

# EPIC TOON FX v1.71

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## Introduction

Hello and welcome to the documentation of Epic Toon FX. Here you'll find some information on how to most efficiently use and customize the asset for your project.

If you're ready to dive right in, most effects can be found in the '**Epic Toon FX/Prefabs**' folder. Here they are sorted into 3 main categories: Combat, Environment and Interactive. To view an effect, you can simply drag and drop it into your Scene and the effect will start playing immediately.

There is also the '**Epic Toon FX/2D Prefabs**' folder which contain effects that are optimized to work and look better for 2D side-scrolling games. They are mainly different in the way that their collision are pre-set to work with 2D colliders.

You can also more efficiently browse effects directly in Unity by adding all the demo scenes from the '**Epic Toon FX/Demo/Scenes**' folder into the [Build Settings](#), open one of the scenes and press Play. While in the Game window you can click through the in-game button row at the bottom to navigate to the different scenes.

## Instantiating effects

In some cases you can simply drag and drop the effect into the scene, otherwise you will have to [instantiate](#) them through a script. This basic ClickExplode script shown below does two important things:

1. Instantiate your effect of choice at the GameObject it is attached to when left clicking
2. Delete the effect from the scene 5 seconds after it has been instantiated and is done playing

```
using UnityEngine;
using System.Collections;

public class ClickExplode : MonoBehaviour
{
    public GameObject myVFX;

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Mouse0))
        {
            SpawnEffect();
        }
    }

    void SpawnEffect()
    {
        GameObject spawnedVFX = Instantiate(myVFX, transform.position, transform.rotation) as GameObject;
        Destroy(spawnedVFX, 5f);
    }
}
```

## Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, meshes used for the effects may appear to be skewed.

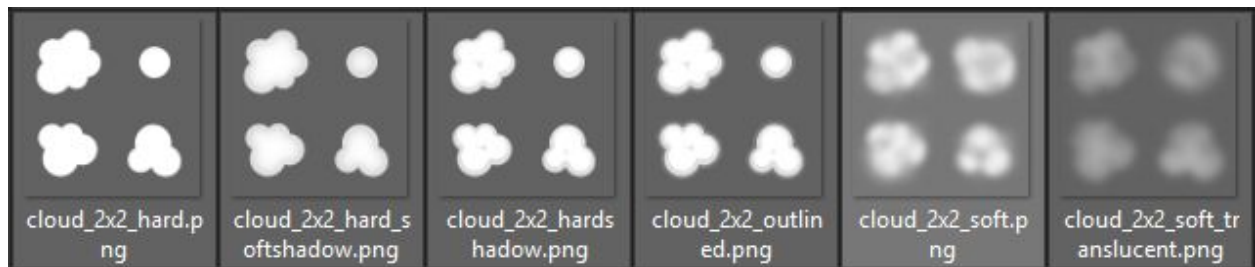
The effects in Epic Toon FX consists almost entirely out of **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

This does however mean that some parts of the effects such as **Point Lights**, **Trail Renderers** and **Audio Sources** may have to be manually adjusted afterwards if you scale an effect, as Transform does not affect them.

## Style textures

Epic Toon FX includes alternate styles for some of its more frequently used textures. Check them out in the texture folder!

E.g the '*cloud\_2x2\_default\_AB*' material comes with 6 different texture variations. While some are very basic and flat shaded, others have more detail with outlines and soft or hard inner shadows.



Here is a list of some of the materials that have alternate styles:

- cloud\_magic\_AB
- explosion\_spritesheet\_3x3
- fire\_ground\_3x3\_AB
- evil\_spirit\_ADD

## Extra scripts

In the '**Epic Toon FX/Scripts**' folder you can find some scripts to further help you customize the effects.

**ETFXLightFade** - Attach this to a GameObject with a Light Component to fade it out over time

**ETFXPitchRandomizer** - When attached to a GameObject with an Audio Source, it will randomize the pitch of the sound effect, and may help some sounds from becoming repetitive

**ETFXRotation** - This script will add constant rotation to a GameObject

## Upgrading to LWRP / URP

When you import Epic Toon FX for the first time, the asset will be using Shaders for the **Built-in Render Pipeline** (often called Standard). If you are planning to work in Standard, upgrading is not necessary.

Before upgrading, make sure your project is configured to use the **LWRP (Lightweight Render Pipeline)** or **URP (Universal Render Pipeline)**.

**WARNING: Any changes made to Materials in the Epic Toon FX folder will be lost when upgrading!**

To upgrade to LWRP, locate the '**Epic Toon FX\Upgrade**' folder, then open (double-click) and Import the bundled '**Epic Toon FX LWRP**' unitypackage to your project. This will replace all of the Materials in the asset folder, and make some minor changes to Scenes and Prefabs in the '**Epic Toon FX/Demo**' folder.

You can also revert to Standard materials by opening and Importing the '**Epic Toon FX Standard Materials**' unitypackage.

### URP Texture Bug (2019.3)

If you have trouble with brightly lit quads in URP after using the **2019.2.3f1 LWRP Upgrade**, follow these steps to get the textures working again:

1. In the Package Manager, make sure you are at least using Universal RP 7.2.0 (or higher)
2. Open the **ETFX 2019.3 URP Fix** in the Upgrade folder and Import it

If the problem persists, these extra steps should fix it:

3. In the Project folder search for "\_ADD" to list all the additive materials in the Epic Toon FX folder
4. Select all 70 of them and set Blending Mode to Additive.

See more info about this bug in these two posts on the official forum thread: [Post#1](#) | [Post#2](#)

## FAQ

**Q: Can I use this asset in my commercial game?**

A: Yes! Most assets from the Asset Store often use the same license. Read more [here](#) or check the [EULA](#).

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**Q: Where is X effect in the asset folder?**

A: There are a lot of prefabs in this project, please use the Search function or send me an [email](#).

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**Q: Will this asset be available in HDRP?**

A: At the moment it is not planned, but maybe!

## Contact

Need help with anything? For the quickest response, please reach me at [archanor.work@gmail.com](mailto:archanor.work@gmail.com).

You can also discuss the asset with other users in the [Epic Toon FX Thread](#) at the Unity forum.

[Follow me on Twitter](#) for regular updates and news!