UNLUCK SOFTWARE CATALOG

3D Particles is a set of highly customizable Shuriken particle systems. The particles in this pack emits 3D model meshes, no textures used.

Features
• 100 Shuriken Particle Systems
• Light script useage
• All colors changeable in Unity
• Includes Scene and preview GUI script
• Easy Drag and Drop Prefabs
• Includes particle scale tool for easy scaling
• Fully compatible with Unity 4 and Unity 4 pro

Demo Page   Video   Android

Particle Lines is a easy to use scripted extension to the Shuriken Particle System. The effects are achieved by using the particle system to draw line effects. This makes it possible to create awesome looking line effects like trails, electricity, smoke simply by using particles.

Features
• 115+ Particle Line FX
• Gradient line colors
• Works on Unity Free and Pro
• Lights that flicker and change color
• Many customization options
• Includes Particle Scale Tool

YouTube Video

Bird Flock Bundle is a collection of bird flock assets featuring a variety of birds and behaviors at a discounted package price.

Features
• Easy to use
• Low poly
• Obstacle avoidance
• Landing spots
• Includes skybox and feather particles

Pack Contains
• Bird Flock Sparrow
• Bird Flock Pigeon
• Bird Flock Crow
• Bird Flock Vulture
• Bird Flock Seagull
• Bonus Butterfly

Fireworks Collection

Features
• 40x Shuriken Particle Systems
• Colors changeable within Unity
• Fully compatible with free Unity 4
• Includes Particle Scale Tool
• Sounds and Sound Scripts
• 5 Sound Script Examples

Sound Video Video Video +1

Demo Page

TileTool is a easy to use editor extension, it includes a tile set designed to quickly be able to create game level designs. Optimizing the tile meshes is easily done with a few clicks, significantly reducing triangles in the scene.

Features
• Build game worlds and platforms in Unity
• Very **low poly** and suitable for mobile devices
• A wide variety of game objects and tiles
• Optimize with a single click, removing parts not visible by the camera
• 7 Styles of tiles and game objects.
• 1 Textures atlas for all game objects, optimal for batching and mesh combine
• 4096x4096 and 2048x2048 texture resolution
• Includes example scenes

Optimize Video **Build Video**

• Includes **Simple Mesh Combine**
• Includes **Simple Rename Tool**

Fish School perfect for underwater scenes. This asset is very simple to use , simply drag the prefab to the stage. Commented inspector editor will assist in achieving the desired result.

Features
•Drag & Drop Fish School
•Gizmos that shows roaming area
•Simple UV map, easy to change texture
•Easily customizable
•356 tris animated model
•2048x2048px max texture resolution
•Easy to add custom animated models
•Includes Bubbles and Demo Scene
• Bump texture

Demo Page
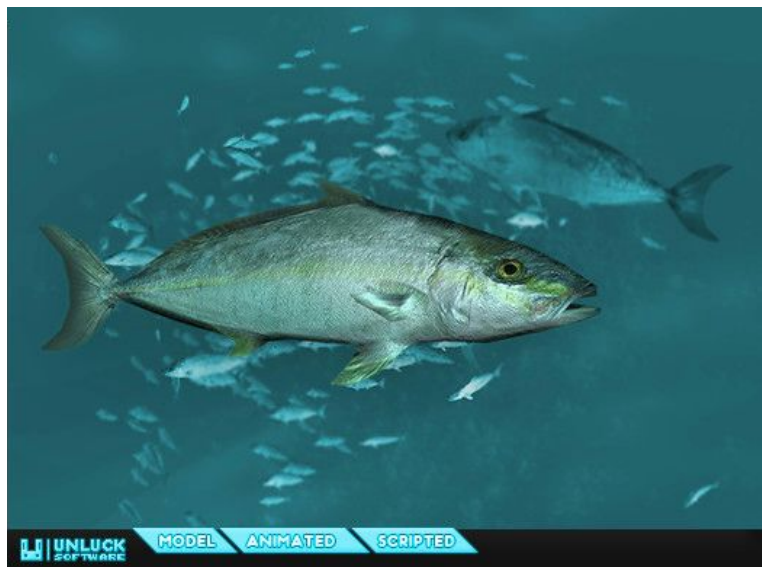
Toon Clouds - Cloud scape generator

Features
• Shuriken particle systems
• Cloud scape generator
• Ten cloud mesh emitters
• Eight different styles
• Sample scenes and aeroplane
• Particle scale tool
• Particle material tool

Demo page

Beams 'n' Particles

Features
• 10 x Particle Systems and Beams
• 5x Particle textures
• 10x Beam textures
• 4x Base textures (including workfile)
• Scripted animations, easy starting point
• Scenes and examples
• Easy Drag and Drop
• Audio ready; includes 2x looping sound clips
• Example base meshes
• Includes particle scale tool for easy scaling

Demo Page **WebPlayer Demo**

Fragmented Objects is a set of objects that are fragmented and controlled with a script to chip off from the base shape. Meshes are combined after fragmented to reduce draw calls.

Features
• 2x Rectangular pillars – hollow and solid
• 2x Cylindrical pillars – hollow and solid
• 2x Wall – glass and solid
• 1x Corner Wall
• UV map can be tiled
• Easy to use
• Combines fragmented meshes
• Uses mesh particle systems
• Includes example scene and scripts

Demo Page

Liquid Particle Systems is a great starting point for creating video game water, blood and other liquids.

Features
• 40x Shuriken Particle Systems
• Colors changeable within Unity
• Particle System Scale Tool

Demo Page