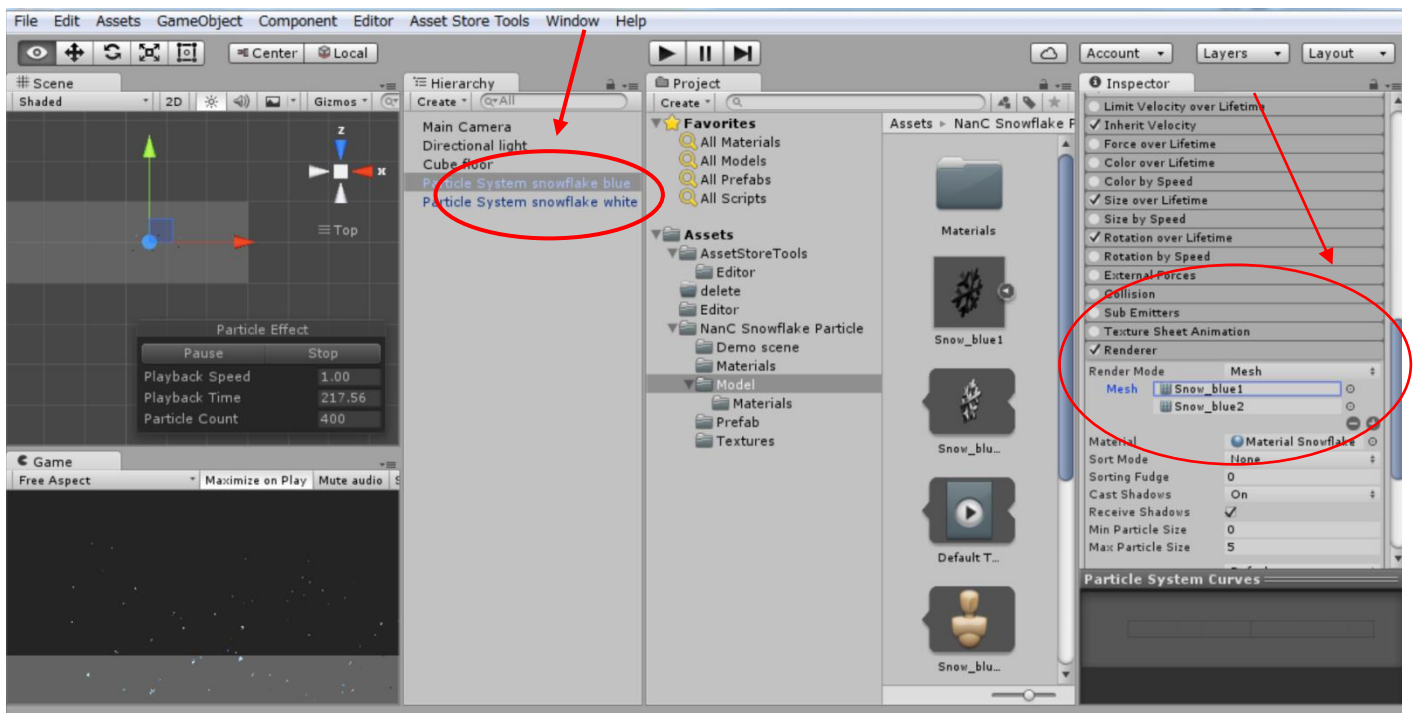- Shuriken Particle System

- Mesh lights 9 colors(1 mesh)

- 1 mesh 24 triangles.

- Alpha PNG on mesh (texture uses transparent)

- 1024x1024 texture resolution

- 1 material, 1 texture for all 9 colors

- Can choose 1~4 colors you like in 1 particle system
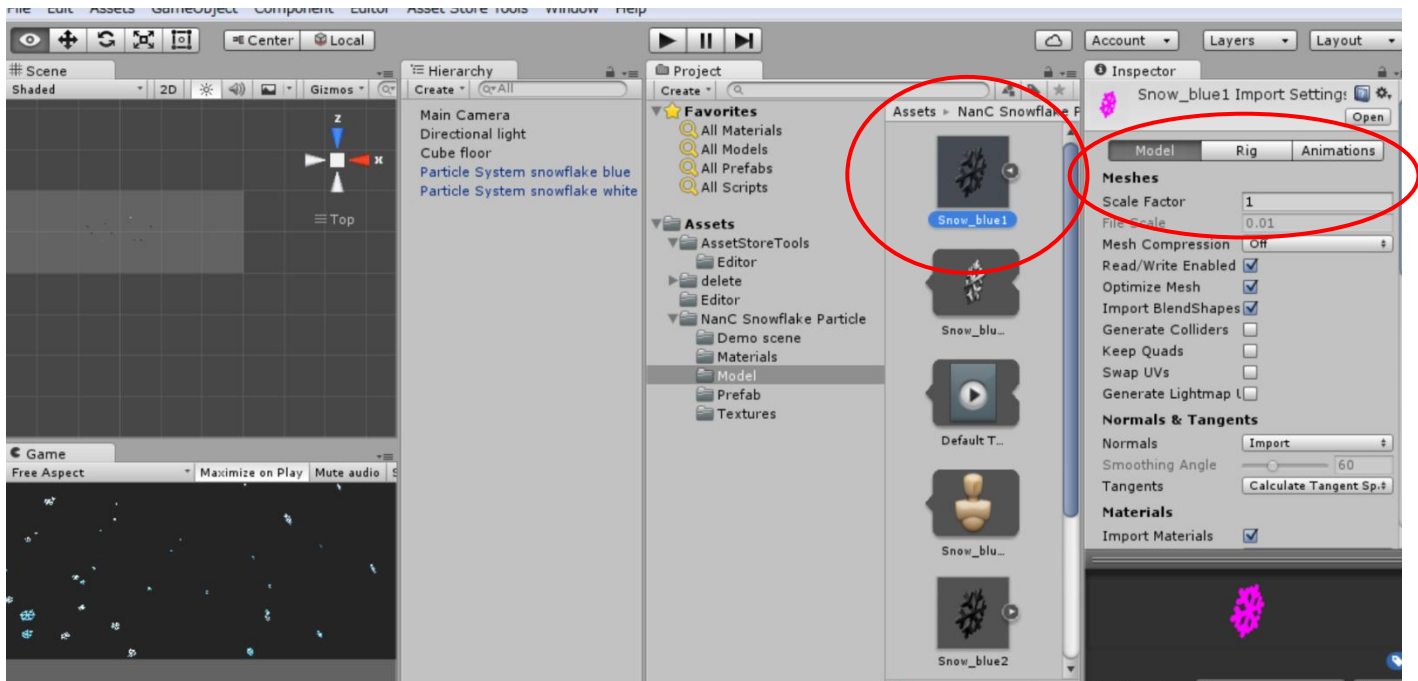

How to choose colors:

1. Inspector → Particle system → Renderer(mesh)

2. You can choose between 1~9 mesh, choose mesh colors you want.

For example for white light, choose " light_1 white" mesh.

How to change mesh size:

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

How to increase number of particle:

1. Inspector → Particle system → Emission → Rate over time