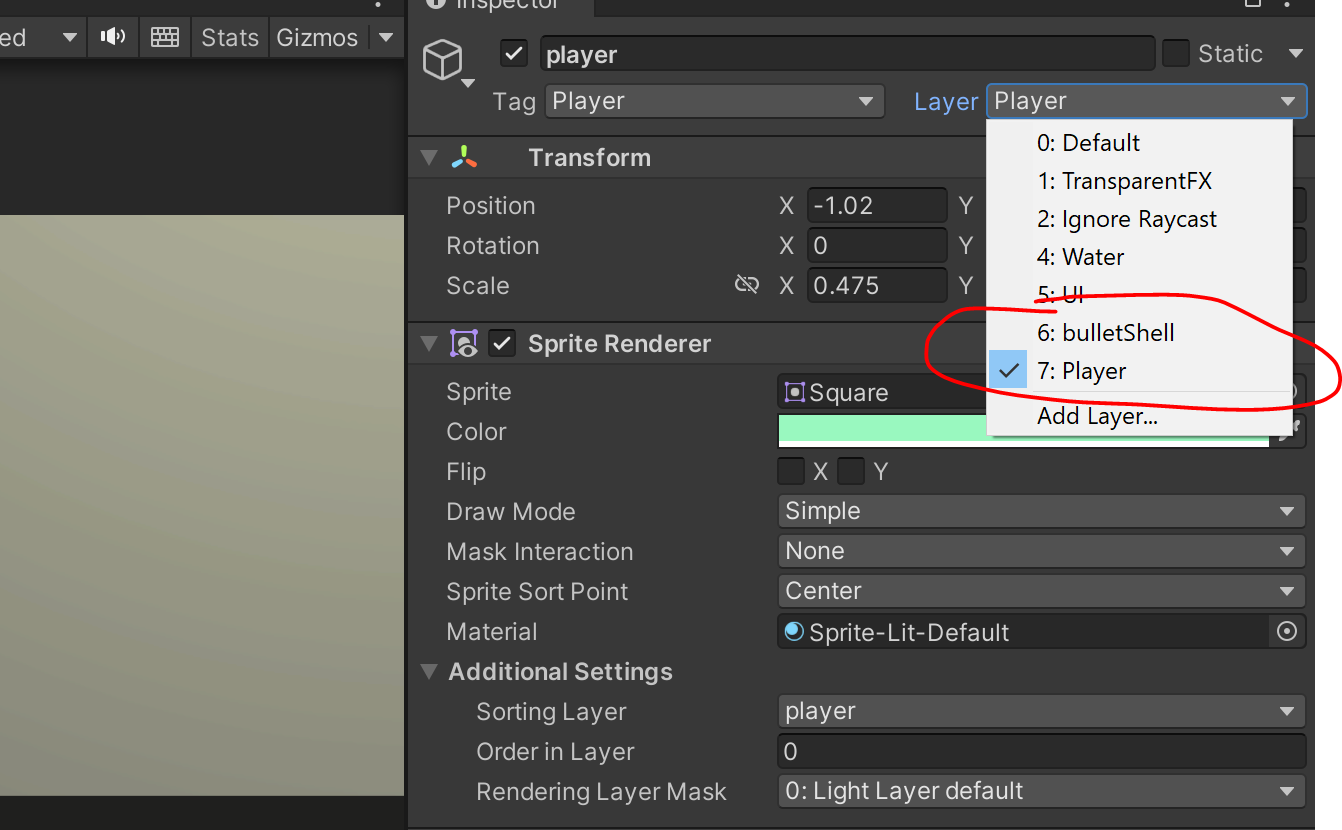
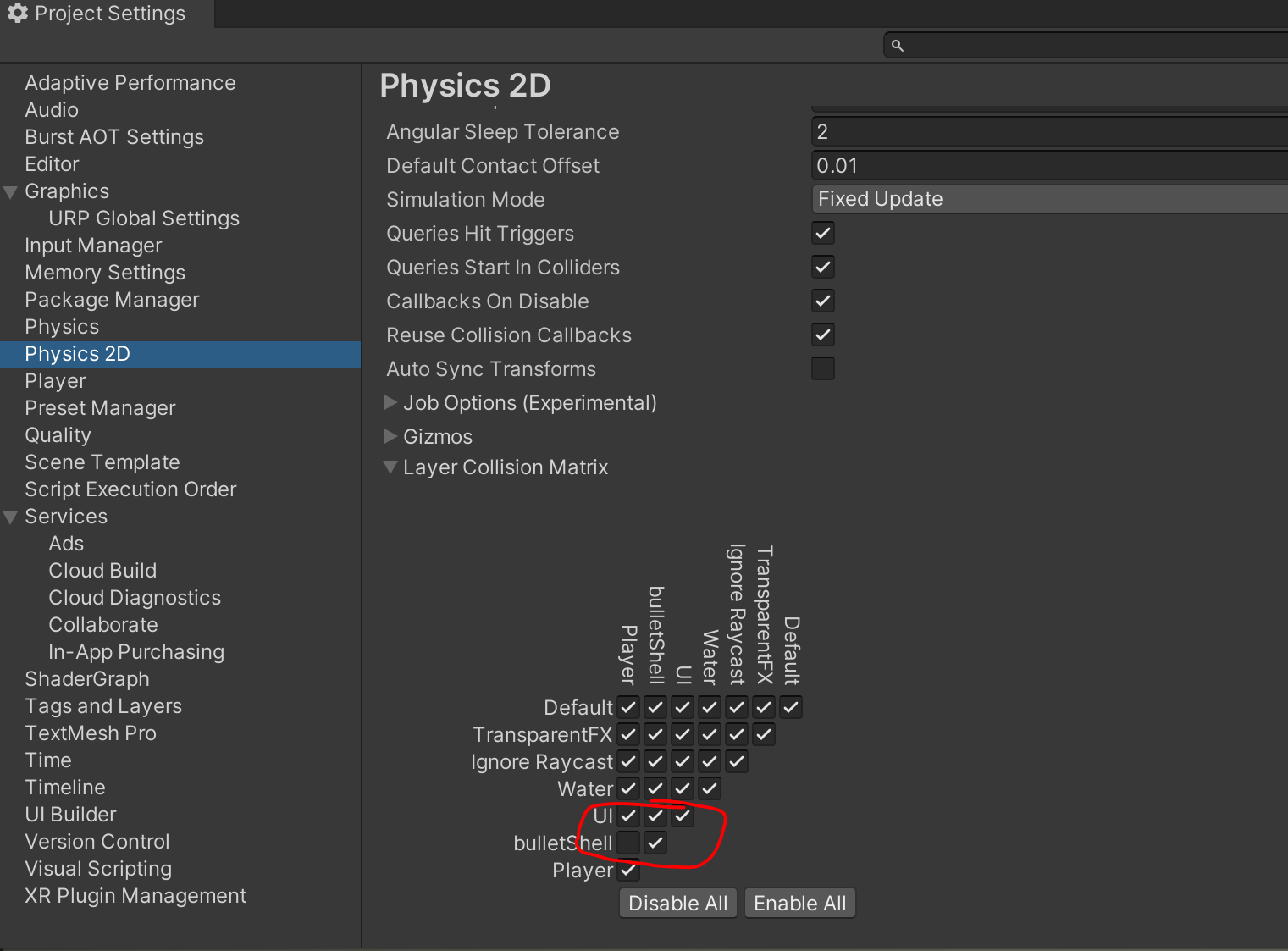
2D URP PACKAGE!!!!!

**Bullet Casing**(drag and drop CasingSpawn.cs into assets folder and then attach it)

To Add bullet casing Simple make 2 layers one for player and one for bullet casing. And also make sorting layers and set them!  
  
then go to   
Edit>Project Settings>Physics 2D

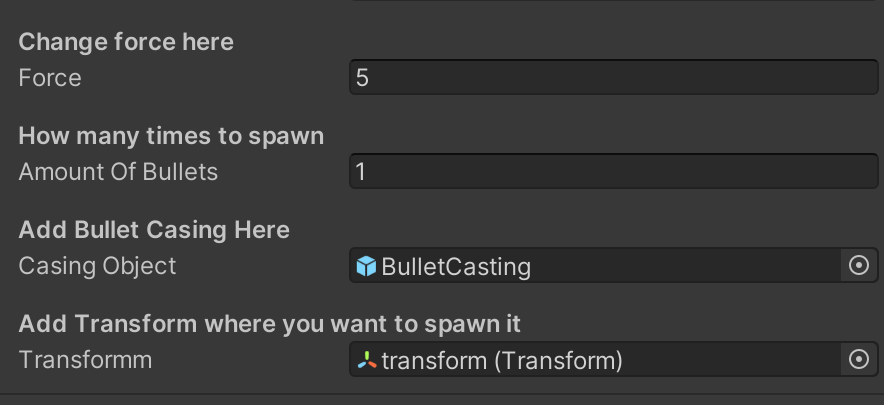
And disable to physics between player and bullet casing



Use the script for bullet casing spawning that’s located in

Assets>UseTheseScripts>PutOnPlayer

And just fill in the fields to make it work



You can use any bullet casings you have but make sure they have rigid body on them or use a prefab that I have provided(warning it has a light attached to it)

**Blood Splatter Particle**

To use Blood Splatter Particle it is located in Resources/Prefabs folder

drag it into assets folder along side with splatterGround prefab located in the noNeedToUse folder, pull bloodHit and splatterGround into the hierarchy and unpack both of them, then attach the splatter ground as a sub emitter in bloodhit particle.

