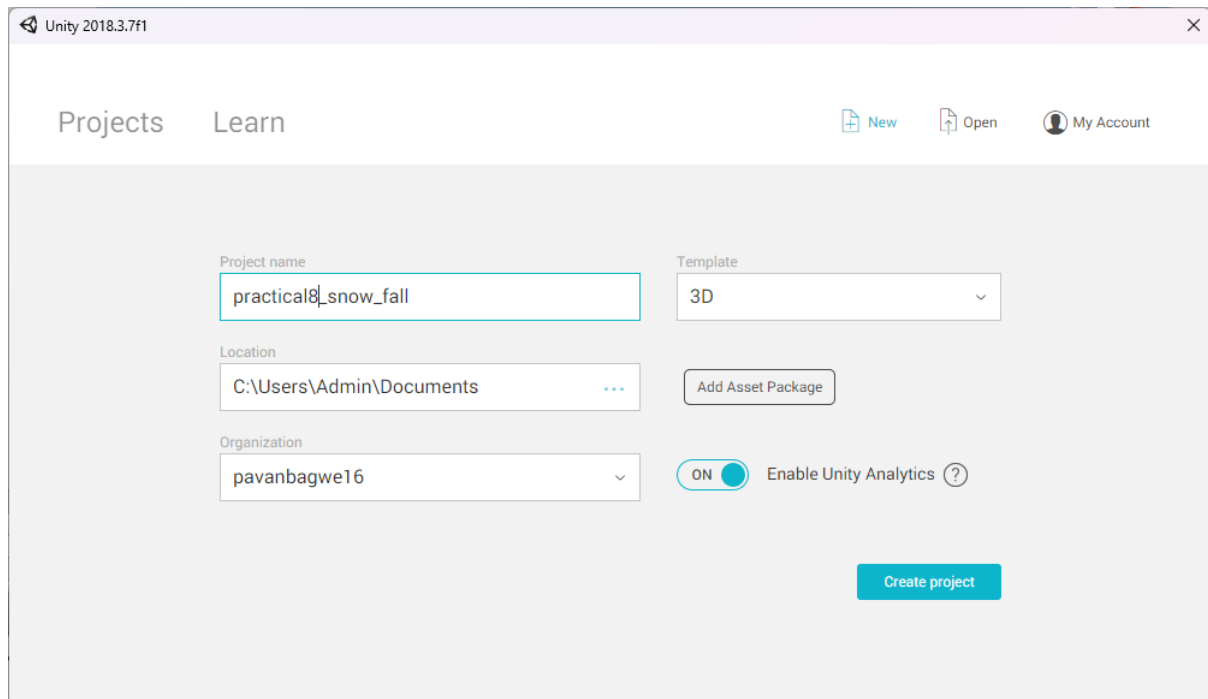


TYCS SEM 5
GAME PROGRAMMING

Practical no 8

Aim: Create Snowfall Particle effect in Unity

Step 1 : create a new project using 2D or 3D Templates.



Step 2: Create a Particle System

Hierarchy: Right-click in the Hierarchy panel and select "Create Empty" to create an empty GameObject. Rename it to something like "Snowfall." **OR you can use any image as a background.**

Inspector: Select the "Snowfall" GameObject, and in the Inspector panel, click the "Add Component" button. Search for "**Particle System**" and add it to the GameObject.

Go to gizmos -> disabled the selection outlineStep

3: Configure Particle System

1 Particle System Settings:

- Set the Simulation Space to "World" so that the snow particles fall throughout the scene.
- Set the Max Particles to control the number of snowflakes.
- Adjust the Duration to determine how long the snowfall will last.

- **Gravity modifier = "1"**

2 Renderer:

- Change the Render Mode to "Billboard" to make the particles face the camera.
- You can set the Material to a simple white snowflake texture.

3 Shape:

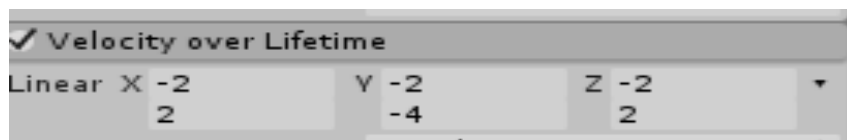
- Change the Shape to "Cone" or "Cone Volume" to simulate particles falling from above.
- Adjust the Radius and Angle to define the area where particles will be emitted.

4 Emission:

- Adjust the Rate Over Time to control the number of particles emitted per second.
- **Rate Over Time = "100"**

5. Velocity over Lifetime:

- Set the Y component of Velocity to a negative value to make the particles fall downward.
- click on setting → choose **"Random Between two constant"**



6 Size over Lifetime:

- Adjust the Size Curve to make particles start small and potentially fade out as they fall.

7 Color over Lifetime:

- Modify the Color Gradient to create fading or changing colors as particles fall.

Step 4: Refine the Effect

Experiment with the various settings to achieve the desired look for your snowfall effect. You can adjust particle size, speed, color, and shape to make it more realistic and visually appealing. You can also add additional effects like fog or camera effects to enhance the atmosphere.

