

ALL IN 1 VFX TEXTURES

By Seaside Studios

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Overview

First of all thanks for downloading this asset! This asset is just a compilation of VFX Textures that intends on helping you create beautiful effects without having to spend a lot of time creating many texture variations.

All these textures are part of the All In 1 Vfx Toolkit asset which includes the most complete, optimized and easy to use VFX shader in the asset store, 51+ ready to use VFX prefabs, an editor texture editor, many editor texture creators, several vfx creating tools to speed up your workflow and more. Check it out here:

<https://assetstore.unity.com/packages/vfx/all-in-1-vfx-toolkit-206665>

And since you own this asset you'll get a 15\$ discount :D

Feel free to contact me over at this email if you have any issue, request or question. I'm always trying to improve the asset, open to suggestions and I'll be more than happy to help you out: seasidegamestudios@gmail.com

Please make sure to drop a review on the Asset Store page if you like the asset. It helps a ton.

Contents

The asset includes 2 relevant folders:

- 1) Assets\AllIn1VfxToolkit\Demo & Assets\Textures
- 2) Assets\AllIn1VfxToolkit\Demo & Assets\Textures Demo

The first folder includes all the textures divided in different folders (see the next section for more details).

And the second folder includes the interactive demo scene (DemoTextures) that can be used to browse all included textures and also includes some other folders with assets that the demo depends on. You can just ignore all the folders since only the demo scene file is relevant here.

Texture categories and intended use

The textures this asset includes are divided in these 6 categories:

- 1) **Shapes**: Includes all sorts of shapes that most of the time will be that main part of a particular effect. This includes explosion impacts, fire flames, sparks, flares, glowing orbs, ground cracks, geometrical shapes and much more.
In essence these textures can be used for effects that need some detailed concrete shape.
- 2) **Noise**: Includes more than 100 tileable noise textures of all kinds. These can be used mainly to distort other textures or to give some variation by using 1 or more noise textures to make the effect more interesting.
But with some creativity these textures can be used for pretty much anything.
- 3) **Others**: This is a mix of textures that didn't really fit any other category. There are some invocation circles, some blood noise looking textures, speed lines, digital patterns and some other stuff.

Not sure what the intended use is, take a peek and see if any of these sparks your imagination.

- 4) **Grayscale**: These are black and white textures, mostly gradients. In general these are used as masks. It's a way of limiting the alpha on certain parts of certain effects, a way of making effects darker in some spots. These will come real handy at some point or another.
- 5) **Distortion Maps**: You'll need All In 1 Vfx Toolkit's shader or some other shader that supports screen distortion. But the main idea of these normal maps is to distort anything that's behind them. Imagine fire heat distortion, an explosion shockwave etc...
- 6) **Trails**: Includes many different trails for many different uses. Ranging from sword slashes, lasers, flame trails, smoke trails, trail masks, electricity rays and more.
Most of them tile horizontally.

Why do textures have a black background?

The main reason is that it makes it easier to work on them. So it's easier to create them like this. And it's also easier to visualize when inside of Unity or when using the operating system file explorer.

That's the big advantage and in general it has no drawbacks. If you want the black part to render transparent you can always pre multiply the color against the alpha .You can make the texture fully white and take the grayscale as alpha or you can just use Additive blending. There are many ways to make it look transparent depending on each particular desired result.

You can do this with your custom own solutions or use All In 1 Vfx Toolkit that offers all 3 mentioned options + a few more:

<https://assetstore.unity.com/packages/vfx/all-in-1-vfx-toolkit-206665>

Texture format and resolution

All textures are PNG format. And the majority of them are 512x512 resolution, although there are a few exceptions. A few trails are 1024 wide and some other textures may be 256x256 or 1024x1024. But in general 512x512.

In any case the resolution of each texture is more than enough for their intended use case.

How were the textures created

Each texture was created using either one of these programs:

- Substance Designer
- Adobe Photoshop
- Filter Forge
- Affinity Designer