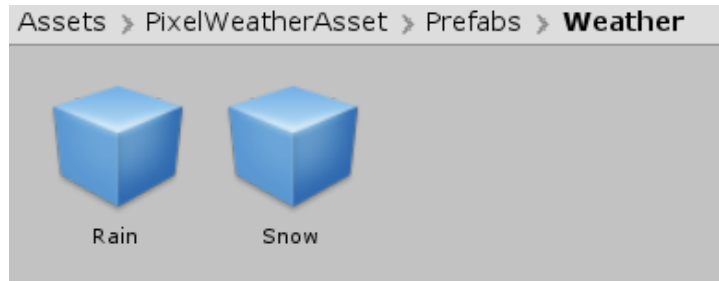


Pixel Weather FX

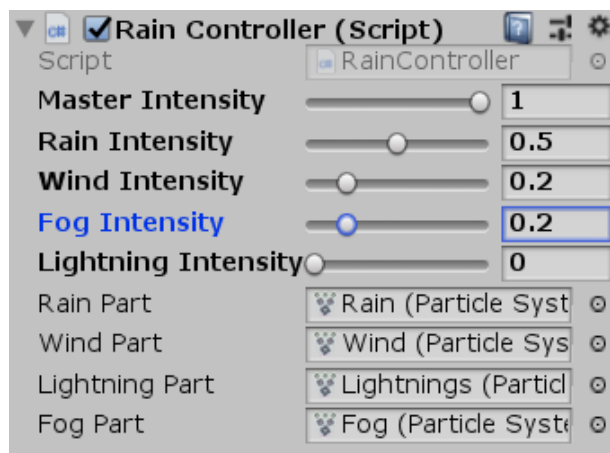
Recommended to use with Pixel Perfect Camera package

Fast Setup

- Open Prefabs -> Weather folder and drag effect prefab on the scene



- Configure effect parameters in the inspector window



- Run the scene

Scripting

- Access Rain/Snow controller component in your script (for example by using GetComponent or FindObjectOfType functions)
- Call On(Master/Rain/Wind... any property)Changed function from the component passing the property value as a parameter
- On(Property)Changed voids can be used as dynamic float for event systems as shown in the sample scene (see slider events)

Notes

- You can configure effects more deeply by changing shuriken particle system parameters in effect prefab
- By default scene uses diffuse snow shader but there is also an unlit version of it in the project (for performance)

- Toggle autoupdate checkbox in controller component to update weather settings in realtime
- To change collision plane open rain/snow particle effect and set collision plane transform in collision parameters

If you have a question contact freezedice@gmail.com