

There are 10 different types of effect in this Blood VFX asset collection, with some containing multiple variations. You'll find 10 different demos in the Scenes folder, plus each effect is also supplied as a Prefab.

### **Blood Explosion**

This dramatic gore explosion contains multiple elements and FX. It's triggered by pressing the left mouse button. Note that the Flesh Balls elements collide with the ground/environment (half of which explode in a splash, the other half bouncing, then then coming to standstill). If your game environment contains very uneven ground you may wish to disable the Blood\_Ground\_Drops element.

### **Blood Hit**

A blood hit effect, useful when a weapon hits a character. It's triggered by pressing the left mouse button. Note that the Flesh\_Balls element collide with the ground/environment.

### **Blood Pool**

A slowing growing pool of blood. It's triggered by pressing the left mouse button. Once activated, it's rotated to a random orientation. The blood contains a set of animated bones to simulate the flow of blood spreading unevenly.

### **Blood Trail**

A trail of blood marks and footprints that are left in the avatar's path. The ground decals are placed in a random order and at random intervals. Either load the example scene or simply make the Blood\_Trail prefab a child of your avatar, making sure that the height of the effect isn't beneath the ground.

### **Blood Spatter - Bullet**

This effect creates a pattern of drops and dripping blood spatter, designed to be placed against a wall or flat surface. It's triggered by pressing the left mouse button. Some additional elements include a bullet wound, plus an exit wound blood spray. Please take a look at the example scene to see how these can be implemented.

### **Blood Spatter - Blade**

This effect creates a dramatic cast off blood spatter, designed to be placed against a wall or flat surface. It's triggered by pressing the left mouse button. There's three different versions of the blood effect. An example demo scenes gives an example of how this could be implemented, with the avatar being damaged and then falling the floor with ragdoll physics.

### **Brain Spatter**

This effect creates a rather disgusting pattern of brain and blood spatter. It's triggered by pressing the left mouse button. Some additional elements include a bullet wound plus an exit wound blood spray. Please take a look at the example scene to see how these can be implemented.

### **Decapitation**

This effect creates the effects for an avatar head being cut off, including VFX from both the neck and the severed head. Please take a look at the example scene to see how these can be implemented, with the avatar falling to the floor with ragdoll physics. It's triggered by pressing the left mouse button. The Prefabs also supplied separately (Decapitation\_Stump\_VFX and Decapitation\_Head\_VFX).

### **Head Explode**

This effect creates the effect of an avatar head explosion. Please take a look at the example scene to see how these can be implemented, with the avatar falling to the floor with ragdoll physics. It's triggered by pressing the left mouse button. The Prefab is also supplied separately (HeadExplode\_VFX).

### **Screen Blood**

This effect creates an effect of blood spatter hitting the camera lens. Load the example scene to see how this can be implemented. It's triggered by pressing the left mouse button. To use this with your own camera, first set all the transformations of the Camera to 0 (putting the camera at the origin), then parent the ScreenBlood\_VFX prefab to the camera. Next, offset this prefab away from the camera slightly in the Z direction (around 0.504 should work well, although this will change if the Field of View isn't set to 60). This effect uses quite a few TextureSheets so a version with only single frame textures is also included (ScreenBlood\_VFX\_Simple).

Have fun!

If you have any questions then please get in touch at [contact@realtimevfxstore.com](mailto:contact@realtimevfxstore.com)