



The structure of the pack includes:

- 9 kinds of stars
- 2 types of medals
- 12 types of sparks for the appearance of stars
- 10 looped backgrounds
- 8 kinds of confetti
- 8 types of fireworks
- 9 animated frames
- 17 static frames

Effects are using 2D sprites

Package works on unity 5.5+ with any rendering path, color space and api (DirectX 9/11/12, OpenGL, openGLES 2.0/3.0).

For using just drag and drop prefab on scene. Also you can use effects in runtime. Like a "Instantiate(EffectPrefab, position, rotation);"

Select the background first. Then choose the type of the star and the animation of its appearance. Then select the sparks that will burn when the star appears. Then select confetti and salute for the background. Also, instead of stars, you can choose several types of medals. To create a background, you can use static or animated frames.

Demo version includes new unity posteffect bloom from this page
<https://www.assetstore.unity3d.com/en/#!/content/51515>
Just use bloom posteffect on camera.

NOTE! Camera should have active HDR!
(on forward rendering you need disable anti aliasing for correct HDR working)

Settings for bloom:

Threshold is 2
Soft knee is 0
Radius is 7
Intencity is 1
High Quality is true
Anti Flicker is true

if you have questions or suggestions, send them to my e-mail: zhurnalistekb@mail.ru
Also, if you liked or did not like my pack, please rate it in Assetstore