

Unity 6 | BM | Asset Store

Hierarchy | Scene | Game

Center | Local

Inspector

DustStorm

Tag: Untagged | Layer: Default

Prefab: DustStorm

Overrides | Select | Open

Transform

Position: X -18.75 Y 1.92 Z 3.85

Rotation: X 0 Y 0 Z 0

Scale: X 1 Y 1 Z 1

Particle System

Open Editor...

DustStorm

Duration: 5

Looping: ☒

Prewarm: ☐

Start Delay: 0

Start Lifetime: 5

Start Speed: 2 | 4

3D Start Size: 15 | 25

3D Start Rotation: 0 | 360

Start Rotation: 0

Flip Rotation: 0

Start Color:

Gravity Source: 3D Physics

Gravity Modifier: 0

Particle System Curves

Optimize | Remove

Particles

Pause | Restart | Stop

Playback Speed: 1.00

Playback Time: 9.64

Particles: 499

Speed Range: 2.0 - 4.0

Simulate Layers: Nothing

☒ Resimulate

☐ Show Bounds

☐ Show Only Selected

Project

Assets

Settings

HDRPDefaultResources

SimpleLowPolyNature

Materials

Models

Prefabs

The operation "SoftDelete" cannot be executed because the selection is a root folder.

11:44 20/01/2025