

Load the Window_Rain_VFX_Demo.unity scene for an example of the effect. Alternatively, drag the window rain Lit or Unlit prefab into your scene.

The effect can be scaled up or down to fit any window, however when scaling the parent node this should be a uniform scale in the X and Y axis to avoid distorting the effect. To create a non-square shape, change the Shape node scale of the three child particle effects.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com