

For a simple example of the ground dust, load the Ground_Dust_VFX.unity scene.

To use the dust, make the required prefab a child of your moving GameObject (drag the Prefab from the project window on top of the GameObject in the Hierarchy window). Two different sizes and colours are provided, however you'll likely want to make a few tweaks for the best integration into your scene. In particular, take a look at the following:

Start Size

Size of the dust particles, a random value between two numbers.

Emission

Change the "Rate over Distance" value to control the amount of particles (thickness of the smoke).

Shape

The "Scale" values control the size of the emitter shape that the dust particles are emitted from.

Inherit Velocity

The dust particles take on some of the movement of the parent GameObject. Lower this value if the smoke is drifting away too much.

Start Color, Color over Lifetime and texture colour

Tweak these colours so the dust particles better match your ground surface.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com