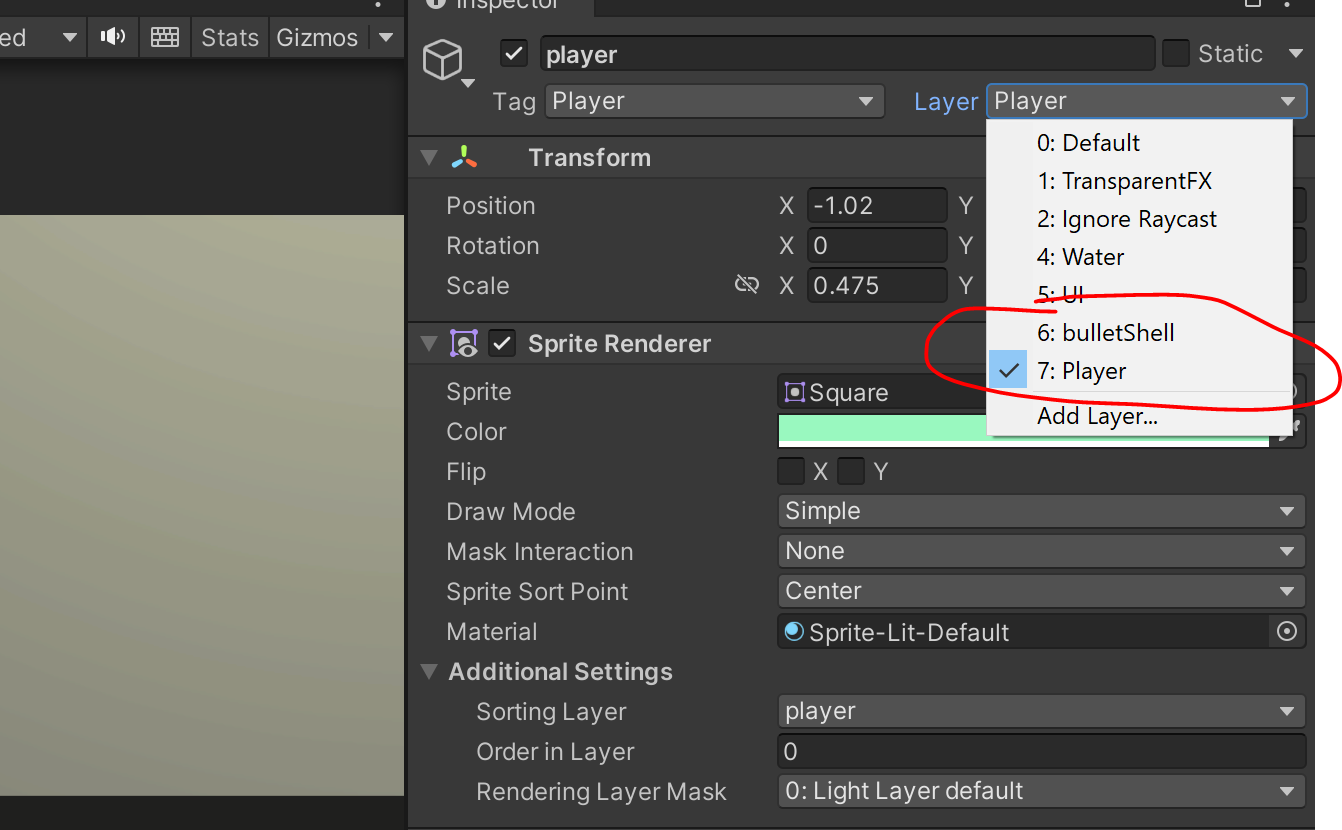
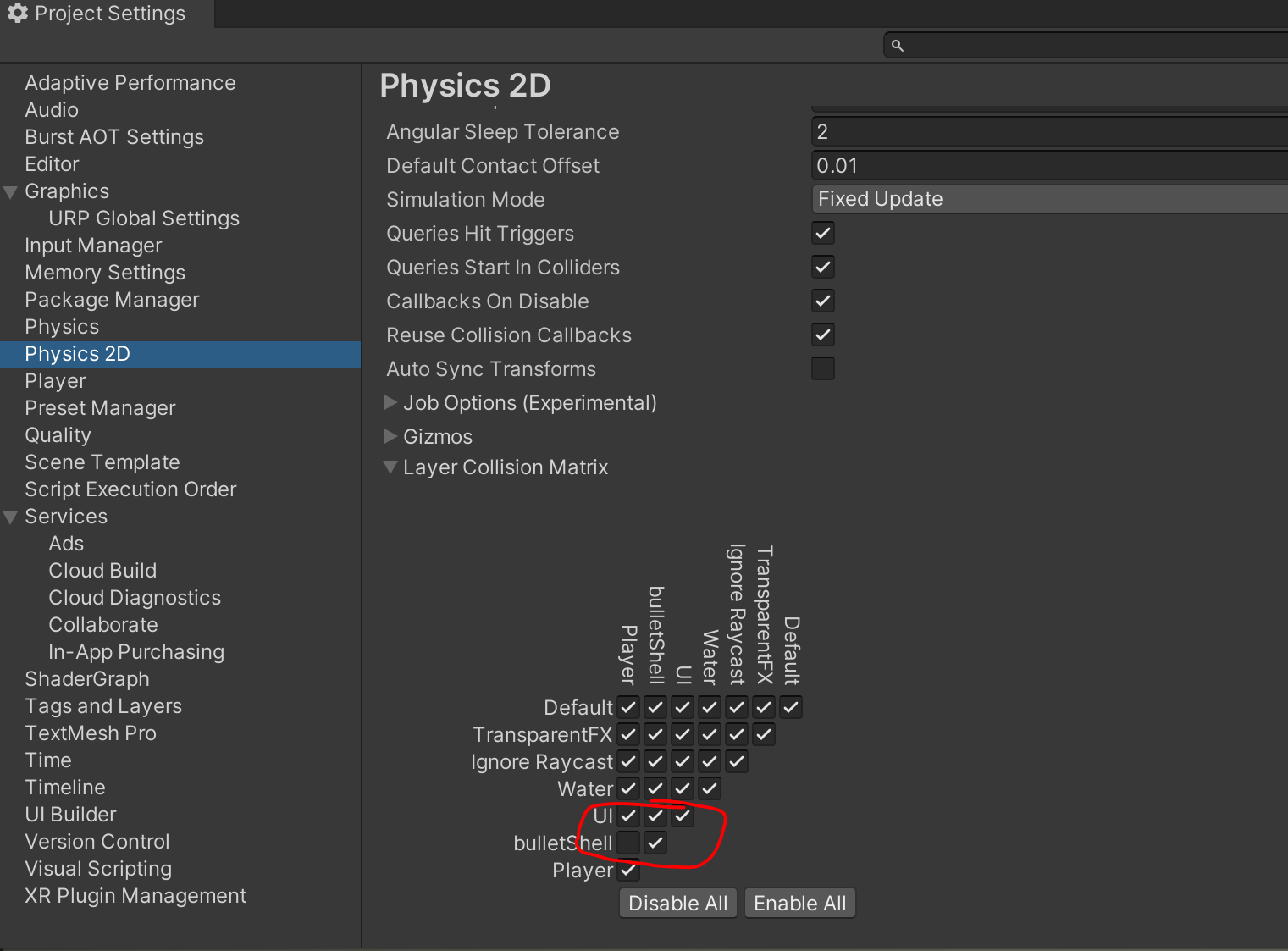
2D URP PACKAGE!!!!!

**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

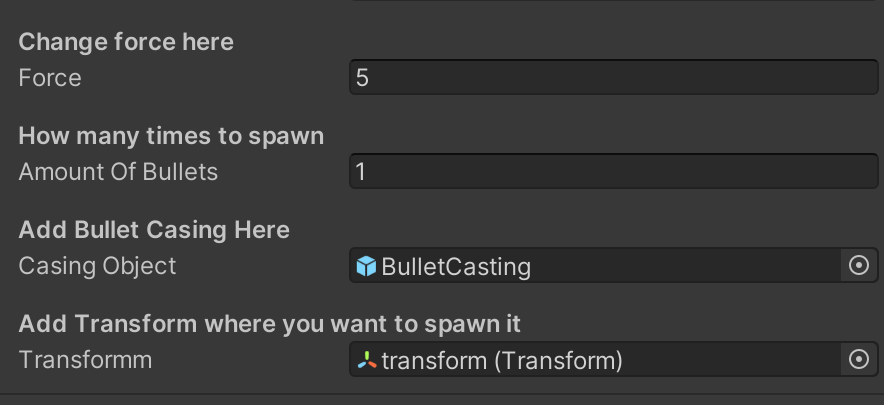
And disable to physics between player and bullet casing



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

Along side with it you will need splatter Ground particle prefab as a sub particle in the inspector to work with blood splatter.

