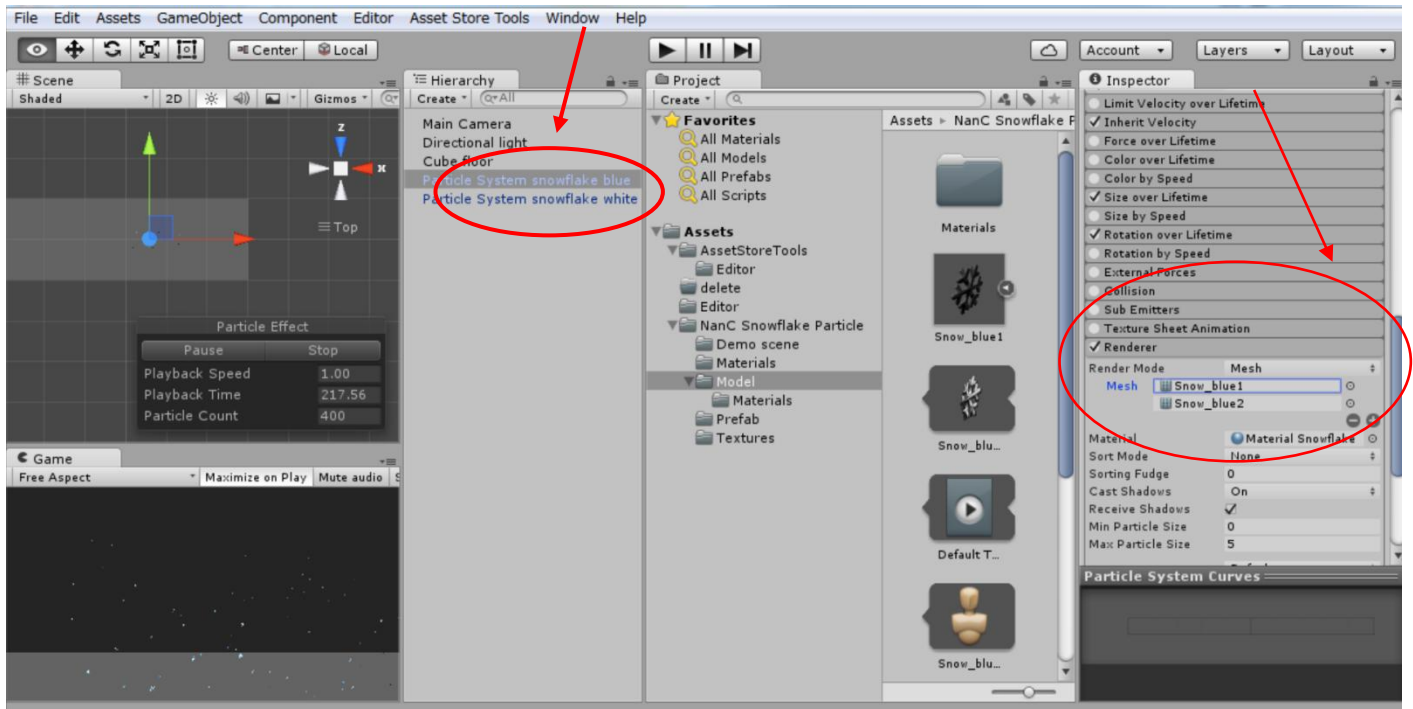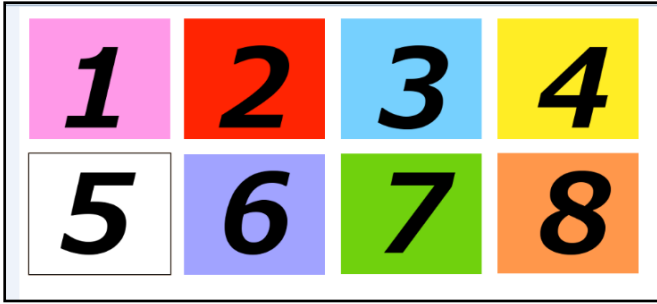-Shuriken Particle System

-Mesh heart in 8 colors

-1 heart 176 triangles

-No alpha PNG on mesh

-1 material, 1 texture for all

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

How to choose colors:

1. Inspector → Particle system → Renderer(mesh)

2. You can choose between 1~8 mesh, choose mesh colors you want.
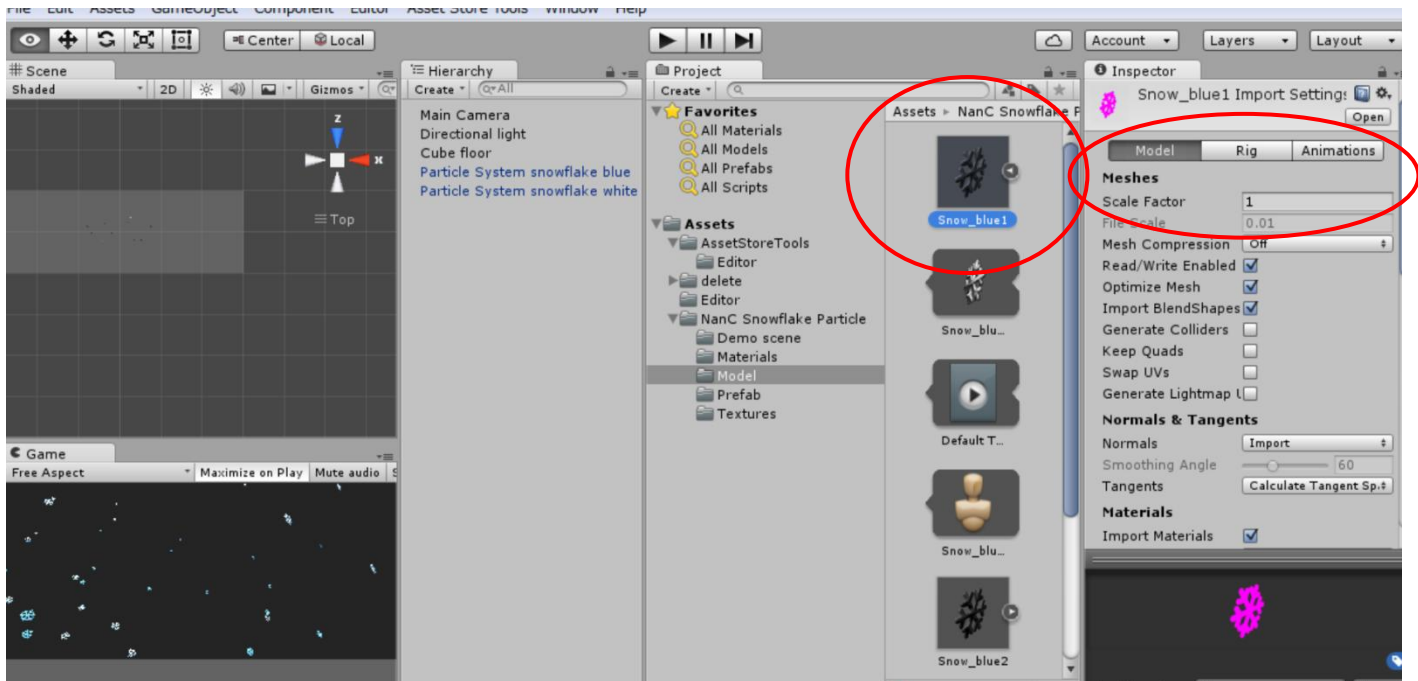

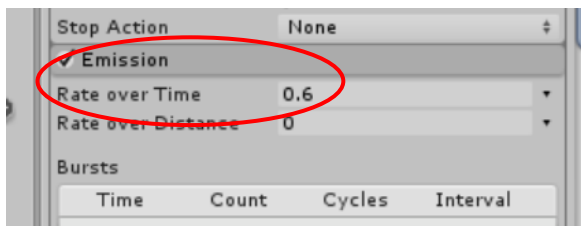For example for red, choose " heart_2" mesh.

How to change mesh size:

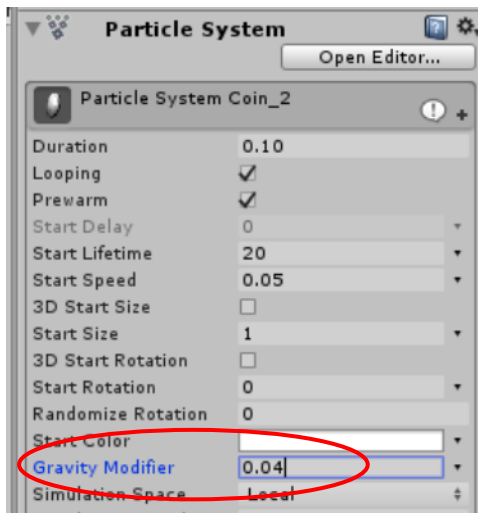1. Model → Select mesh → Inspector → Meshes → Scale Factor

How to increase number of particle:

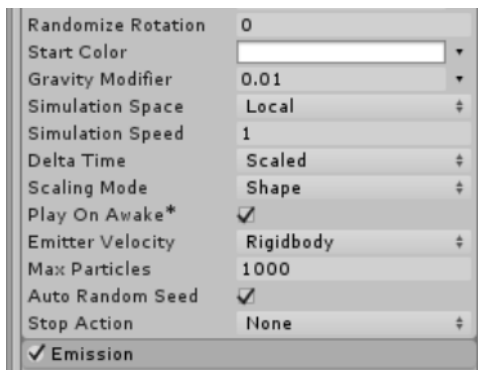1. Inspector → Particle system → Emission → Rate over time

How to change speed of particle:

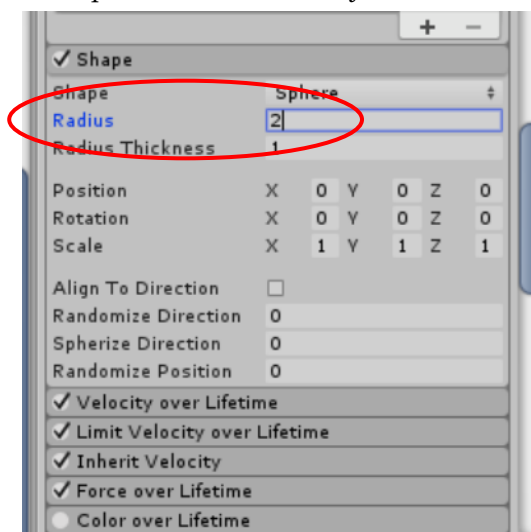1. Inspector → Particle system → Gravity Modifier

How to change number of particle:

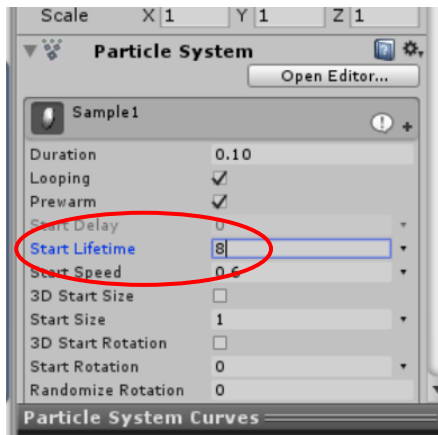1. Inspector → Particle system → Max Particles

How to change radius of particle: (Particle Sample 1_Emission)

1. Inspector → Particle system → Shape → Radius

How to change Start Lifetime of particle: (Particle Sample 1_Emission)

1. Inspector → Particle system → Start Lifetime

How to change Start Size of particle: (Particle Sample 1_Emission)

1. Inspector → Particle system → Start Size