Thank you for purchasing the "Snow Blizzard Effect – Mobile Edition" package!

Product Description
Realistic atmospheric heavy snow blizzard effect for mobile and tablet platforms
 that easily drops onto your existing camera setup.

Features:

  •   Highly realistic snow blizzard effect.
  •   Particle collision with any surface, just drop it onto your camera and watch!
  •   Wind particle system with wind sound effect.
  •   Four icicle prefabs.
  •   Cloth prefab that blows in the wind with looping cloth sound.
  •   Look up and snow will land on the camera lens.
  •   Dynamically lit camera frost effect.
  •   Atmospheric demo scene included to show snow blizzard effect to it's fulllest.
  •   Mist fog effect, generates around player to create more atmosphere.

Information
Drop the existing "Snow Blizzard Parent Mobile" prefab onto your existing first person
controller or use the "PC First Person Controller" prefab already setup. That's it, try walking
around and see the effect get created around you and follow you.

The camera based wind prefab, which is a part of the "PC First Person Controller" prefab is
also available as a separate prefab called "Wind Camera Attach Mobile" that can be attached
to your camera to generate wind particles around the player. You can also put a static wind
prefab in the scene, not attached to the camera, called "Wind Parent Mobile".

To reduce the effect to improve frame rate for your project, click on the "SnowInner" or
"SnowOuter" object under "Snow Blizzard Parent Mobile" on your camera. Then click the
Emission tab on the particle system in the inspector and lower the "Rate" count to what works
for you, the "SnowInner" prefab reduced will gain more CPU usage back. Also you can
remove or turn off the "Mist Fog" effect to improve frame rate if it is an issue.

Note:

1. The "PC First Person Controller" prefab is for non-mobile platforms, to use this controller
ensure that you are set to a non-mobile platform in the build settings and that on the "Mobile
Input" window is set to Disable.

2. The included "Mobile First Person Controller" prefab is for mobile platforms, to use this
controller ensure that you are set to a mobile platform in the build settings and that on the
"Mobile Input" window is set to Enable.