

Load the Hurricane_Weather_VFX scene for an example hurricane environment. Alternatively, simply drag the Hurricane_Weather_VFX prefab (from the Prefabs folder) into your scene. Add the Lightning_VFX Prefab to your scene if required too.

The hurricane prefab can be placed in your environment where required or alternatively it can be made a child of your 3rd or 1st person character controller so that the hurricane effect always surrounds the player.

The trees shown in the example media are from the free Unity Terrain demo on the Asset Store:

HDRP version: <https://assetstore.unity.com/packages/3d/environments/unity-terrain-hdrp-demo-scene-213198>

URP version: <https://assetstore.unity.com/packages/3d/environments/unity-terrain-urp-demo-scene-213197>

A great tutorial for adding wind to HDRP trees can also be found here:
<https://youtu.be/s5EnzyaXO1U?si=L9gehguc7Bg3s42C>

Have fun!

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