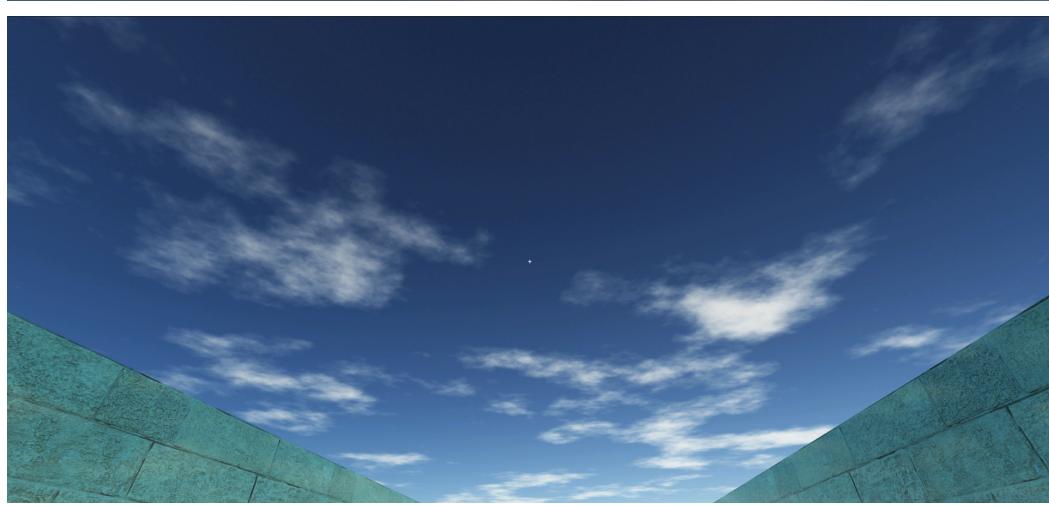
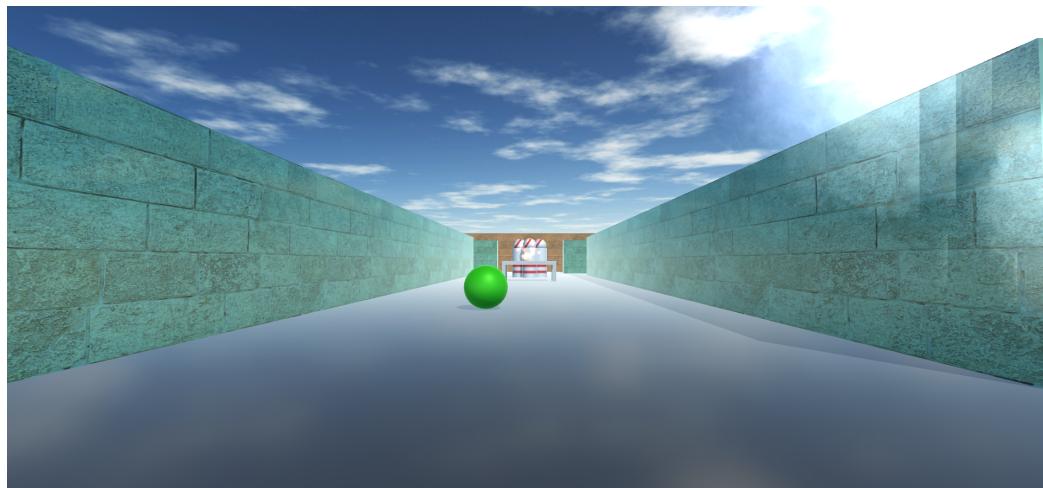


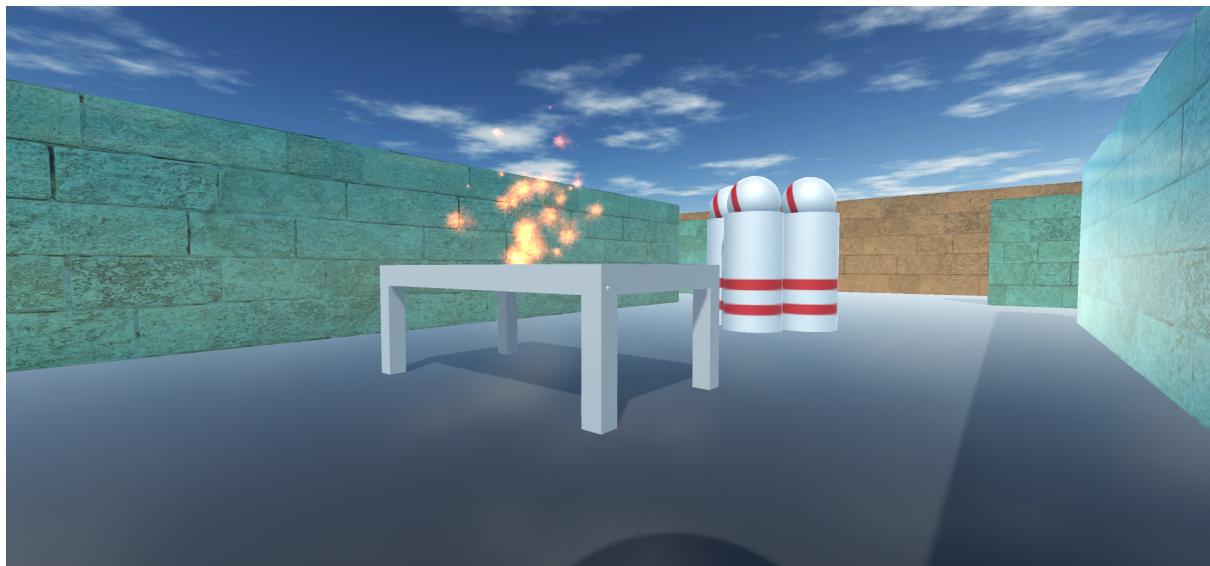
# Damir Nabiullin - Unity HW 3

[Prefabs](#)

## Task 1



## Task 2



## Task 3

I created a flame presented on lectur.

## Task 4

I created a smoke according to [video](#).

Duration: 5

Start Lifetime: 5

Start Speed: 2

Start Size: 5

Gravity Modifier: 0

Simulation Space: Local

Updated shape, Added: color over lifetime, size over lifetime, updated material.

## Task 5

I created a water burst according to [video](#). I disabled play on awake and repetition.

Duration: 1

Start Lifetime: 3.5

Start Speed: 8

Start Size: 0.4

Gravity Modifier: 0.15

Simulation Space: World

Updated shape, Added: force over lifetime, color over lifetime, angular velocity, updated material.