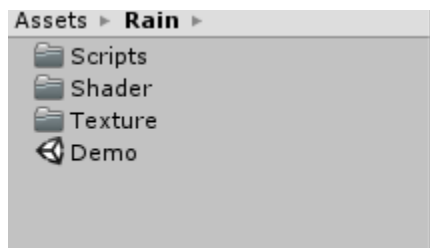# RainEffect



Thank for buy this asset!This is a easy guid to show you how to use this effect.
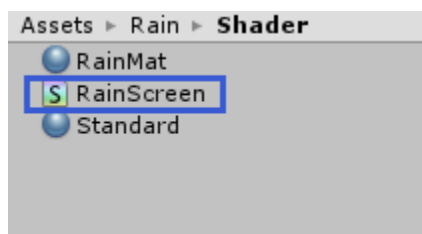
## 1. Demo:

You can view this effect in scene named Demo.



## 2. CustomMaterial

Just creat a new Material and use the shader named RainScreen,you material will have rain effect.You can change the properties of this material and see how it work,don't worry,It's easy to use.



## 3. PostEffect

Add "Rain.cs"to the Camera and make sure it's property named Shader is RainScreen.shader.By this,it will work as posteffect!

| Rain (Script) | | |
| --- | --- | --- |
| Script | Rain | |
| Shader | ShaderCookbook/RainScreen | |
| Speed | 0.1 | |
| Tile Num | 5 | |
| Aspect Ratio | 4 | |
| Tail Tile Num | 3 | |
| Period | 5 | |
| Angle | 15 | |

Add Component