SNOW PARTICLES PACK V1.0
DOCUMENTATION

This pack contains an assortment of snow particles for 3D games, sounds effects, and prefabs.

Setup:

- Drag any of the prefab objects into your scene and the particles will play automatically
- You may want to rotate and re-position the particles in front of the camera to make sure you can see them in the positions you wish. See the setup video for details.

URP / HDRP Setup:

- Make sure to update the three materials within the materials folder by going to:
  - Edit > Rendering > Materials > Convert Selected Material (Convert Single)
  - Window > Rendering > Render Pipeline Converter (Convert All)

Scaling the Particles:

- You can adjust the overall scale of the transform of the particles from the default 1, 1, 1 at the top of the inspector
- You can edit the "Start Size" of the particles inside the main settings of the particle system
- You can change the "Shape" of the particles and decrease the radius or where the particles emit from

Contact

If you have any problems or have some ideas for new features you'd be interested in, please feel free to contact me.

Thank you very much for downloading! Please be sure to leave a **5*** rating and **review** if you liked the package! Support me on:

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If you have any problems about the setup, usage, customisation or have any suggestions for future updates of this kit, please feel free to contact me.

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