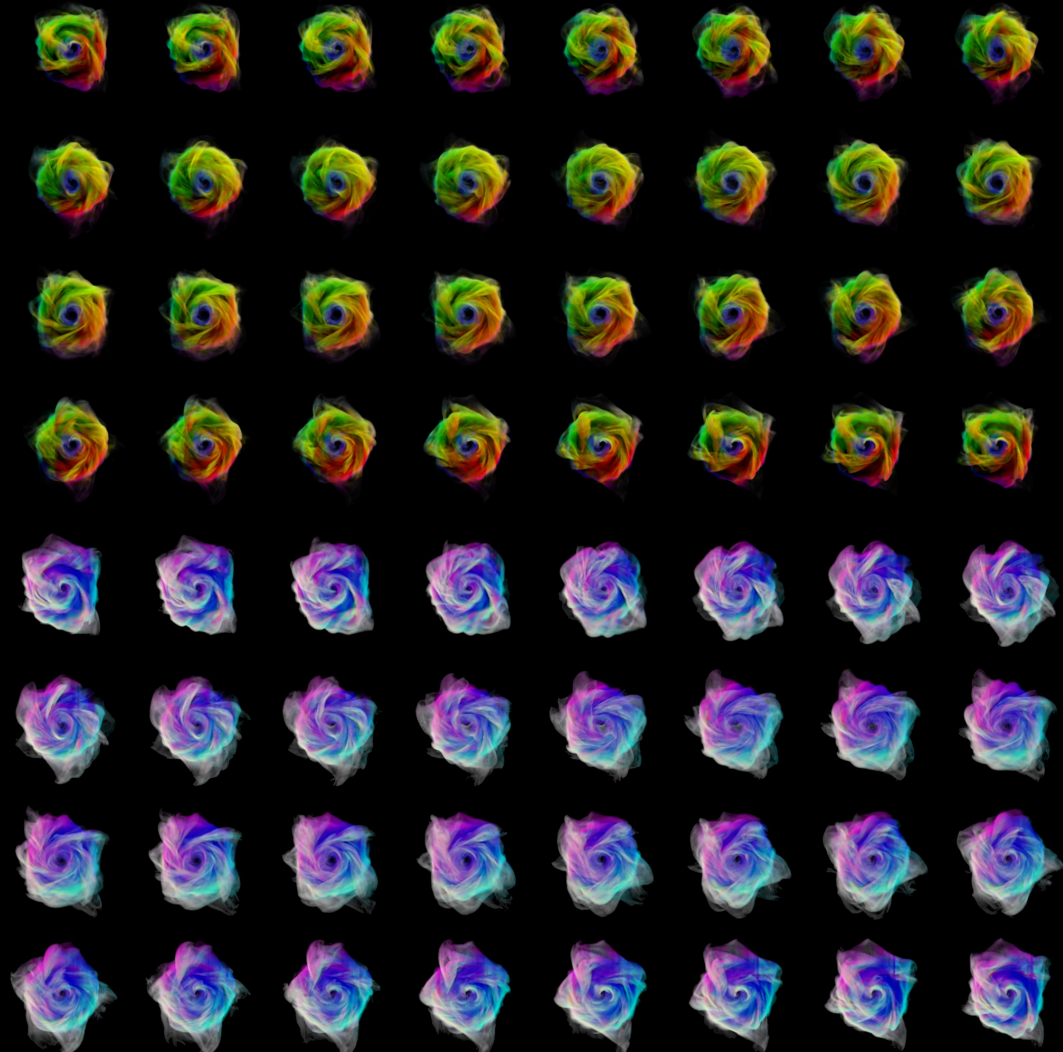




# Unity 6 VFX特效系統新功能

previously known as Unity 2023 LTS







**Multiply**

**Absorption**



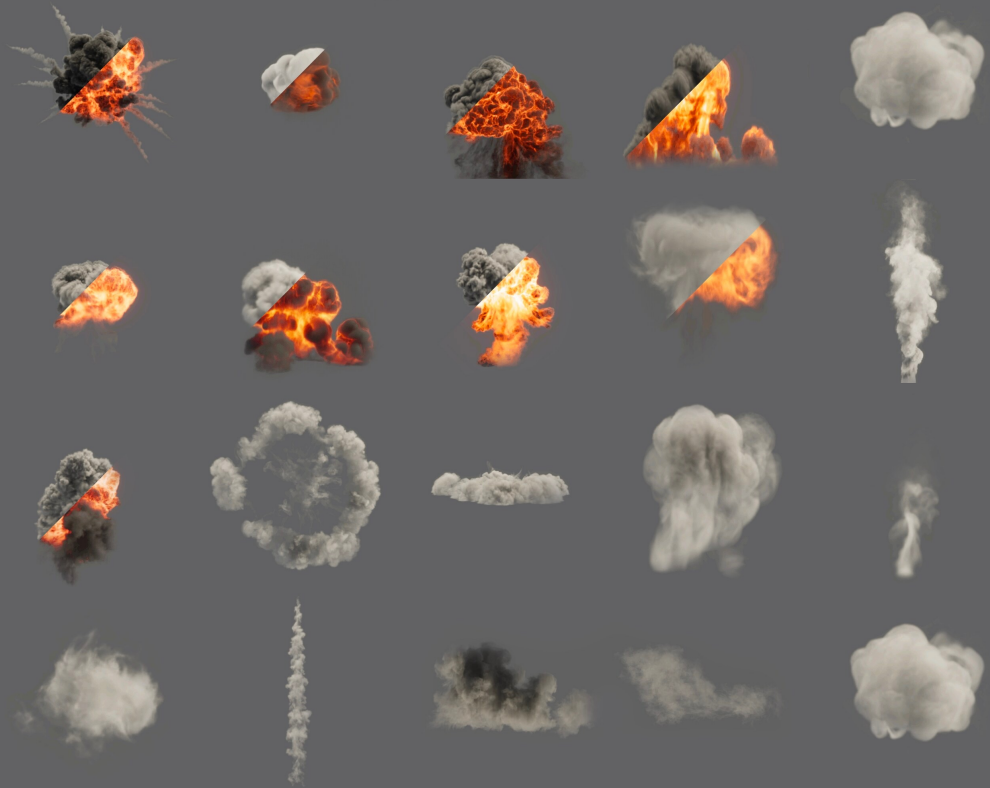
0.0



0.2



0.45







## VFX Graph compatibility enhancements



6-way smoke lighting

### Smoke lighting

6-way lighting enables more realistic smoke effects and the ability to relight them with custom lightmaps that can be baked in content creation tools like Houdini, Blender, or Embergen.



APV integrated lighting with VFX particles

### Integration with VFX particles

Particle effects are affected by indirect lighting baked into Probe Volumes.



APV integrated lighting with VFX H

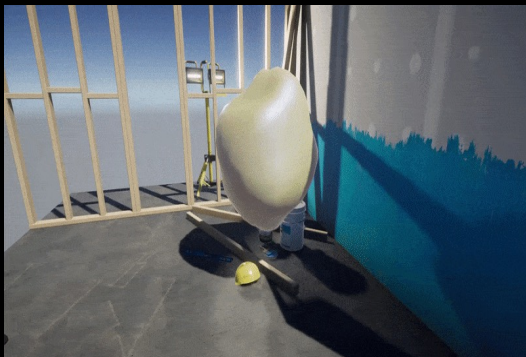
**HDRP**

### Volumetric Fog output

This allows you to inject VFX Graph particles into the Volumetric Fog to generate clouds, smoke, and fire effects, or to make Volumetric Fog more dynamic.



## VFX Graph-URP compatibility enhancements



URP decals

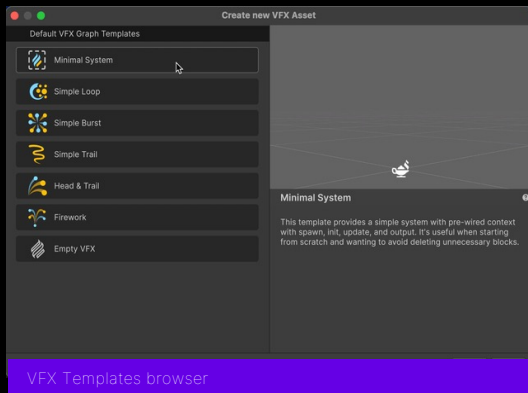
### Decals

Spawn URP decals with VFX Graph and use ShaderGraph to customize VFX Graph decals for both HDRP and URP.



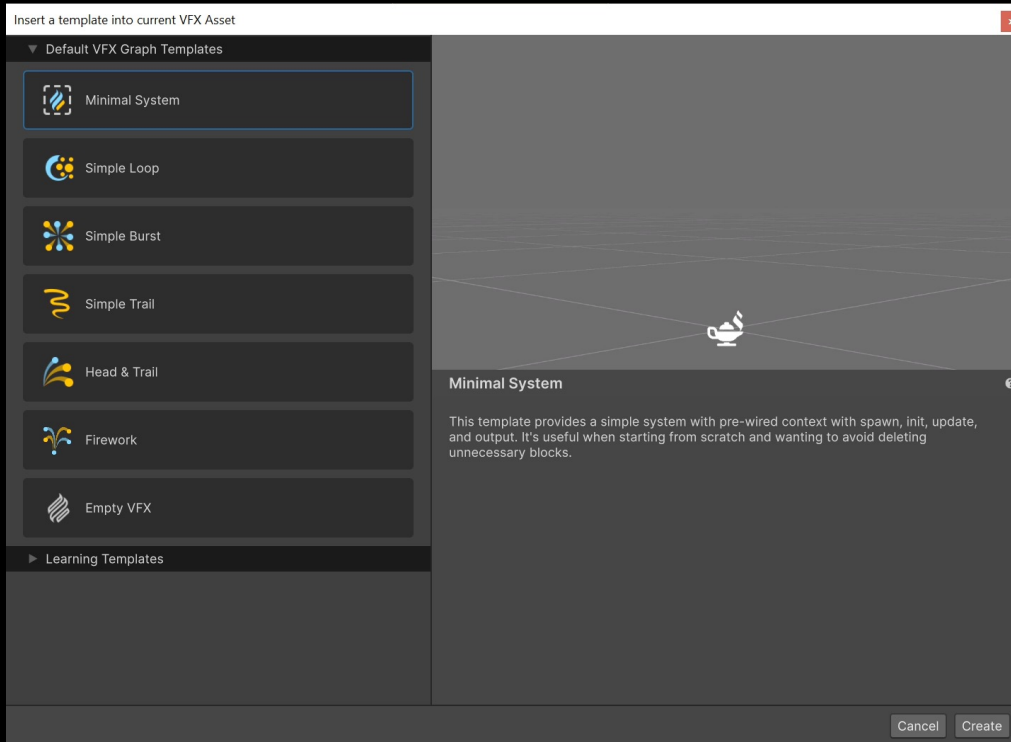


## VFX Graph onboarding and productivity



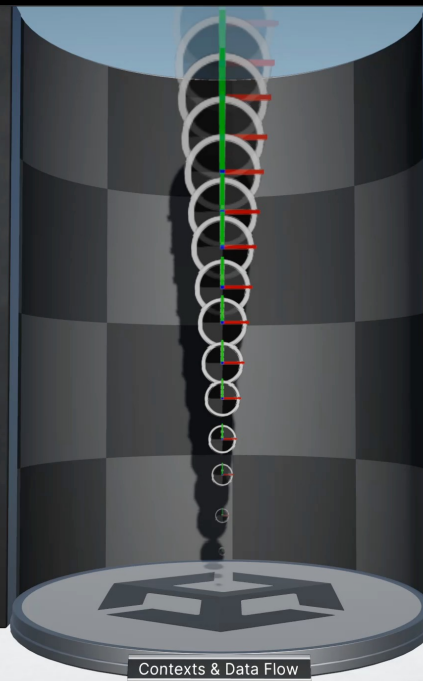
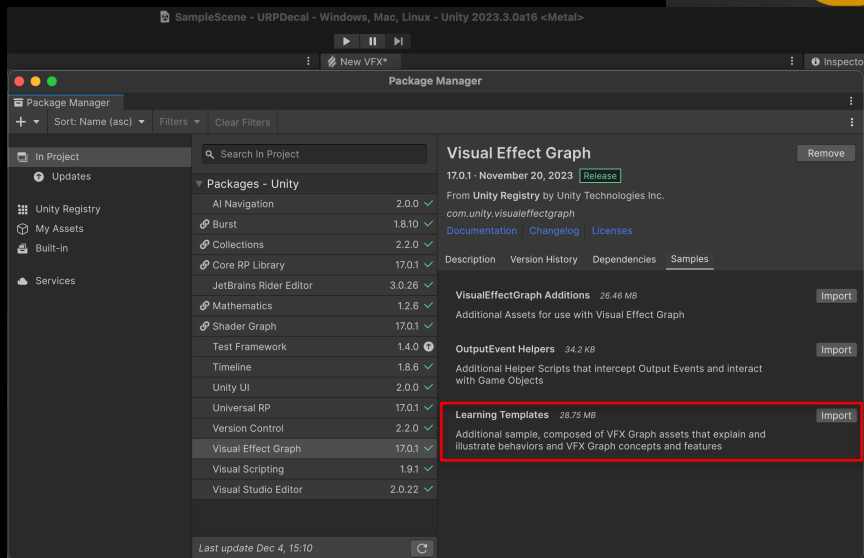
## Templates

Accelerating prototyping and creation of new effects





## VFX Graph onboarding and productivity



## Contexts & Data Flow

This VFX is intended to provide an overview and basic understanding of how **data flow** is articulated in VFX Graph. It also presents an overview of the most frequently used **Context Blocks**.

- Covered Aspects:**
- Data Flow
  - Context Block

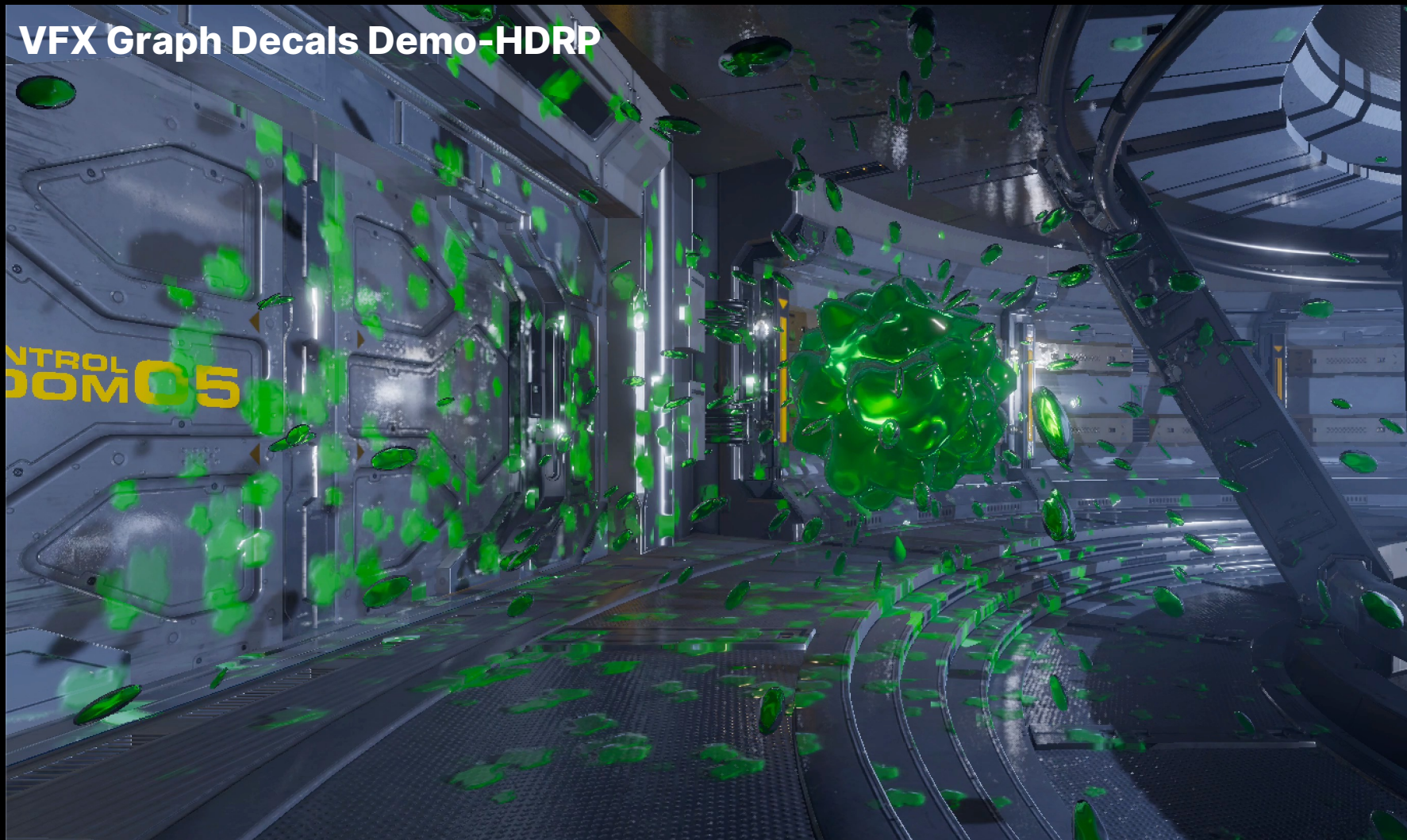




**Mesh to  
SDF(Runtime)**



# VFX Graph Decals Demo-HDRP





## VFX Graph onboarding and productivity

**Particle System Info**

▶ PLAYING ◀ AWAKE ◀ VISIBLE

Alive/Capacity: 870913 / 875008

System CPU Update : 0.007 ms

GPU System time : 0.789 ms

GPU Memory :

Particle Attributes Size : 46.7 MB

**Initialize**

▶ Execution time (GPU): 0.006 ms

In-graph GPU profiling

## Profiling tool

Providing **feedback on memory footprint and performance** to tweak effects and maximize performance

Scene SampleSDF Game New VFX

Center Global 1

Visual Effect

Rate 100

Show Bounds

Show Event Tester

Play() Stop()

**Graph Debug Information**

Visual Effect

CPU Information

Full Update	0.033 ms
Evaluate Expressions	0.009 ms
Heads	0.003 ms
Burst	0.002 ms
System (1)	0.001 ms

GPU Information

GPU time	0.581 ms
GPU memory	1.0 MB

Texture Usage

Particle System Info

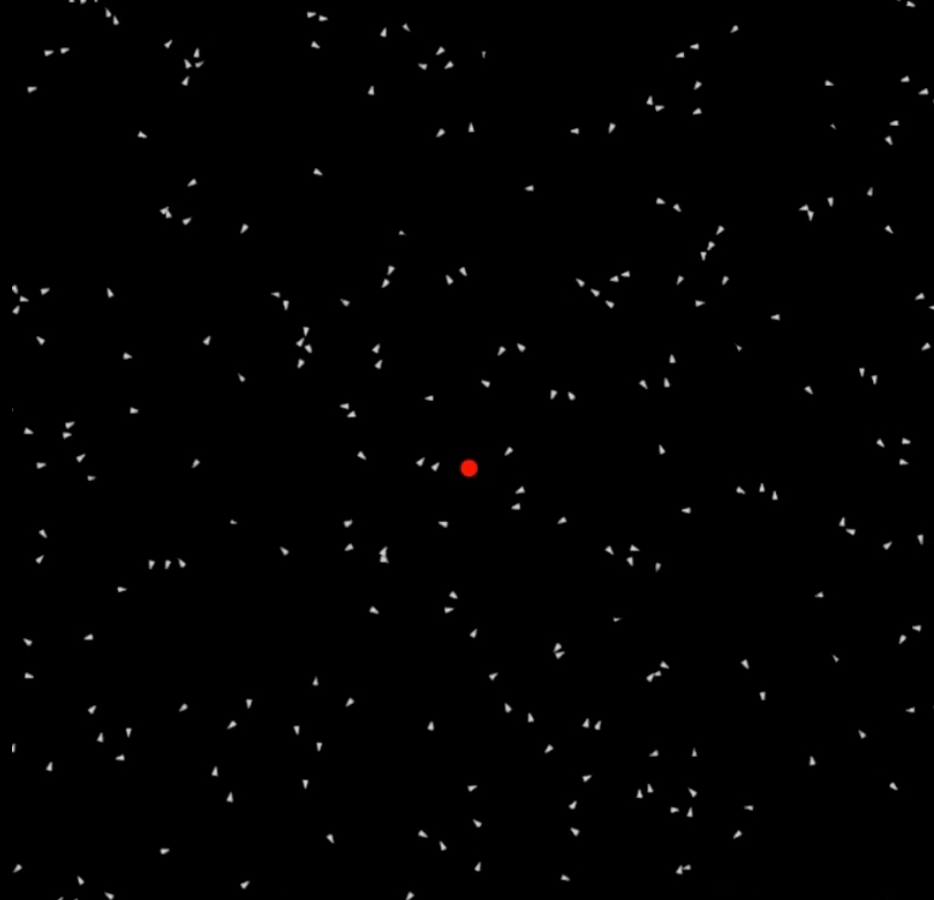
▶ PLAYING ◀ AWAKE ◀ VISIBLE	/ 200
Alive/Capacity:	0.002 ms
System CPU Update :	0.187 ms
GPU System time :	
GPU Memory :	
Particle Attributes Size :	17.0 KB



## VFX Graph Custom HLSL Block

Explore new possibilities, including:

- Flocks (neighbor search)
- Reading back from a buffer to trigger audio



Custom HLSL Block simulating flock effect





**Thank you.**