This asset includes a Volumetric Radio Wave Effect based on Particle System and a 3D satellite model.

It works with all Unity renderer pipelines. If you are using the Built-In renderer or URP just open the "Demo" scene. If you are using the HDRP renderer - open the "HDRP_Demo" scene.

If you like this asset, please leave a review in the asset store, I would love to know your opinion about my work.