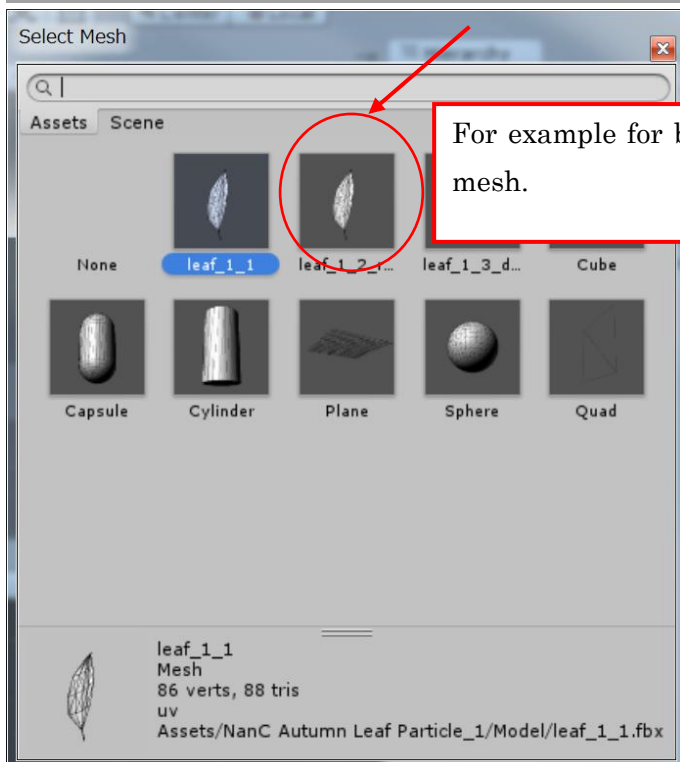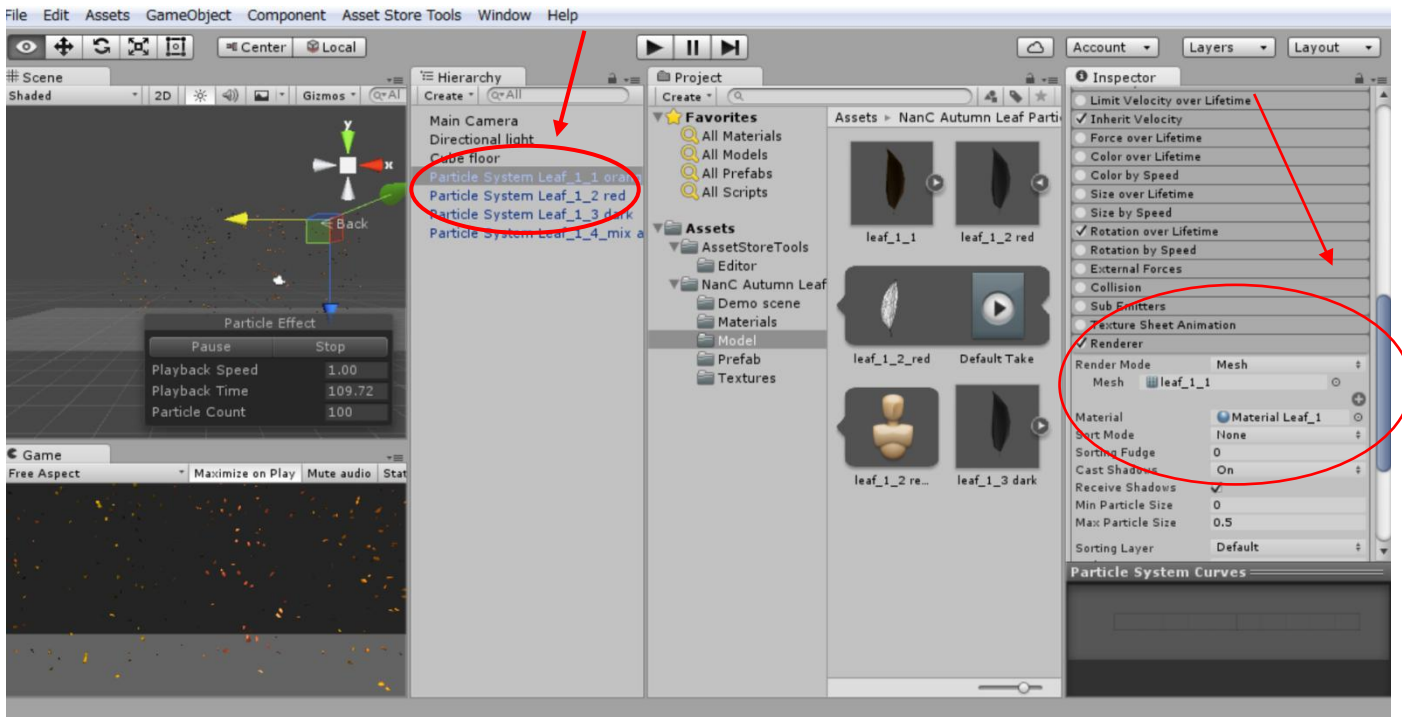-Shuriken Particle System

-Mesh feather in 6 colors

-1 feather 392 triangles

-No alpha PNG on mesh

-1 material, 1 texture for all colors

- Can choose 1~4 colors you like in 1 particle system

How to choose colors:

1. Inspector → Particle system → Renderer(mesh)

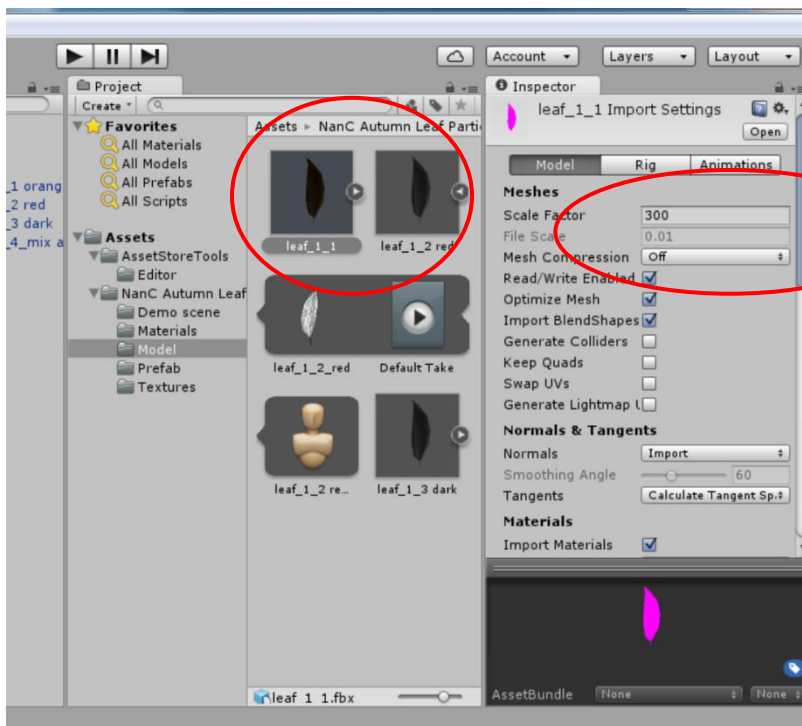2. You can choose between 1~6 (total 9) mesh, choose mesh colors you want.

For example for blue choose "feather_2" mesh.

Feather 7 ~ 9 are empty meshes and textures(white), if you want tint it.

How to change mesh size:

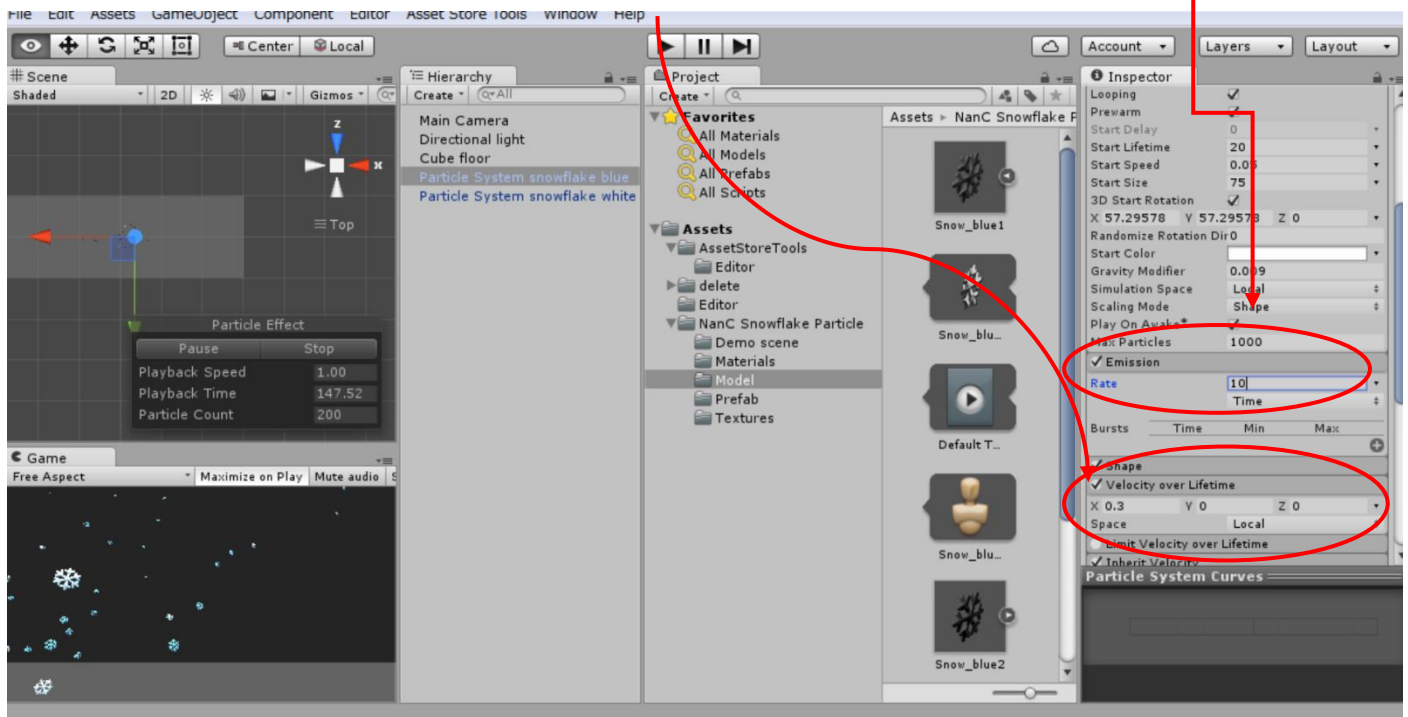1. Model → Select leaf mesh → Inspector → Meshes → Scale Factor

How to increase number of particle:

1. Inspector → Particle system → Emission → Rate

How to change "velocity over lifetime":

1. Inspector → Particle system → Emission → "velocity over lifetime"

How to set collision of particle:

1. Inspector → Particle system → collision