FANTASY ANIMATED PORTAL

**Setting the portal to the scene**

Drag the "Portal" prefab to the scene. The particles are children to the Portal 3D model.

Resizing the particles

There's no problem scaling the 3D model, but Unity doesn't have an auto scale system to particles. If you want to change the Portal's size, you need to play with some settings on inspector panel.

Portal Effect: it's the main particle system, that casts the blue/green outer glow inside the portal. To change it's size, adjust the atribute "Start Size".
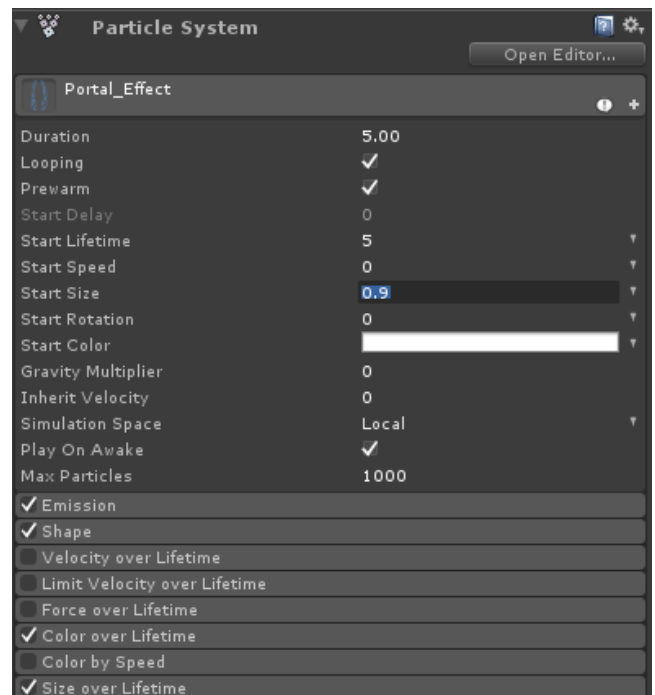
The very same effect also has a light attached and includes a script to make the light intensity oscillating.

You can change on inspector the light atributes, such as color, range, min. and max. intensity, variation speed and enable/disable the script effect.
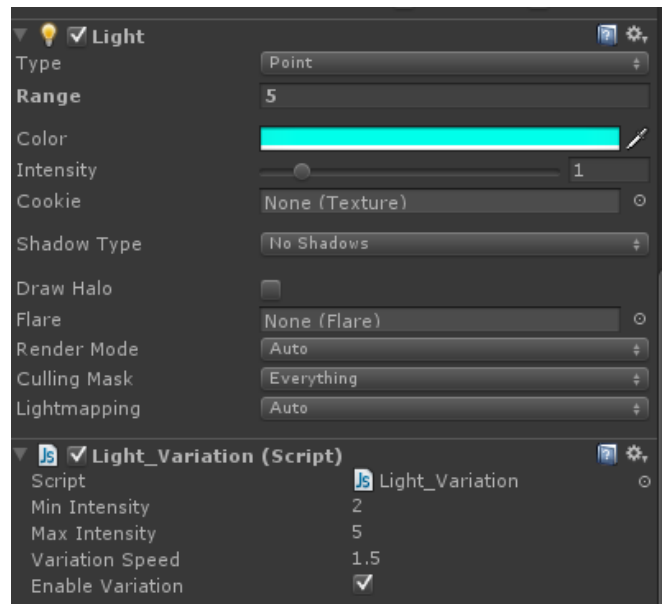

Energy: as sub emitter to Portal Effect particle system, it casts wee energy spheres towards the portal. Changing it's size is very easy.

If you intend to scale the portal, first you need to change the Radius, in Shape attributes.

As bigger is the radius, more the particles intend to be dissipated, so you may want to change Rate in Emission settings to get more particles inside the emissive zone.

Finally, you can change Start Size to adjust the individual size of the particle balls, but this value usually don't need to be changed.
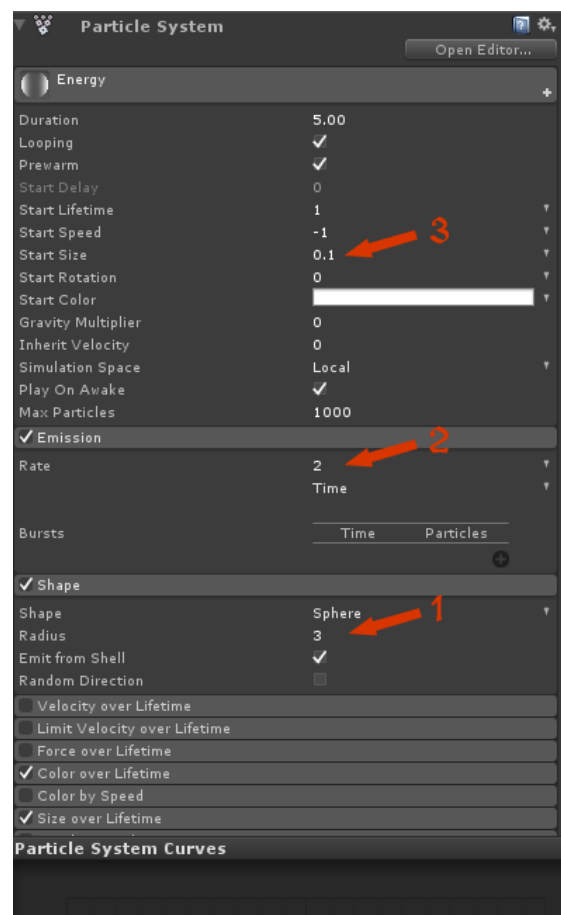
Vortex: it's the purple vortex effect in the middle of the portal. You can scale it adjusting the Start Size just like the main Portal Effect.

Particle System		
		Open Editor...
Vortex		
Duration	5.00	
Looping	✓	
Prewarm	✓	
Start Delay	0	
Start Lifetime	3	▾
Start Speed	0	▾
Start Size	5	▾
Start Rotation	0	▾
Start Color		▾
Gravity Multiplier	0	
Inherit Velocity	0	
Simulation Space	Local	▾
Play On Awake	✓	
Max Particles	1000	
✓ Emission		
✓ Shape		
Velocity over Lifetime		
Limit Velocity over Lifetime		
Force over Lifetime		
✓ Color over Lifetime		
Color by Speed		
✓ Size over Lifetime		
Size by Speed		

Feel free to play with other values, such as Size over Lifetime and Color over Lifetime. You can even get color effects to the 3D model changing it's specular color and intensity, and texture main color.