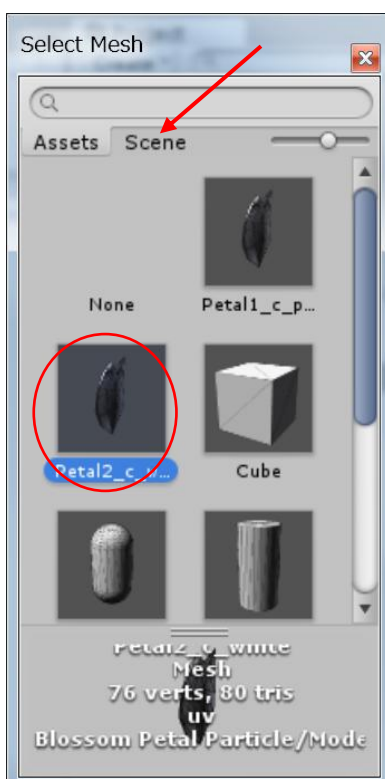
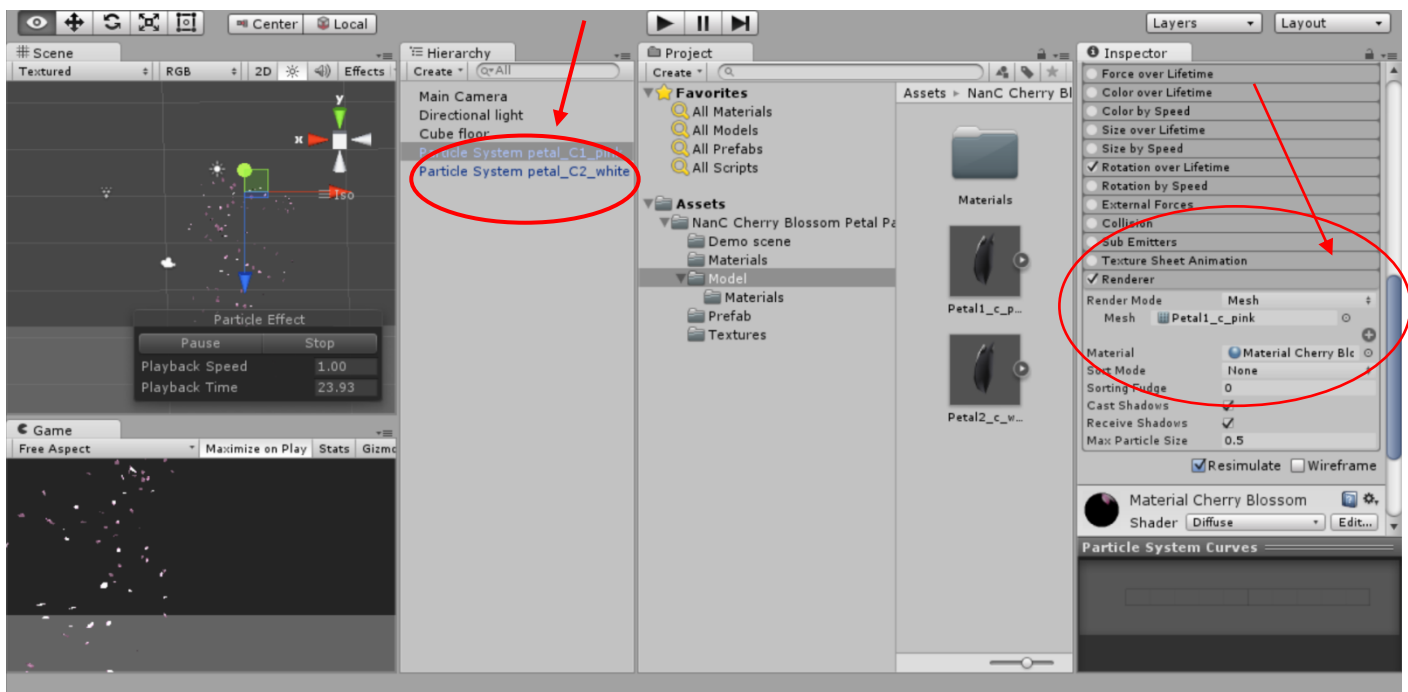


- Shuriken Particle System
- Mesh petal (2 meshes)
- 1 petal 96 triangles
- No alpha PNG on mesh
- 1024x1024 texture resolution
- 1 material, 1 texture for 2 colors
- Can choose 1~2 colors you like in 1 particle system

How to choose petal colors:

1. Inspector → Particle system → Renderer(mesh)
2. You can choose between 1~2 mesh, choose mesh colors you want.



For example for petal white choose "Petal2\_c\_white" mesh.

How to change petal size:

1. Model → Select petal mesh → Inspector → Meshes → Scale Factor

