



Rainy VFX HDRP - User Guide

Version: 1.0

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Unity Version: Tested on Unity 2021.3 LTS and 2022.3 LTS

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1. Introduction

Thank you for using the **Rainy VFX HDRP** asset by AIKStudio.

This system enables a realistic rainy weather experience in your Unity HDRP scenes. It includes rain drop particles, lightning strikes, cloudy skies, and a control script to manage the weather state dynamically.

Built with performance and customization in mind, it's perfect for games, cinematic projects, and HDRP-based environments.

2. Package Contents

☑ Prefabs:

- `RainSystem.prefab` (main rain particle effect)
- `LightningSystem.prefab` (flashing lightning VFX)

☑ Demo Scenes:

- `Demo_Scene.unity`

- All_VFX.unity

✓ Documentation:

- UserGuide.pdf
- README.txt
- LICENSE.txt

3. Installation Instructions

1. Open your Unity HDRP project.
2. Import RainyVFX.unitypackage into your project.
3. Navigate to:
Assets/RainyVFX_HDRP/
4. Open any demo scene to see the effects in action.

4. Getting Started

To add the Rainy VFX system into your scene:

- Drag the RainSystem.prefab and CloudyEnvironment.prefab into your scene.
- Optionally add LightningSystem.prefab for thunder/lightning visuals.
- Attach RainController.cs to an empty GameObject to enable runtime control.
- Customize the parameters in the Inspector to fit your visual style:
 - Rain intensity
 - Lightning toggle
 - Fog and clouds toggle
 - Wind direction (via particle system)

5. Inspector and Parameters

Parameter	Description
Rain Intensity	Float (0–1) controlling the emission rate
Lightning Enabled	Boolean toggle to enable/disable lightning
Cloud Visibility	Controls the density of HDRP fog/cloud environment
Wind Direction	Vector3 direction applied to rain particle velocity
Strike Interval	Time (in seconds) between lightning flashes

💡 Tip: Adjust HDRP volume settings for more dramatic lighting effects.

6. Demo Scenes

✓ Demo_Scen.unity:

A minimal scene showcasing only rain with cloud setup.

✓ All_VFX.unity:

Demonstrates full rain, lightning, and environment interaction. Useful for cinematic or intense weather.

You can use these scenes as a base or reference when implementing the system in your own project.

7. Performance Tips

- Use lower emission rate on rain for mobile or low-end hardware.
 - Limit lightning frequency or use baked lighting when possible.
 - Use **real-time reflection probes** carefully in storm scenes.
 - Keep weather particle systems disabled when off-screen.
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8. Support & Contact

For support, feedback, or custom development inquiries, please contact:

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