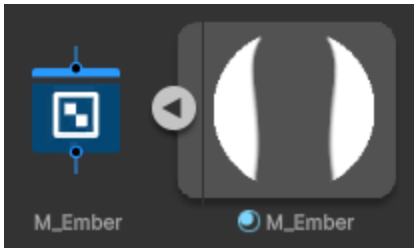


M_Leaf
Used for leaf and grass elements with normal map

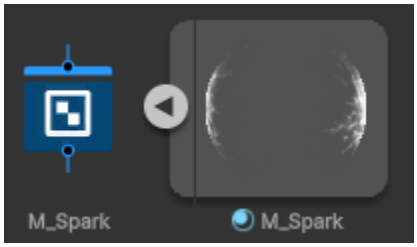


M_Smoke_Master
Smoke material that utilizes depth fade

M_SmokeTrail
Shader used for smoke trails with depth fade

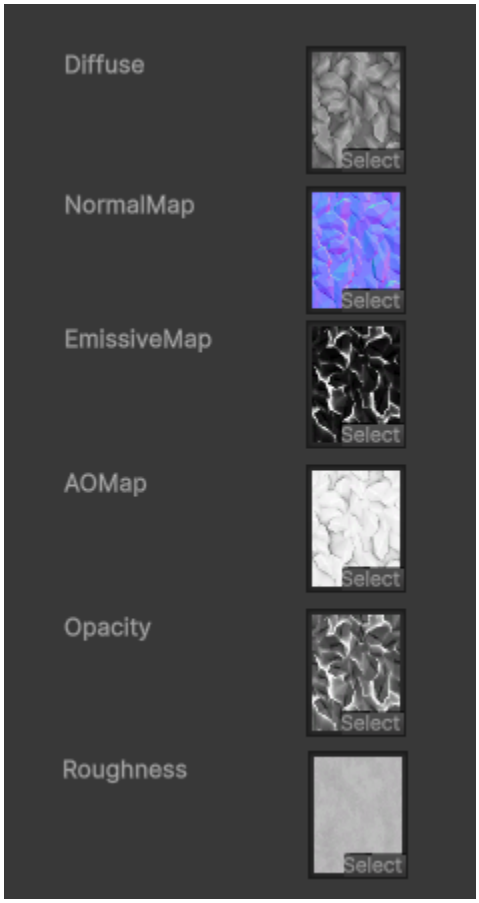


M_Ember
Basic shader for embers



M_Spark
Shader for spark and flare elements that needs a texture

Texture Samplers



Diffuse - controls the base color of the material

Normal - creates the illusion of the edges and bumps

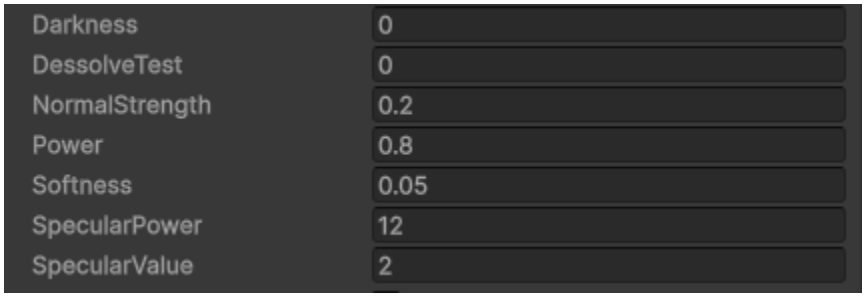
Emissive - parts of the material that will emit a glow

AO - simulates indirect lighting reflections to create more realistic lighting effects for the material

Opacity - controls the transparency of the material

Roughness - determines the smoothness of the material

Modifiers



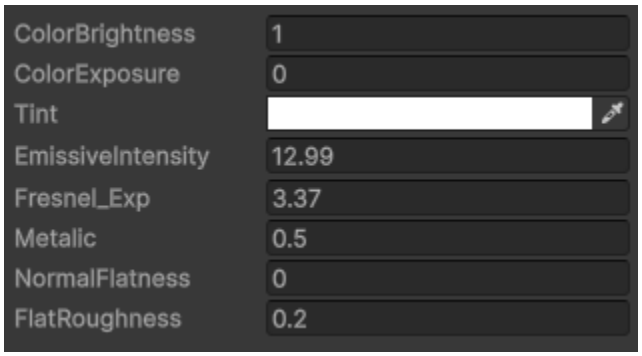
NormalStrength - Normal map intensity control

Power - Alpha Mask exponent control used for lerping two colors

Softness - Edge Softness

SpecularPower - Fake specular exponent control

SpecularValue - Fake specular intensity multiplier



ColorBrightness - controls the brightness of the diffuse/tint

ColorExposure - controls the exposure of the diffuse/tint

Tint - multiplies the value to the diffuse

EmissiveIntensity - if emissive is used, this controls the intensity of the glow

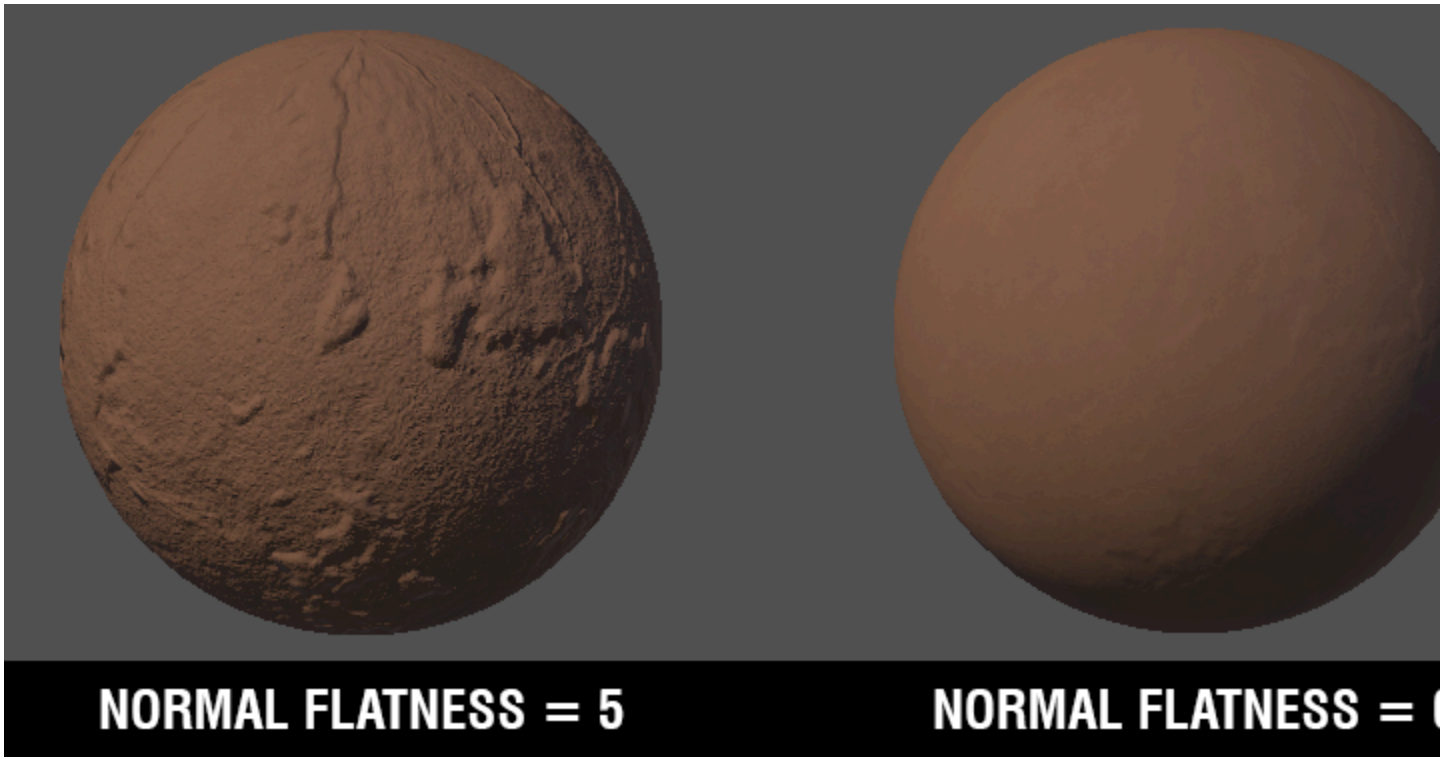
Fresnel_Exp - controls the fresnel's exponent

Fresnel_Frac - controls the fresnel's base reflect fraction

Metallic - controls the metalness of the material

NormalFlatness - controls the normal map intensity

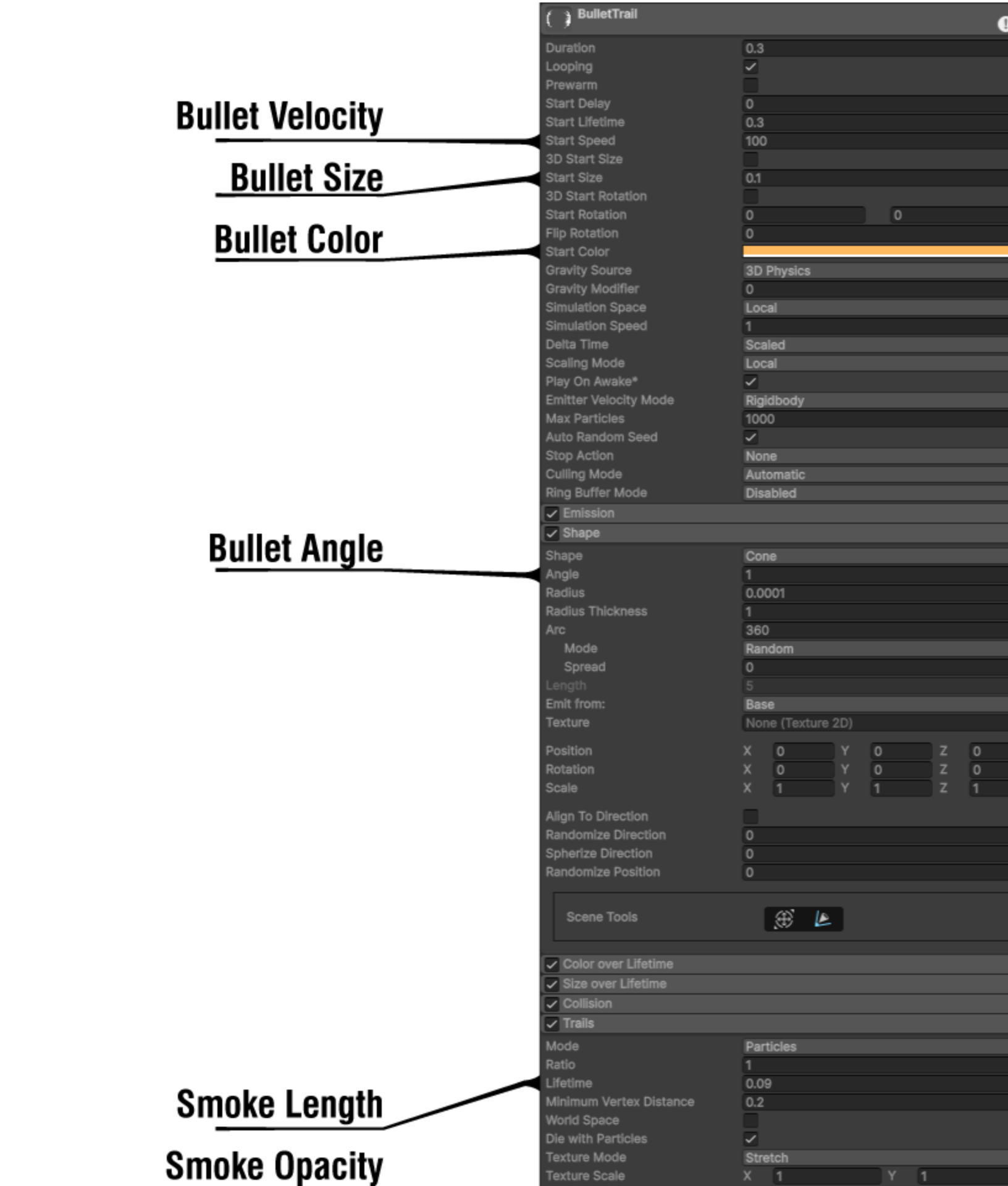
FlatRoughness - multiplier of the roughness



Particle Effects

Bullet Trail

Properties:


Bullet Velocity
Bullet Size
Bullet Color
Bullet Angle
Smoke Length
Smoke Opacity
BulletTrail
Duration 0.3
Looping
Prewarm
Start Delay 0
Start Lifetime 0.3
Start Speed 100
3D Start Size
Start Size 0.1
3D Start Rotation
Start Rotation 0 0
Flip Rotation 0
Start Color
Gravity Source 3D Physics
Gravity Modifier 0
Simulation Space Local
Simulation Speed 1
Delta Time Scaled
Scaling Mode Local
Play On Awake*
Emitter Velocity Mode Rigidbody
Max Particles 1000
Auto Random Seed
Stop Action None
Culling Mode Automatic
Ring Buffer Mode Disabled
Emission
Shape
Shape Cone
Angle 1
Radius 0.0001
Radius Thickness 1
Arc 360
Mode Random
Spread 0
Length 5
Emit from: Base
Texture None (Texture 2D)
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Align To Direction
Randomize Direction 0
Spherize Direction 0
Randomize Position 0
Scene Tools
Color over Lifetime
Size over Lifetime
Collision
Trails
Mode Particles
Ratio 1
Lifetime 0.09
Minimum Vertex Distance 0.2
World Space
Die with Particles
Texture Mode Stretch
Texture Scale X 1 Y 1

Bullet Velocity - controls the Z velocity

Bullet Size - controls the min and max size of the sprite

Bullet Angle - controls how straight on the particle shoots towards 0 = 100% accuracy, the higher the angle, the less accurate the direction is

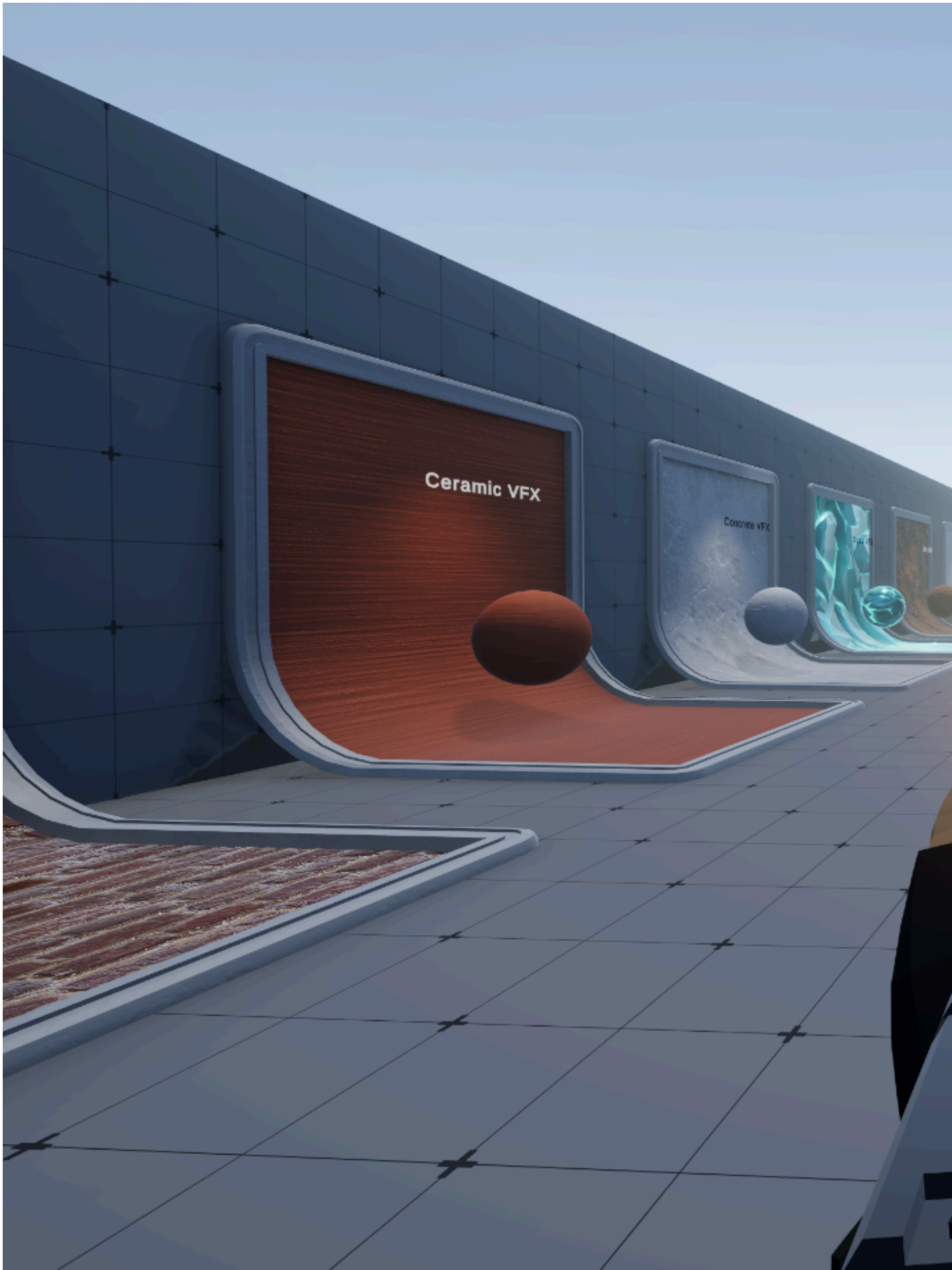
Colors (Bullet, Smoke) - controls the tint of the elements

Smoke Length - controlls the length of the smoke trail

Smoke Opacity - multiplier for the opacity of the smoke trail

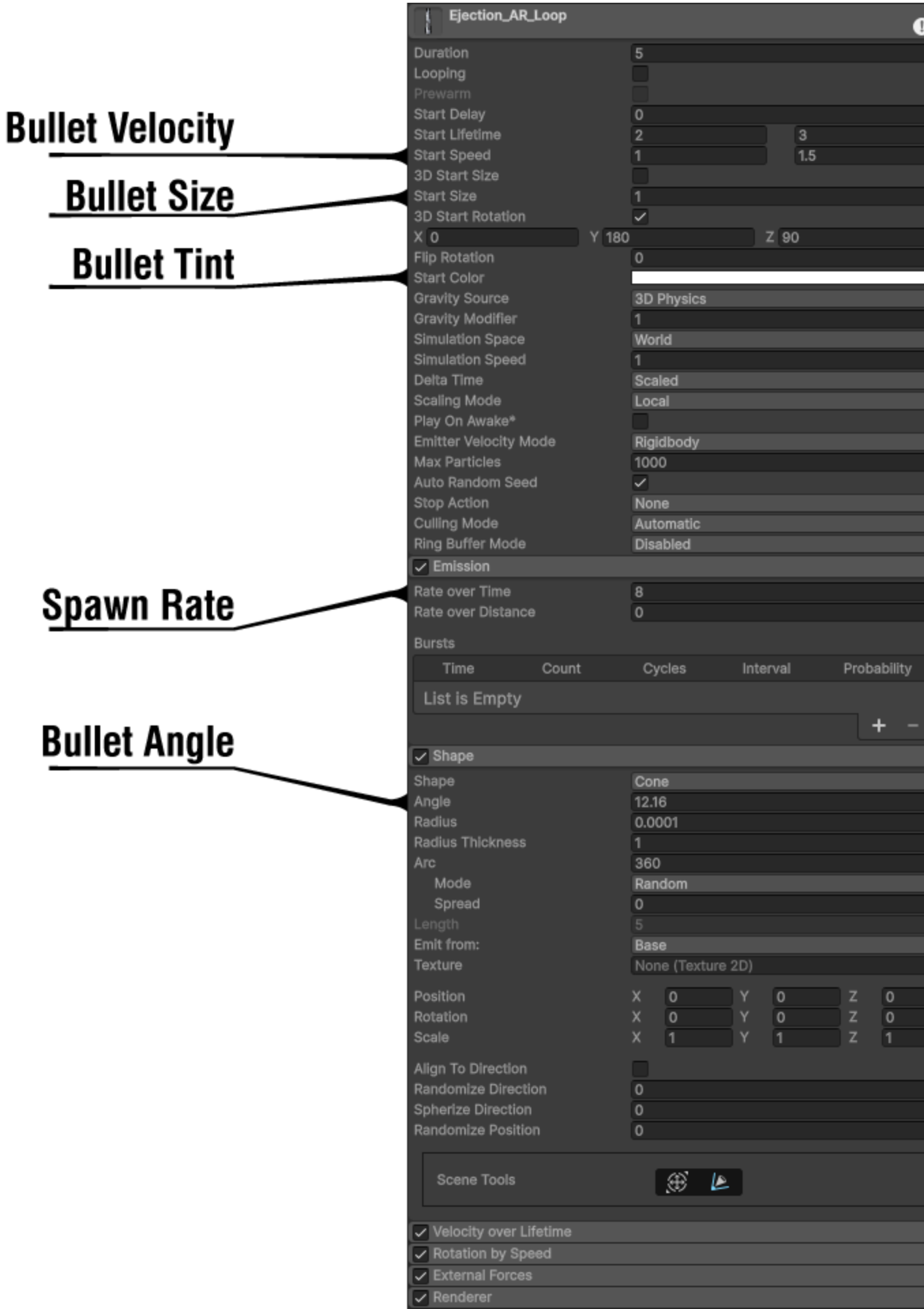
Smoke width - multiplier for the trail width of the smoke trail

Bullet Ejection


Ceramic VFX

AR
MG
HandGun
SR
SG
SMG

Properties:


Bullet Velocity
Bullet Size
Bullet Tint
Spawn Rate
Bullet Angle
Ejection_AR_Loop
Duration 5
Looping
Prewarm
Start Delay 0
Start Lifetime 2 3
Start Speed 1 1.5
3D Start Size
Start Size 1
3D Start Rotation
X 0 Y 180 Z 90
Flip Rotation 0
Start Color
Gravity Source 3D Physics
Gravity Modifier 1
Simulation Space World
Simulation Speed 1
Delta Time Scaled
Scaling Mode Local
Play On Awake*
Emitter Velocity Mode Rigidbody
Max Particles 1000
Auto Random Seed
Stop Action None
Culling Mode Automatic
Ring Buffer Mode Disabled
Emission
Rate over Time 8
Rate over Distance 0
Bursts
Time Count Cycles Interval Probability
List is Empty
Shape
Shape Cone
Angle 12.16
Radius 0.0001
Radius Thickness 1
Arc 360
Mode Random
Spread 0
Length 5
Emit from: Base
Texture None (Texture 2D)
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Align To Direction
Randomize Direction 0
Spherize Direction 0
Randomize Position 0
Scene Tools
Velocity over Lifetime
Rotation by Speed
External Forces
Renderer

Bullet color - controls the tint of the bullet

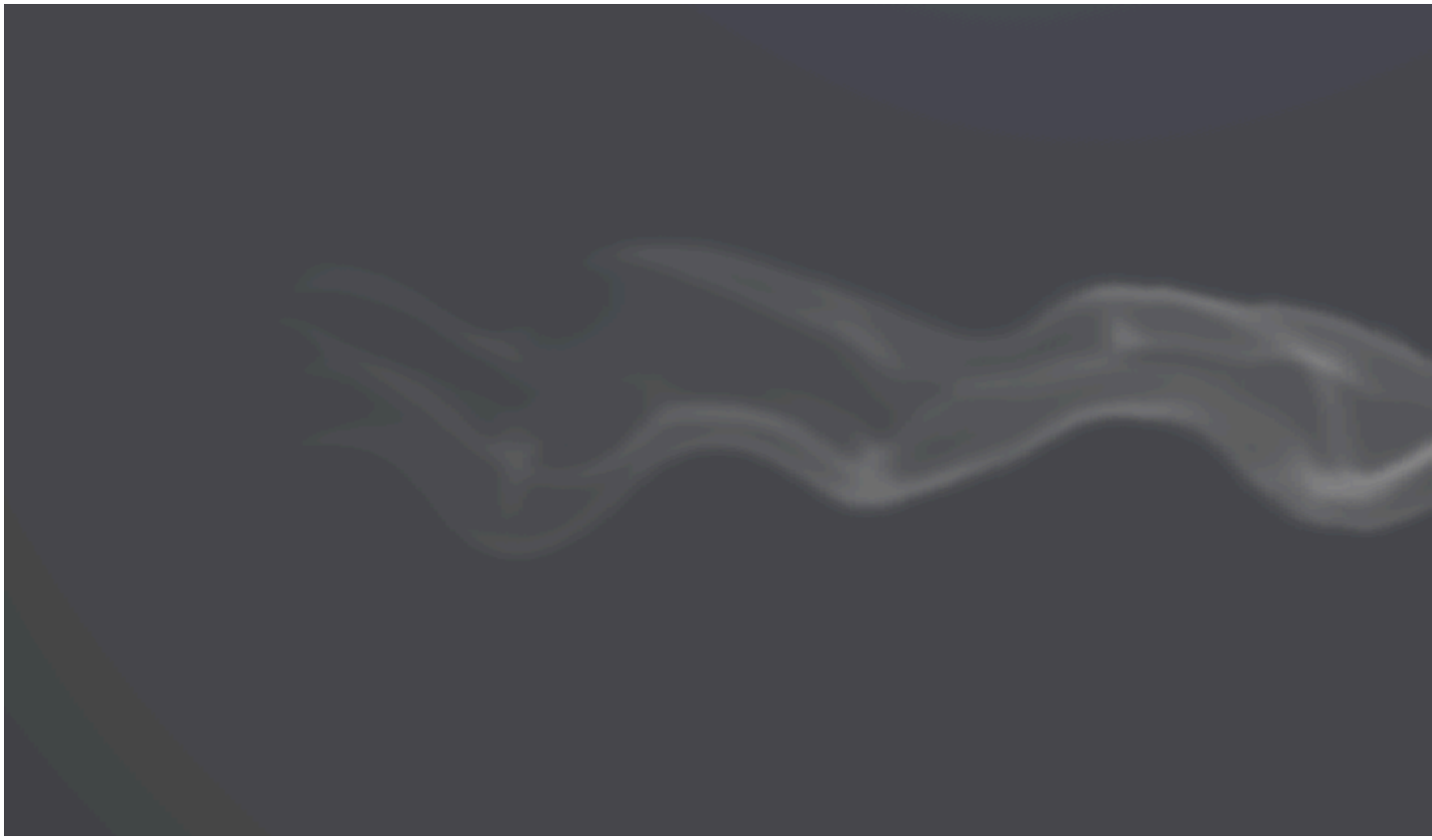
Bullet size - multiplier for the scale of the bullet

Bullet Spawn rate - multiplier for the number of bullets

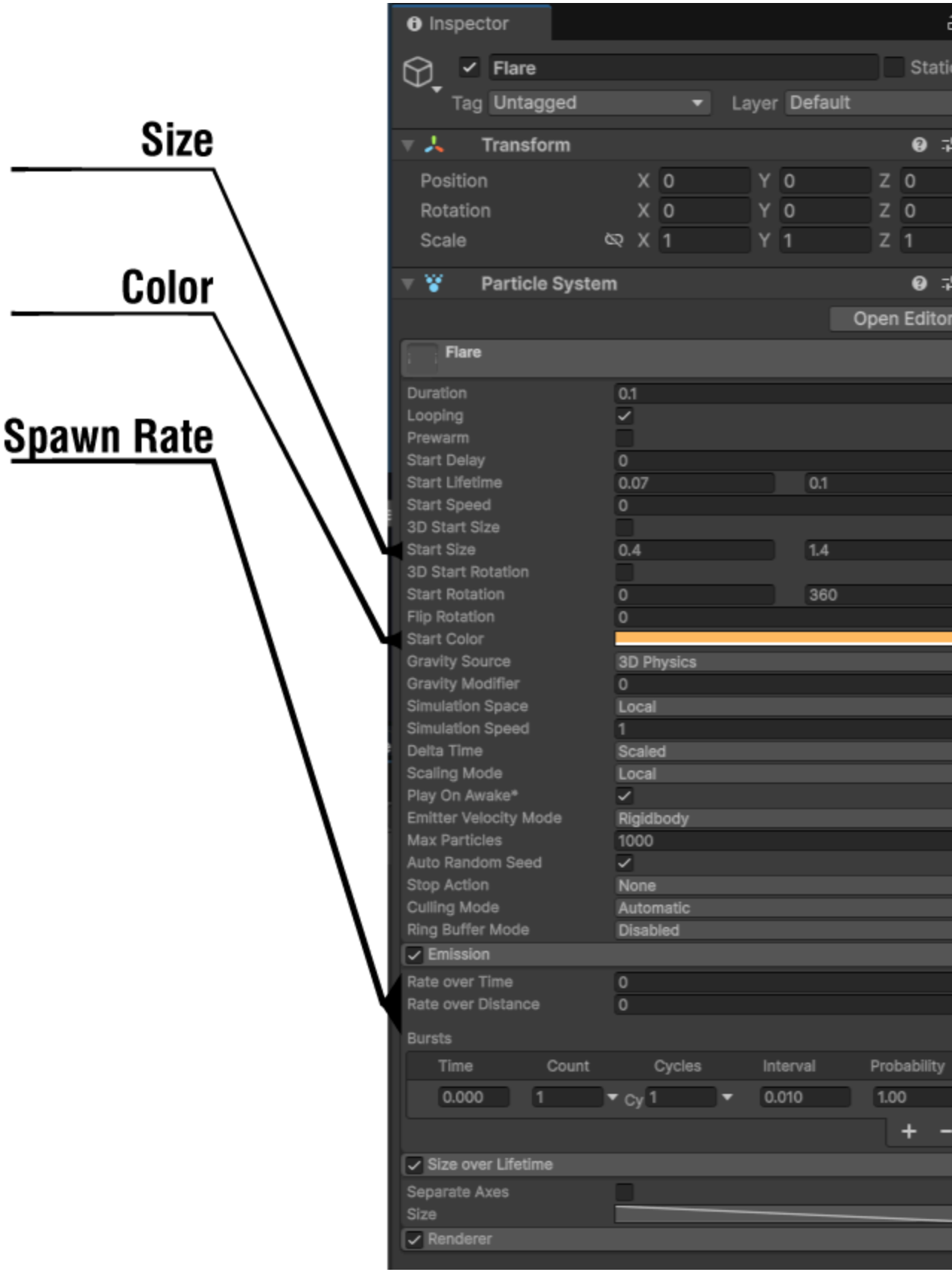
Bullet Velocity - the speed of moving elements

Bullet Angle - the range of directions the particle is ejected towards

Flare



Properties


Size
Color
Spawn Rate
Inspector
Flare
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Particle System
Open Editor
Flare
Duration 0.1
Looping
Prewarm
Start Delay 0
Start Lifetime 0.07 0.1
Start Speed 0
3D Start Size
Start Size 0.4 1.4
3D Start Rotation
Start Rotation 0 360
Flip Rotation 0
Start Color
Gravity Source 3D Physics
Gravity Modifier 0
Simulation Space Local
Simulation Speed 1
Delta Time Scaled
Scaling Mode Local
Play On Awake*
Emitter Velocity Mode Rigidbody
Max Particles 1000
Auto Random Seed
Stop Action None
Culling Mode Automatic
Ring Buffer Mode Disabled
Emission
Rate over Time 0
Rate over Distance 0
Bursts
Time Count Cycles Interval Probability
0.000 1 Cy 1 0.010 1.00
Size over Lifetime
Separate Axes
Size
Renderer

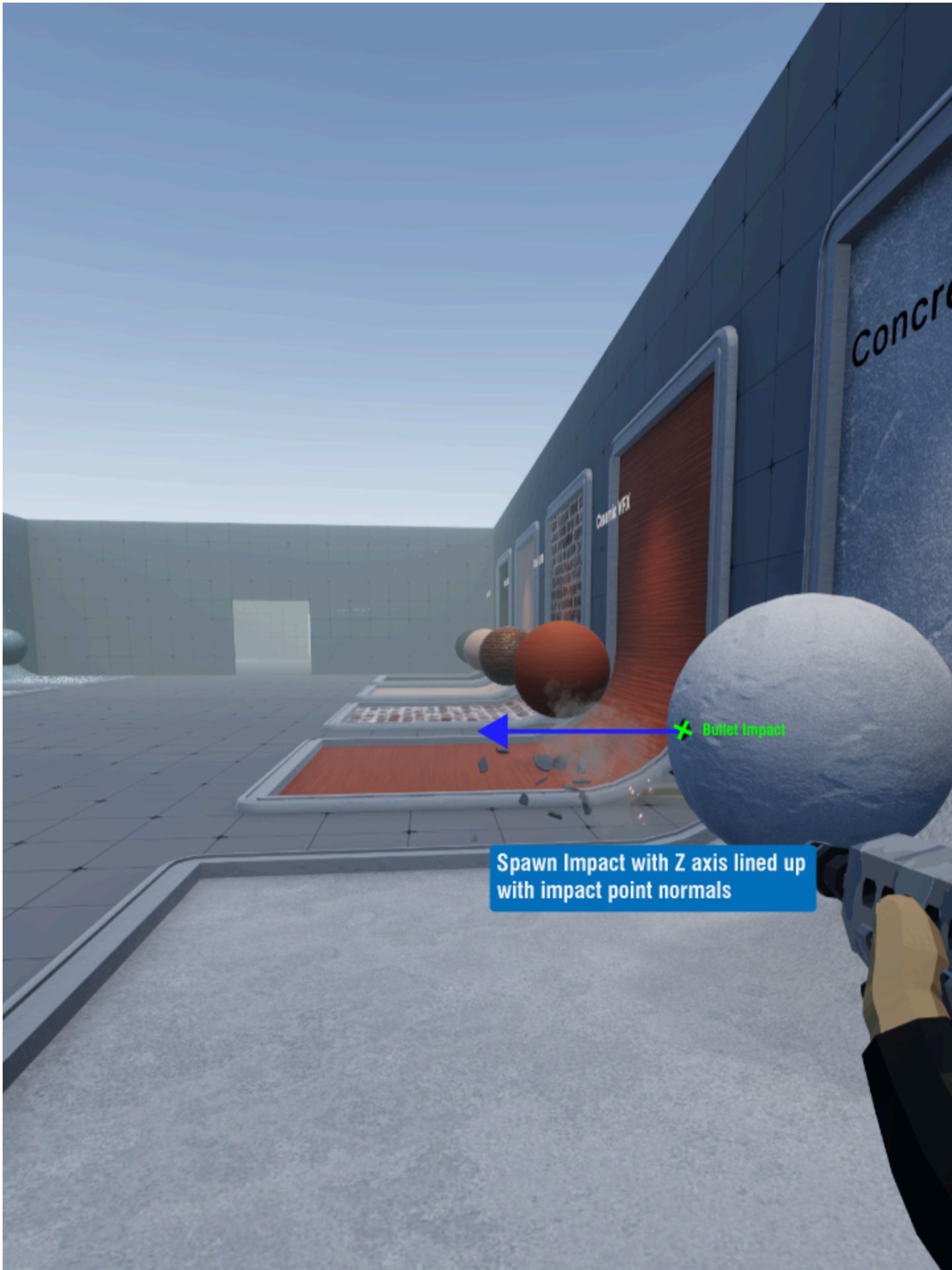
:

Colors (Flash, Mesh, Smoke, Sparks) - controls the tint of the elements

Size - Changes the size range of the elements

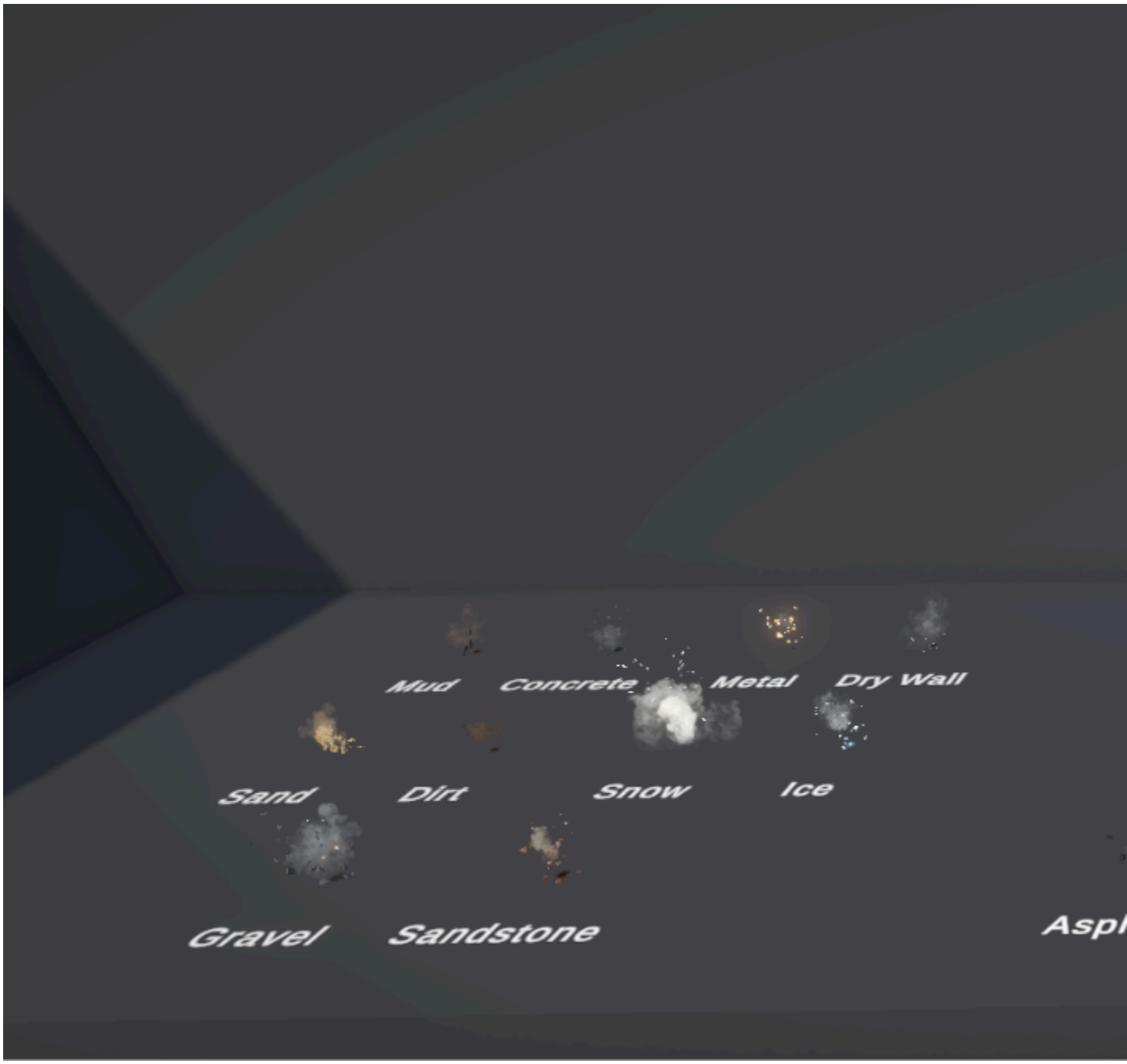
Spawn rate - multiplier for the number of sparks/embers

Impact


Bullet Impact
Spawn Impact with Z axis lined up with impact point normals

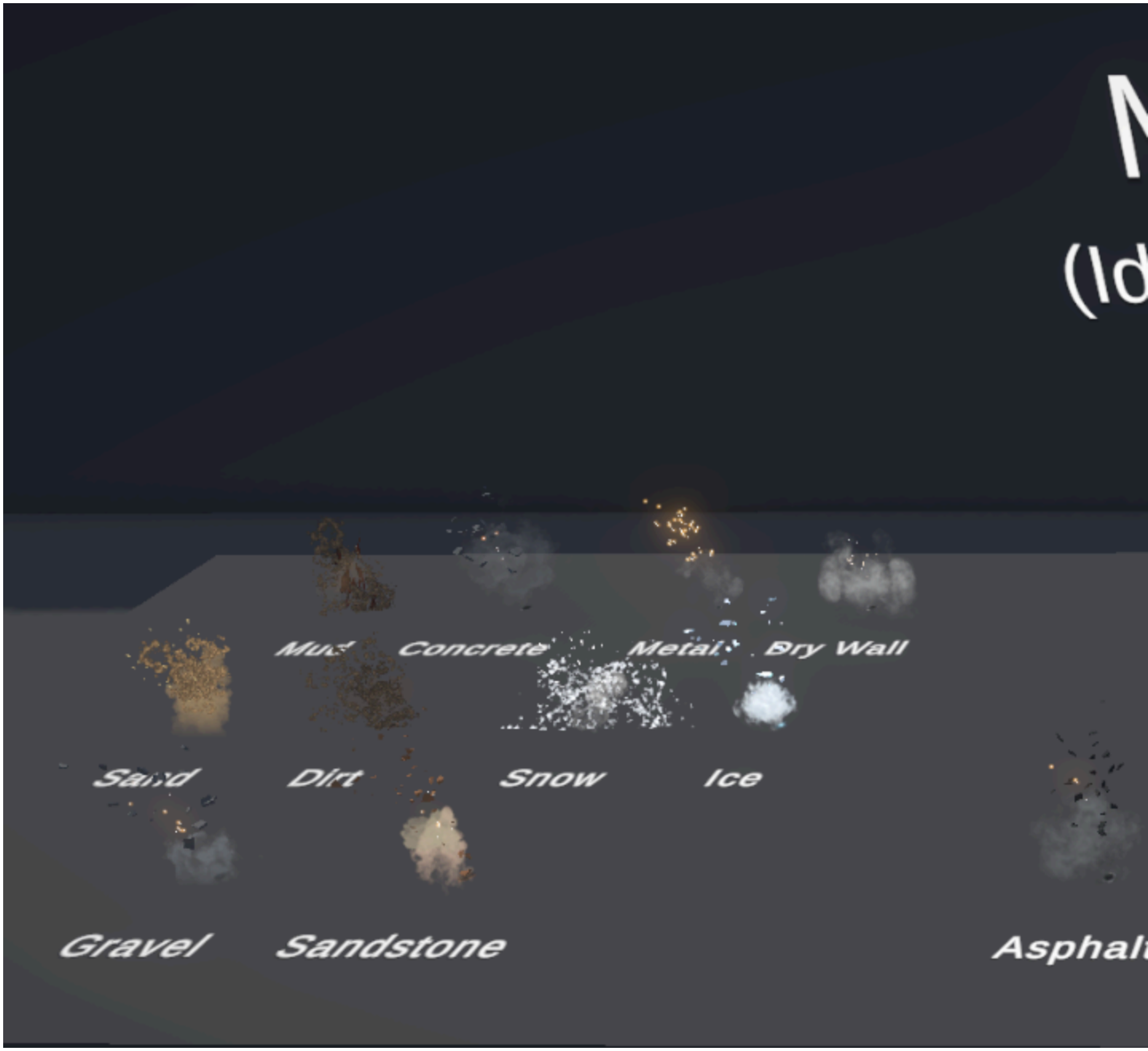
Low

For low calibre weapons



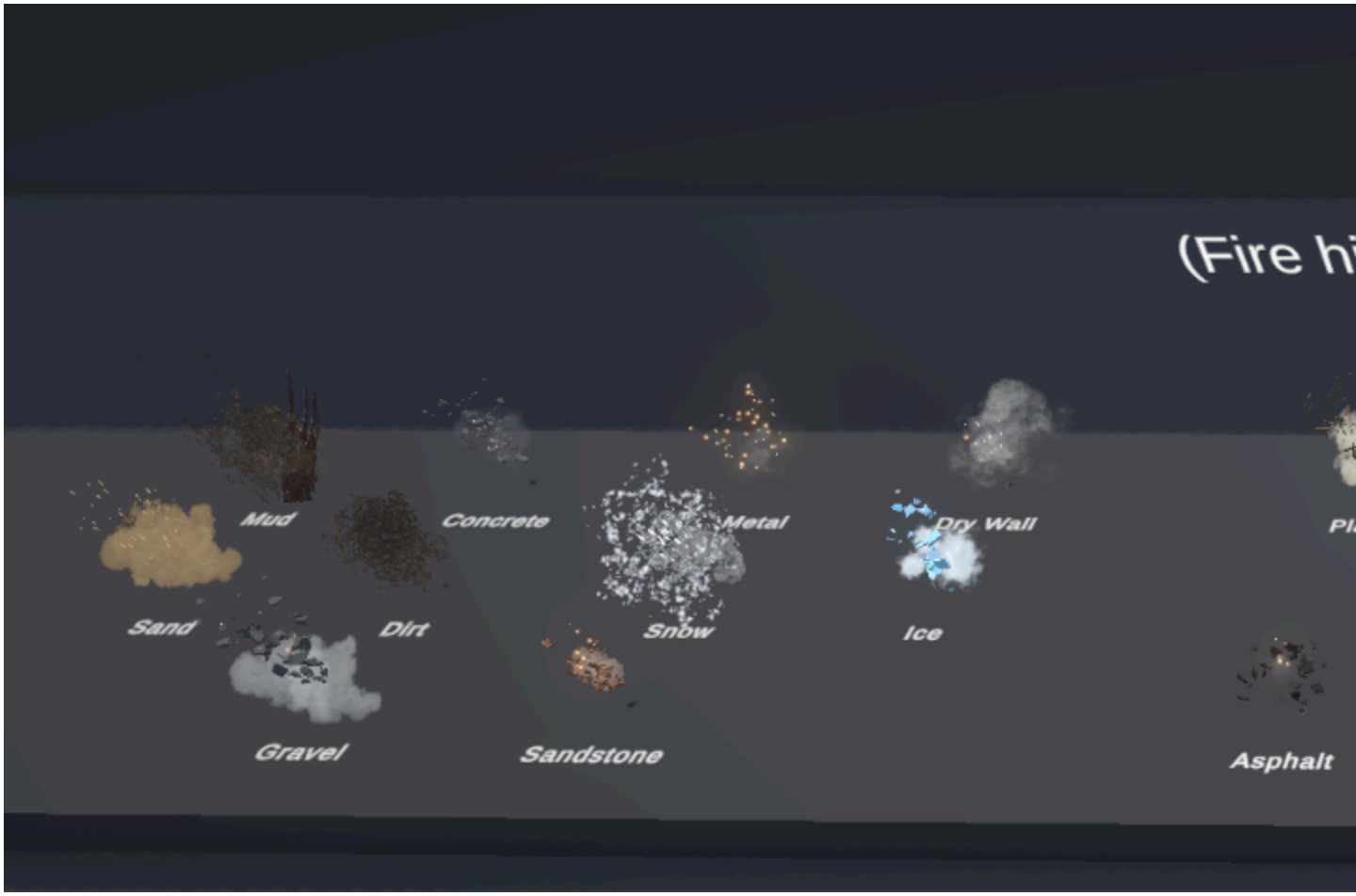
Medium

Ideal impact feel and details



High

For High calibre weapons. Highly exaggerated.

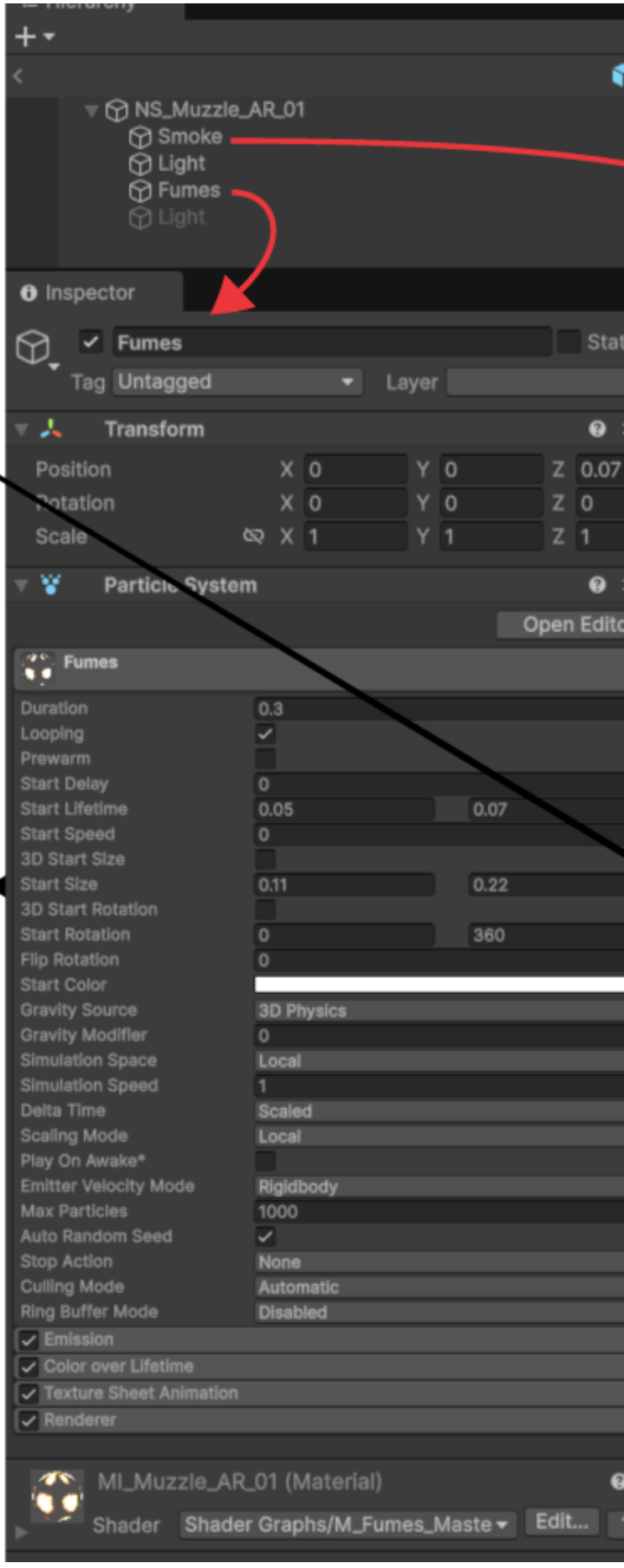

(Fire hi
Mud
Concrete
Metal
Dry Wall
Pl
Sand
Dirt
Snow
Ice
Gravel
Sandstone
Asphalt

MuzzleFlashes

Properties:

Fume Size Range

SmokeSize Range



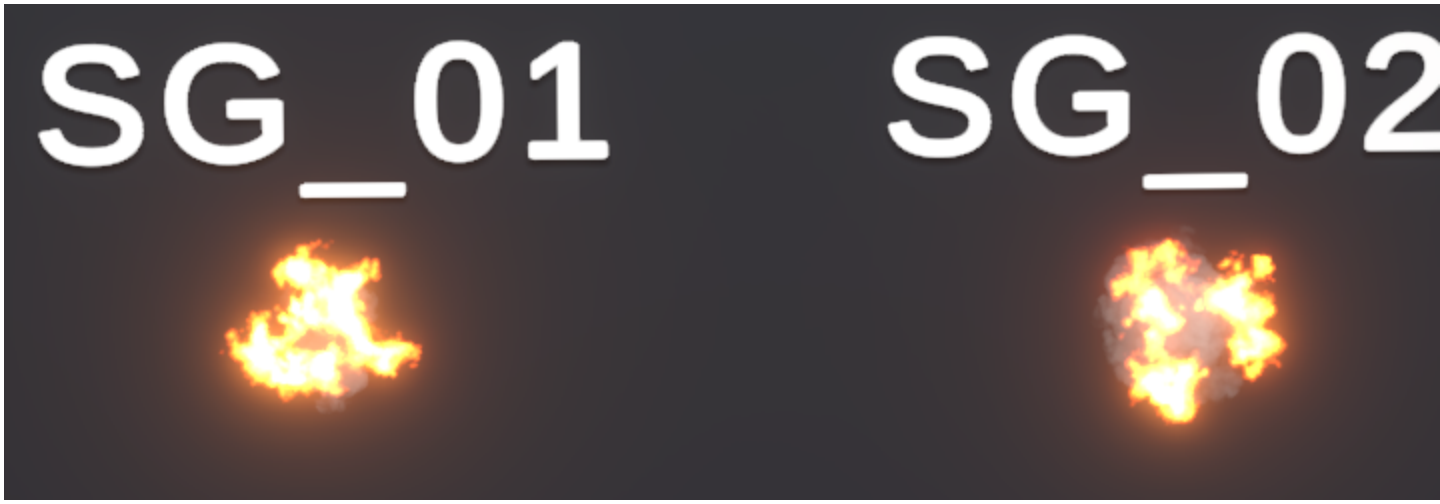
Fume Size Range - controls the scale of fumes

Smoke Size Range - controls the scale of smokes

Assault Rifle

Pistol

Shotgun



Sub-machine Gun

Sniper Rifle

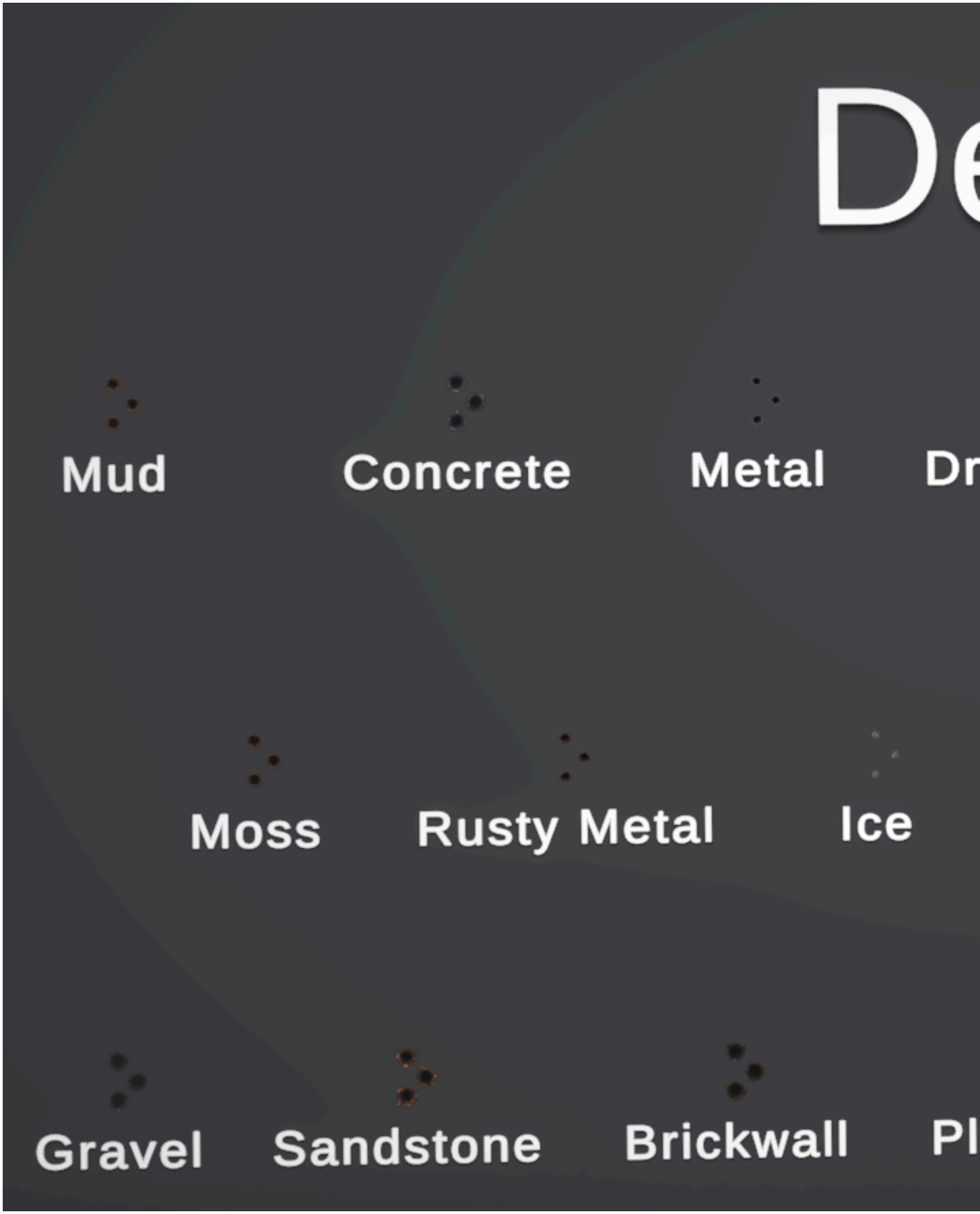
OverHeatSmoke

Variants

Thin and thick for different weapon types


Thin

Decals


De
Mud
Concrete
Metal
Dr
Moss
Rusty Metal
Ice
Gravel
Sandstone
Brickwall
Pl