Stylized Rainbow Pack

Hey there! Thanks for choosing the Stylized Rainbow Pack—your one-stop VFX Graph for vibrant, dynamic rainbow trails in Unity.

What's Inside

You'll see:

- **StylizedRainbow.asset**
  The core Visual Effect Graph.
- **StyleVariants/**
  30 preset gradients (neon, pastel, rainbow, and more).
- **Presets/**
  - `StylizedRainbow_Looping.prefab` (infinite loop style)
  - `StylizedRainbow_S.prefab` (gentle S-curve trails)
  - `StylizedRainbow_C.prefab` (smooth continuous arcs)
- **Demo/**
  - `StylizedRainbow_Demo.unity` (sample scene showcasing every variant and style)
  - `MainCamera_AnimationController` (camera movement for the demo)

Quick Start

1. Open `StylizedRainbow_Demo.unity` from the Demo folder.
2. Hit Play to see all 30 color variants and three trail styles in action.
3. Drag your preferred prefab (Looping, S-curve, or Continuous) into any scene to get started.

Parameters You Can Tweak

Once you drop a prefab in your scene, check the Inspector under the **Visual Effect** component. Here are the main properties you can adjust:

- **Core Spawn Rate**: How many particles emit per second.
- **Trailing Particle Size (X / Y)**: Control the width and height of each trail segment.
- **Trailing Particle Glow Size**: How far the glow extends beyond the core trail.
- **Trailing Particle Glow Alpha**: Transparency of the glow layer.
- **Follow Curve Dampening**: Smooths the trail's adherence to its control curve.
- **Color Over Curve**: Gradient asset that maps colors along the trail's length.

Turbulence Settings (adds organic noise to the trail):

- **Follow Curve Turbulence Active**: Toggle noise on/off.

- **Follow Curve Turbulence Scroll**: Speed at which noise patterns move.
- **Follow Curve Turbulence Intensity**: Strength of the turbulence effect.
- **Follow Curve Frequency**: Scale/detail level of the noise.

Control Points (A, B, C, D) Define your trail's shape by assigning up to four transforms. For each (A, B, C, D) you can:

- Set **Position** (X, Y, Z) in local space.
- Set **Angles** (Rotation X, Y, Z).
- Set **Scale** (X, Y, Z).

Other Optional Settings:

- **Spawn Radius**: Radius around control points for random spawn dispersion.
- **Trailing Particle Burst Velocity**: Initial speed for burst-style emission.

VFX Property Binder If you want your control points to follow in-game objects, add and configure the `VFX Property Binder` component. Bind any Transform (e.g., your player or a moving object) to the named slots A, B, C, or D for dynamic updates at runtime.