Polygonal

Polygonal's Particles Pack

Introduction

Polygonal's first Low-Poly Particle Pack with total of 90 Prefabs ready to use!

It contains 30* different particle effects with **High Performance** and **Mobile** versions which can be used in every low-poly environment imaginable!

- High Performance effects have 25%-50% less particle usage,

- Mobile effects have 25%-50% less particle usage + mobile particle shaders.

* Low Poly Particles Pack will **receive** additional updates containing fresh particle effects.

How to start with Polygonal's Particles:

- Open the containing Polygonal Particles folder,
- Select "Prefabs" folder where every particle effect is stored,
- Select desired category (e.g. Water)
- Select desired quality & performance particle (e.g. Rain01_HighPerformance) for your workspace needs (if you are working on a project suitable for mobile projects),
- Drag and drop your effect in your Scene,
- (Optional) Tweak colors, speed and size of your effect via the Inspector!

Demo scene

Open up Demo scene available in the "Demo" folder and press **Play** to see particle effects in action. Project also contains two low-poly models which you can use in your project for free.

Support

If you have any questions, in need of troubleshooting or suggestions for future particles please send us an e-mail to:

polygonal.stuff@gmail.com