Pixel Weather FX Documentation 1.1

Acronyms and Shorthand

Acronyms used in file names and organization.

PS - [Particle System](#)
PW - Pixel Weather
SE - [Sub Emitter](#)

Customizing an Effect

Color

All assets are white or grayscale so their colors can be changed easily in the inspector. **Start Color** is the color each object spawns with. In the example image there are 2 colors for the leaves. Each leaf is given a random color between the 2 values. To remove color randomisation or add color randomisation click the small arrow to the right of Start Color.
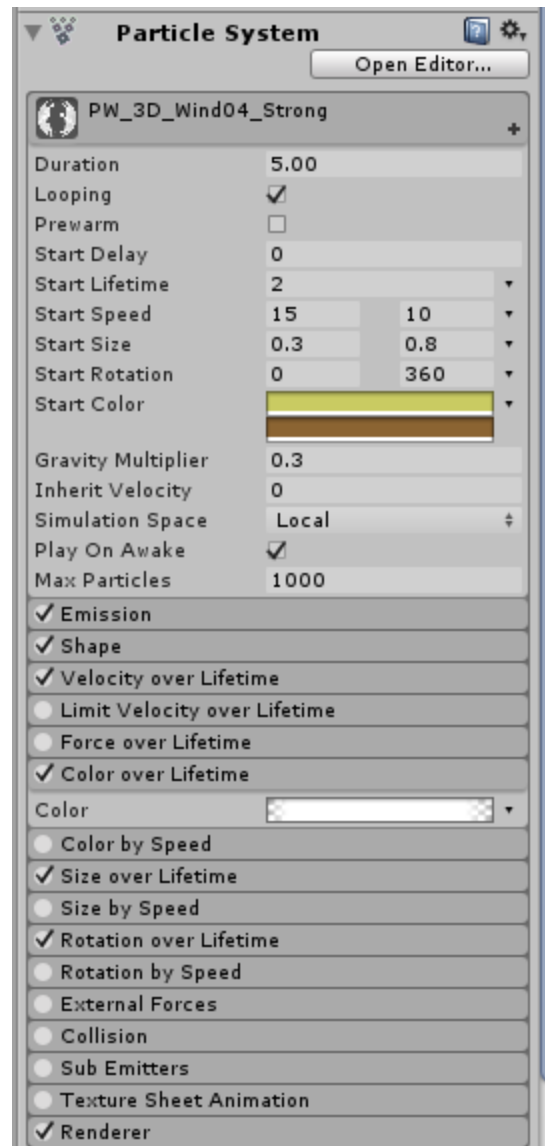
The color can be **animated** using **Color over Lifetime** and **Color by Speed**. Color over Lifetime is often used to fade in and out the particles as they spawn.

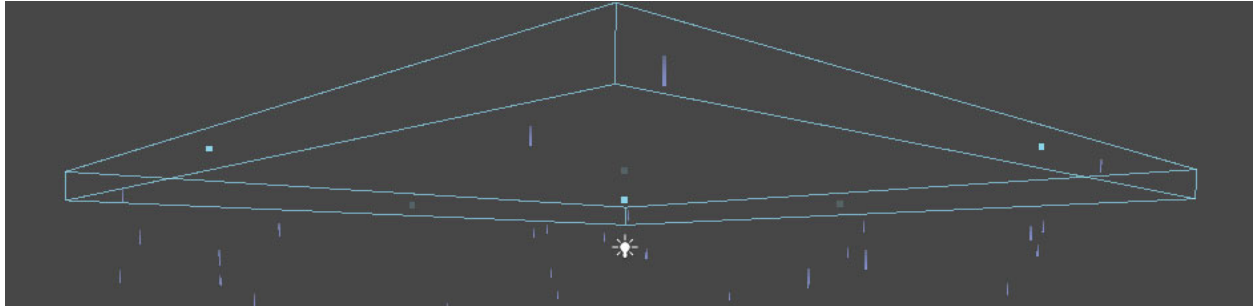Unity Documentation:
Main Module (start color)
Color over Lifetime
Color by Speed

Scale

NEW 1.1 Pixel Weather Scaler
To scale the entire effect as a whole open up the Pixel Weather Scale Tool by going to: Window > Pixel Weather Scale Tool. Select the effect you want to scale and adjust the scale multiplier. Click the scale button to apply the modification to the effect. For more in depth scaling reference the information below.
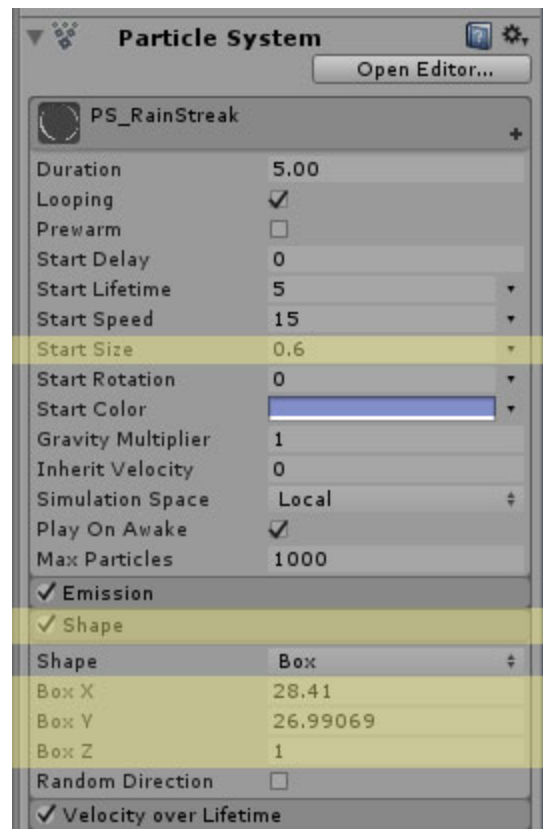

To **scale the area covered by an effect** adjust the shape size.

To **scale the size of the individual particles** adjust the start size.
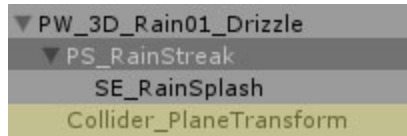
Unity Documentation:
[Main Module](start size)
Shape

Collision

Some effects have collision that will need to be adjusted based on the game environment. By default effects collide with an invisible plane that can be found in the prefab hierarchy.

This plane can be moved to fit the scene. In some cases a scene may be more complicated and require more planes. Click the **+** sign to **add another plane** collider to manipulate.
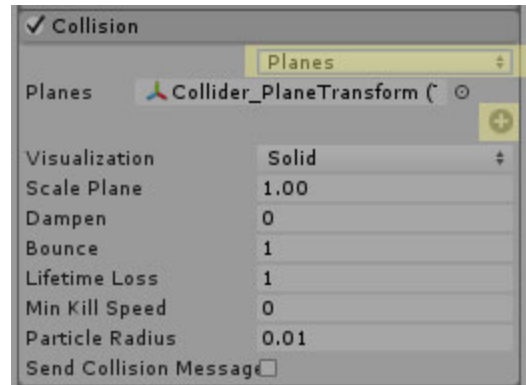
Planes are more efficient but if planes won't work or as a **quick solution** you can change collision from **Planes** to **World** causing the particle to collide with all colliders in the scene.
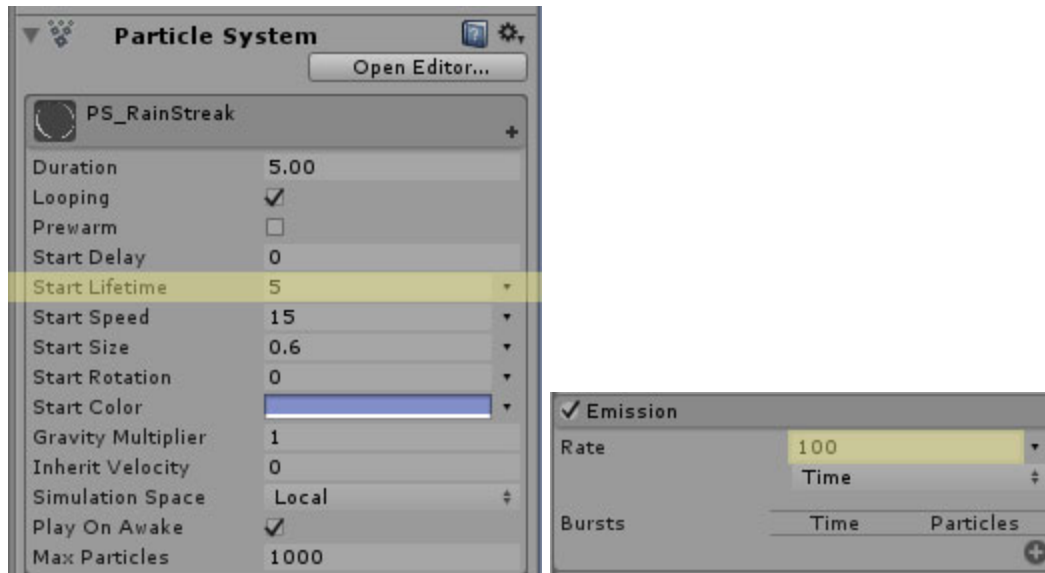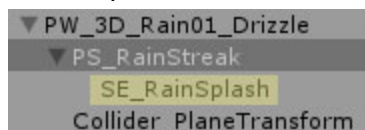
Unity Documentation:
[Collision](#)

Optimizing

Depending on your target device and the number of particles you intend to use some modifications can be made to improve fps.
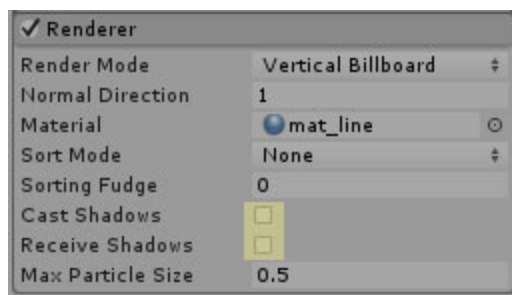
Reduce active particle count by reducing particle **emission rate** and **particle life**.

Disable extra systems that aren't crucial to the effects. An example being the sub emitter in the rain prefab.

Disable cast and receive shadows to improve performance.

Remove transparencies from Start Color and Color over Lifetime.

Unity Documentation:
Main Module (Start Lifetime)
Renderer

Contact

Please contact me for any feedback or questions you might have regarding this documentation or the Pixel Weather FX asset.

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