2D URP PACKAGE!!!!! \*

USE THIS PACKAGE IN URP PROJECTS AS ALL PARTICLES REQUIRE LIGHT \*

Setup Light and layers required for the particles. \*

**Click layers in top right corner of unity\***

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence**Now click “Edit layers” \***

**Now lets open Sorting layers and add 2 new layers “particle” and “casing”**

A screenshot of a game

Description automatically generated with medium confidenceA screenshot of a computer

Description automatically generated with medium confidence

Create a 2D Global Light \*

Right click Hierarchy > Light > Global Light 2D

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generatedA screenshot of a computer program

Description automatically generated with medium confidenceChange settings as shown below (transform doesn’t matter)

**Change the “Target sorting Layers” as shown below.**

A screenshot of a computer

Description automatically generated

To use any of the particles simply drag and drop then into your hierarchy from the package.

All the particles from the package can be customized to your liking I have made some examples below so you can copy the different examples over.

Fire effect

**Camp Fire preset**

A screenshot of a video game

Description automatically generated with medium confidence

Change the following Emission and Limit Velocity over lifetime on the particle object \*

A screenshot of a computer

Description automatically generated with medium confidenceA screenshot of a computer

Description automatically generated with low confidence

A screenshot of a computer

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated with medium confidence

**Blue spitting Fire (any colour)** A screenshot of a video game

Description automatically generated

Change the following Emission, Shape, Colour over lifetime and Limit Velocity over lifetime on the particle object \*

A screenshot of a computer

Description automatically generated with medium confidenceA screenshot of a computer

Description automatically generated with low confidence

A screenshot of a computer

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Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated with low confidence



Love effect

Freezing effect

Poison effect

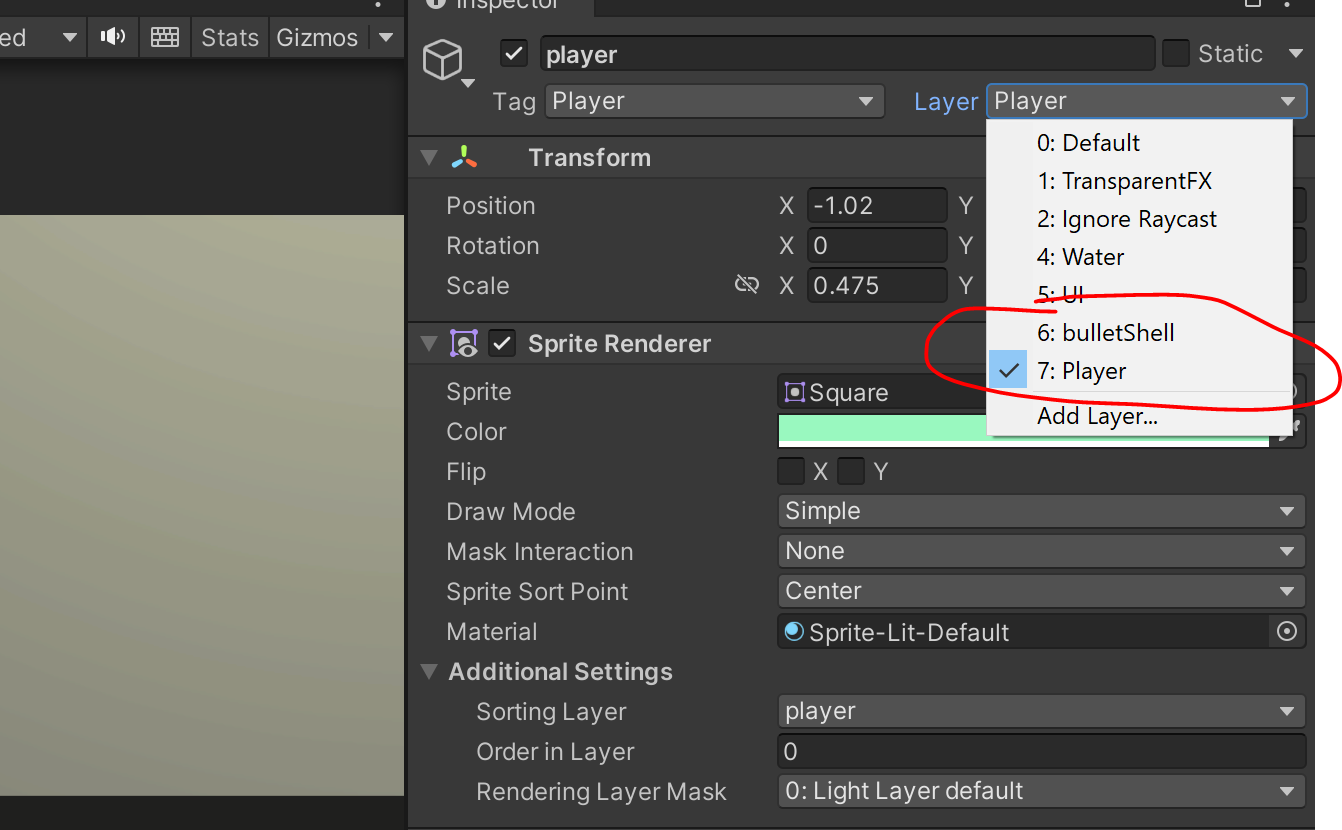
Fire fly effect

Death effect

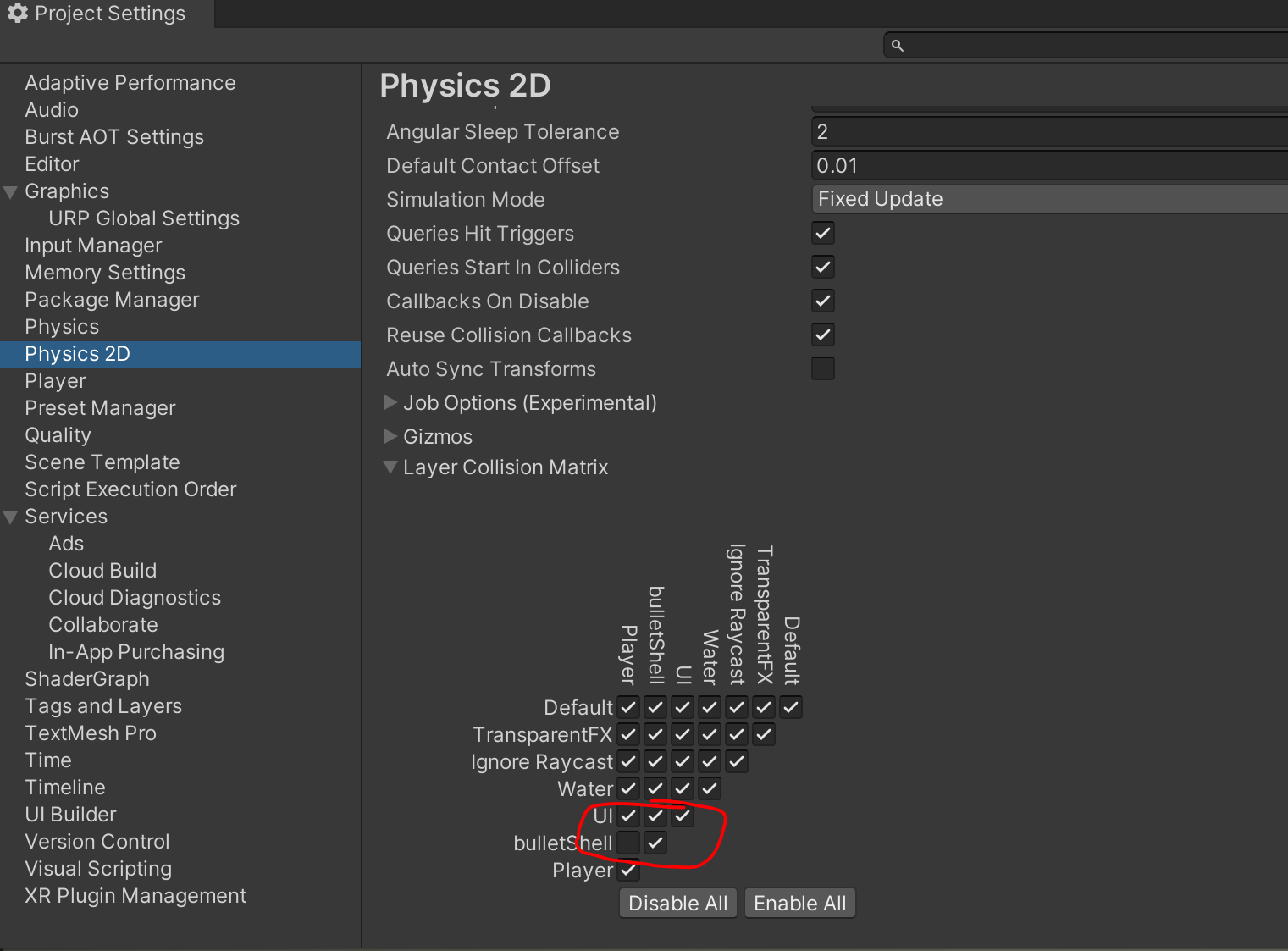
Confetti effect

Enchantment effect

**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

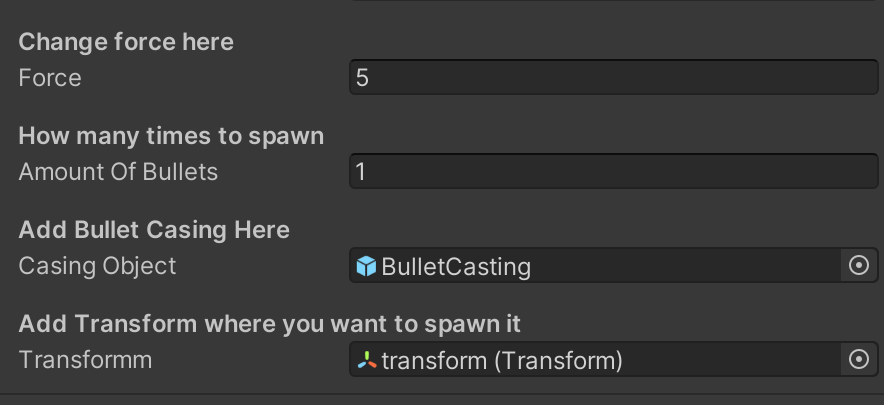
And disable to physics between player and bullet casing



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.

