

# Space particles effects

## Overview

**Space Particles**" effects, categorized into five distinct styles. Each style has a four variations with a different color theme. A **Demo Scene** is provided to showcase these effects, along with their materials and texturing. Prefabs are ready-made and can be easily dragged and dropped into the scene. For added uniqueness.

## 2. Materials

All variation styles use materials, and there are a total of **10 materials**.

## 3. Texturing

All styles use textures, and there are a total of **7 texture**.

## 4. Prefab Integration

Drag the desired prefab from the 'Glowing Dust Effect Pack' folder into the scene.

## 6. Conclusion

This documentation outlines the "Glowing Dust Particles" effects, materials, and integration process. You can create visually stunning and engaging scenes effortlessly.

## Texture details

- Texture size: 256 b/w 256
- Texture Type: 2D sprite and ui
- Texture shape: 2D
- Sprite mode: single
- Alpha source: input alpha