Firefly Particles

Asset Content

Demo scene

A simple demonstration of how the particles work.

Particle System Prefabs

Default Firefly Particles in the "Firefly Particles/Prefabs" folder.
Use these by simply dragging them to the scene or hierarchy window.
Adjusting and customising the particles is fairly simple, it can be done by experimentation or following guides and tutorials. More information can be found here:
https://unity3d.com/learn/tutorials/topics/graphics/particle-system

Support

Contact information for Unluck Software can be found on the Asset Store page.