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This asset contains 3 wind trails variant

All wind trails are particles emitter and can be fully customizable and modified as you wish

please note: this package will work out of the box only with URP (while the particles emitters will work in all version materials must be recreated if you want to use it with other pipeline)

in the example scene are showcased all 3 types of trails

(the camera control script is a slightly modified version of PanMig's RTS camera for unity that you can find here: https://github.com/PanMig/Unity-RTS-Camera)