



Everything is pink/invisible?

This is likely due to missing ShaderGraph on your project.

We have updated all of our packs with a new shader schema, which means the solution for your problems is to likely simply install the ShaderGraph package from Unity.

To do this, navigate to Window > Package Manager.

In the package manager, click on the search bar and type Shader Graph.

Install it, and all of the shader troubles should go away!

Some particles still render invisible! (VFX Only)

This could be due to missing Opaque Textures on your project. We use a feature on our materials called Soft Particles, if you wish, you can take two approaches to fixing it:

Enable Opaque Texture in URP/HDRP Settings:

1. Go to your URP Asset (Edit > Project Settings > Graphics > Scriptable Render Pipeline Settings).
2. Select your URP or HDRP asset and find the Opaque Texture checkbox and enable it.

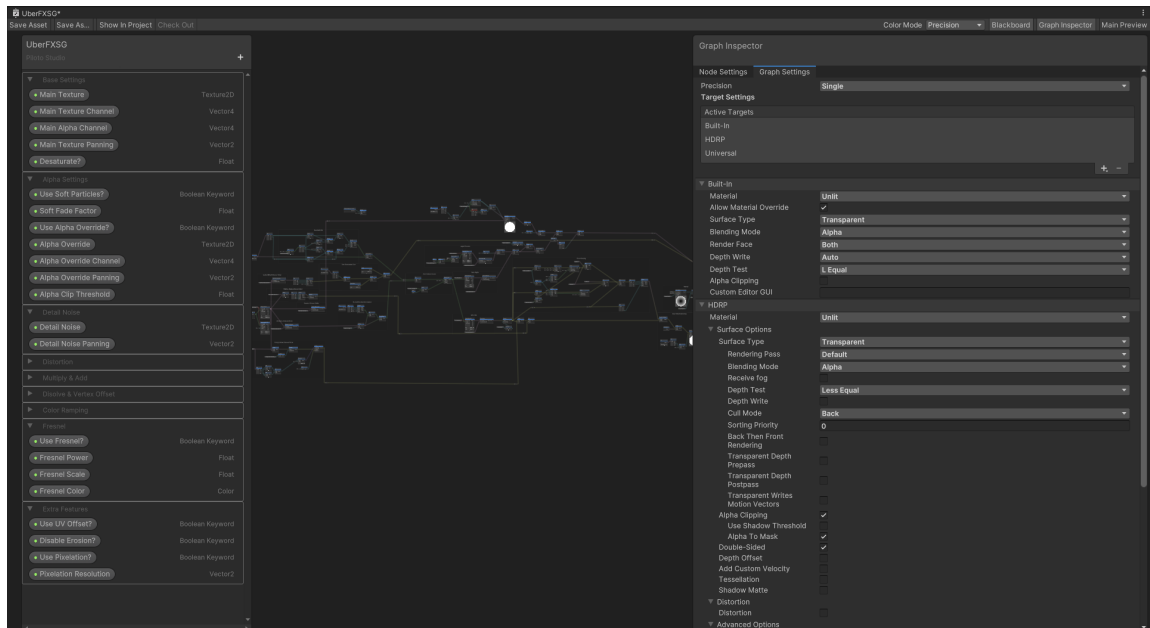
If Standard:

1. Enable Opaque Texture on the Camera:
2. Select your Main Camera in the scene.
3. In the Rendering section, make sure Opaque Texture is also enabled.
4. (Deferred rendering on Standard is advisable to use these effects)

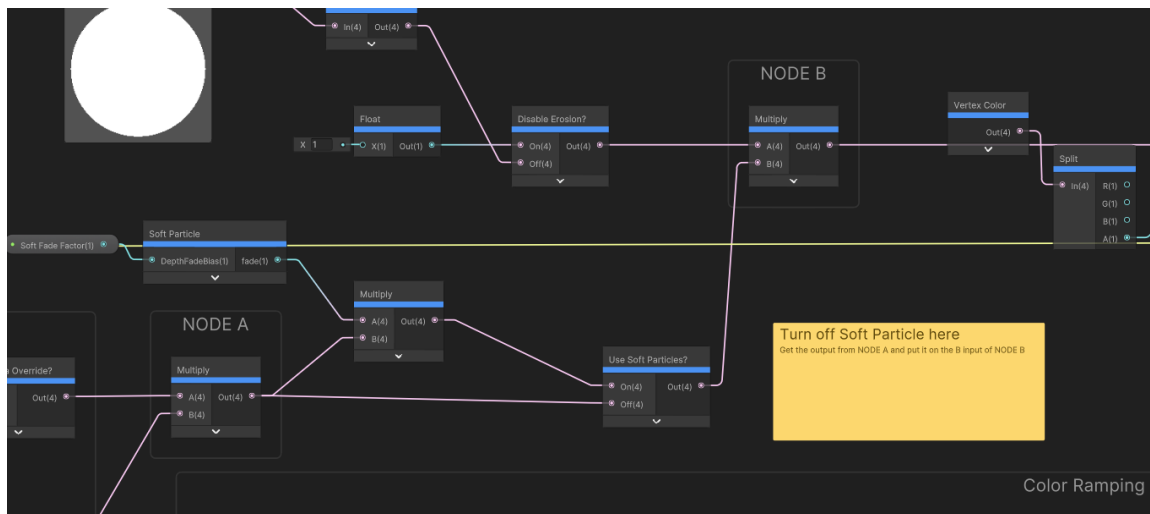
Turn off Soft Particles entirely:

To turn off soft particles entirely (advisable for some mobile setups or WebGL) you can do it globally by following these steps:

1. Locate the UberFX shader, by default it should be here: Assets/Piloto Studio/Shaders/VFX_Piloto/UberFXSG.shadergraph
2. Open it by double-clicking the file.
3. Something similar to this should pop-up:



4. Navigate to the yellow sticky note that reads “Turn Off Soft Particles here”

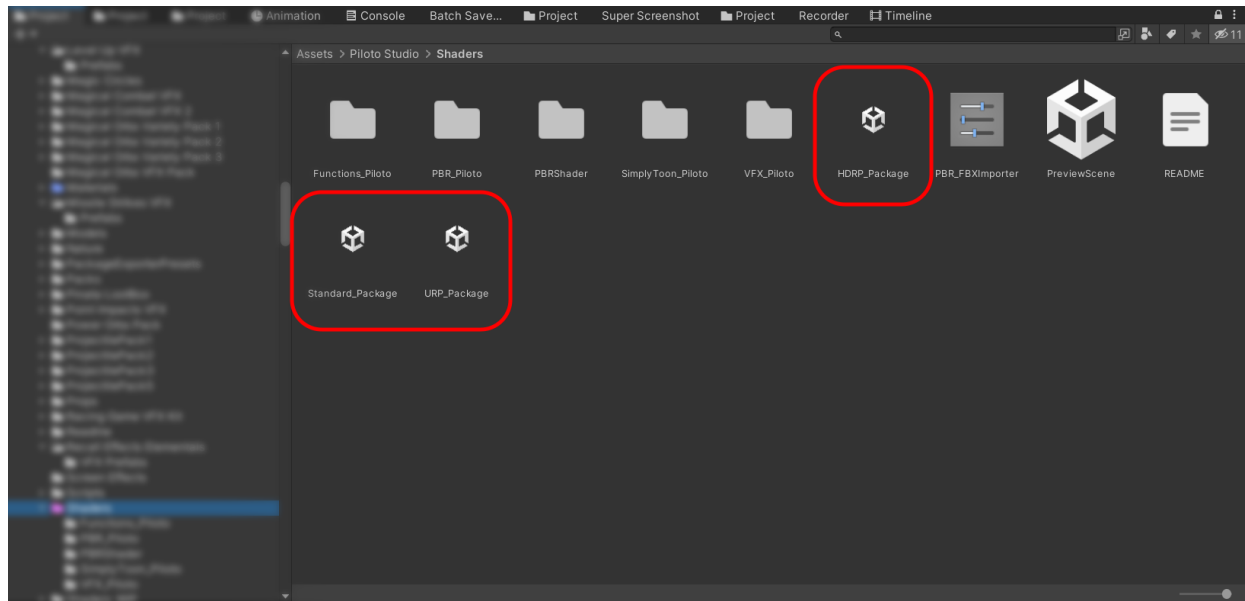


5. Identify the nodes labeled “NODE A” and “NODE B”. Get the OUT value from Node A and plug it into the B value of Node B, bypassing other nodes.
6. Hit Save.

Legacy Content

Older packs use our now Legacy Shader Package. This shader package is split into subshader files which need to be imported into your project for the materials to render properly.

This is easily fixable by going to "Assets/Piloto Studio/Shaders" and double-clicking on whichever .unitypackage file matches your rendering pipeline.



Keep in mind that for those files to be there, you'll need our free Shaders package. When you downloaded this package, you got a popup to download dependencies, which contains all the shaders upgrades. If you denied to download the dependencies, you can either re-import the package from the package manager or get the pack from the link below:

[Download the package here!](#)

Support, requests & free stuff!

If you still need help, have custom requests or suggestions, consider either shooting us an E-Mail or joining our Discord server!

On Discord, we also give out free vouchers for our other packs to those who have verified reviews on our packs. We have limited vouchers, and they're given out on first-come first served basis.

E-Mail for 3D Assets: willianfreitas00@gmail.com

E-Mail for VFX Assets: leonardo.v.alvarez@hotmail.com

[Discord Link](#)

More about our new VFX shaders

This is a big deal for us, we're updating our VFX Shaders and I'm happy to announce we're now on the public testing phase. If you are reading this file, this very pack you purchased is already using our new shaders. We'd love to hear from you and get feedback so we can improve it even further!

You can learn more about our shaders below:

A banner with a dark background and a red-to-blue gradient. The Pilot Studio logo is in the top left. The text 'NEWER SHADERS', 'HIGHER TECH SHADERS', 'BETTER SHADERS', and 'OPTIMIZED SHADERS' is stacked in a light blue, semi-transparent font. Below this, 'PILOTO STUDIO SHADERS' is written in large, bold, white capital letters. A paragraph of text follows, and a small four-leaf propeller icon is in the bottom right corner.

PILOTO STUDIO

NEWER SHADERS
HIGHER TECH SHADERS
BETTER SHADERS
OPTIMIZED SHADERS

PILOTO STUDIO SHADERS

We've just completed a major update to our Uber VFX Shader — now fully migrated from Amplify Shader Editor to Unity Shader Graph! This means more power, better visuals, and smoother workflows for your VFX projects.

Whether you're creating spell effects, explosions, magical distortions, or anything in between, this update brings you more creative control and compatibility than ever before.

STARTING OFF...

All of our shaders are built using shadergraph
All of our shaders should work on any Unity pipeline
We support Unity 2021.3.27f1 onwards
Our refraction shader is built with higher-end devices in mind

DEPENDENCIES

You'll need Unity's Shader Graph package installed.
For some shader features, you'll need opaque texture turned on
In standard, you'll need deferred rendering or opaque textures on
For platforms like WebGL, you may need to tweak materials



WHAT'S NEW?

💡 Now powered by Shader Graph

Modernized, future-proofed, and fully editable — no third-party dependencies.

🔥 New distortion shader support

Achieve heatwaves, shockwaves, energy pulses, and more with drag-and-drop ease.

👁️ More accurate color handling and material fidelity

What you see is what you get — VFX now render more true-to-intent across lighting conditions.

⚡ Performance improvements

Optimized shader paths and better rendering efficiency across platforms.

🔧 Plug-and-play across render pipelines

Works seamlessly in URP, HDRP, and Built-in, as long as Shader Graph is installed.

🌱 No extra setup needed

Just import and go — no complicated editor installs or compatibility headaches.



AND... FREEBIES!

We're excited to announce that over 95% of all Piloto Studio VFX packs will be receiving a free shader compatibility update! These upgraded packs now support our brand-new Shader Graph-based Uber VFX Shader — with zero visual changes from what you originally purchased. Same look, better tech.

Alongside this shader upgrade, many packs will also include:

✅ Extra bonus content

🐛 Bug fixes

📦 Seamless compatibility with URP, HDRP, and Built-in RP

⚠️ Heads-up: Some Packs Will Be Deprecated

For the first time ever, we'll be sunseting a few older packs that rely on outdated shaders and no longer meet Piloto Studio's current quality bar. These will be clearly marked in the Asset Store and remain accessible to existing customers. There are fewer than 10 packs that fit this bill, and they will still work with the legacy version of Piloto Studio Shaders which will stay up on the store.



WE WANT TO HEAR FROM YOU

This shader update allowed us to clean up a lot of technical debt across our VFX packs, paving the way for new shaders, more features, and a technically stronger product overall.

We'd love to hear from you — tell us what you'd like to see from Piloto Studio and how we can better support your creative goals.

We're committed to making your experience even better, and your feedback is essential to help us grow in the right direction.

👉 Join our Discord and let's keep building beautiful games together!



PILOTO
STUDIO

