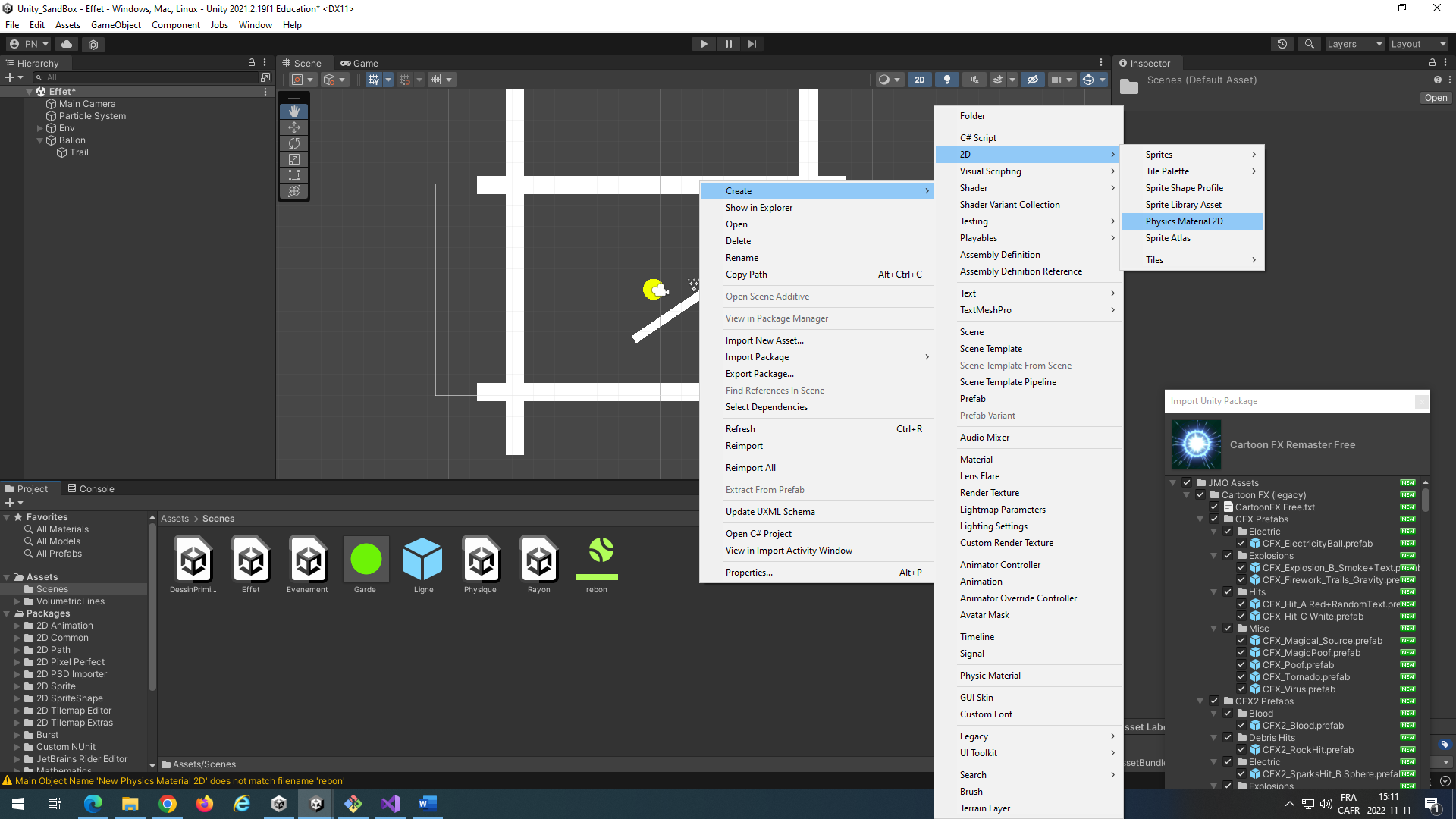
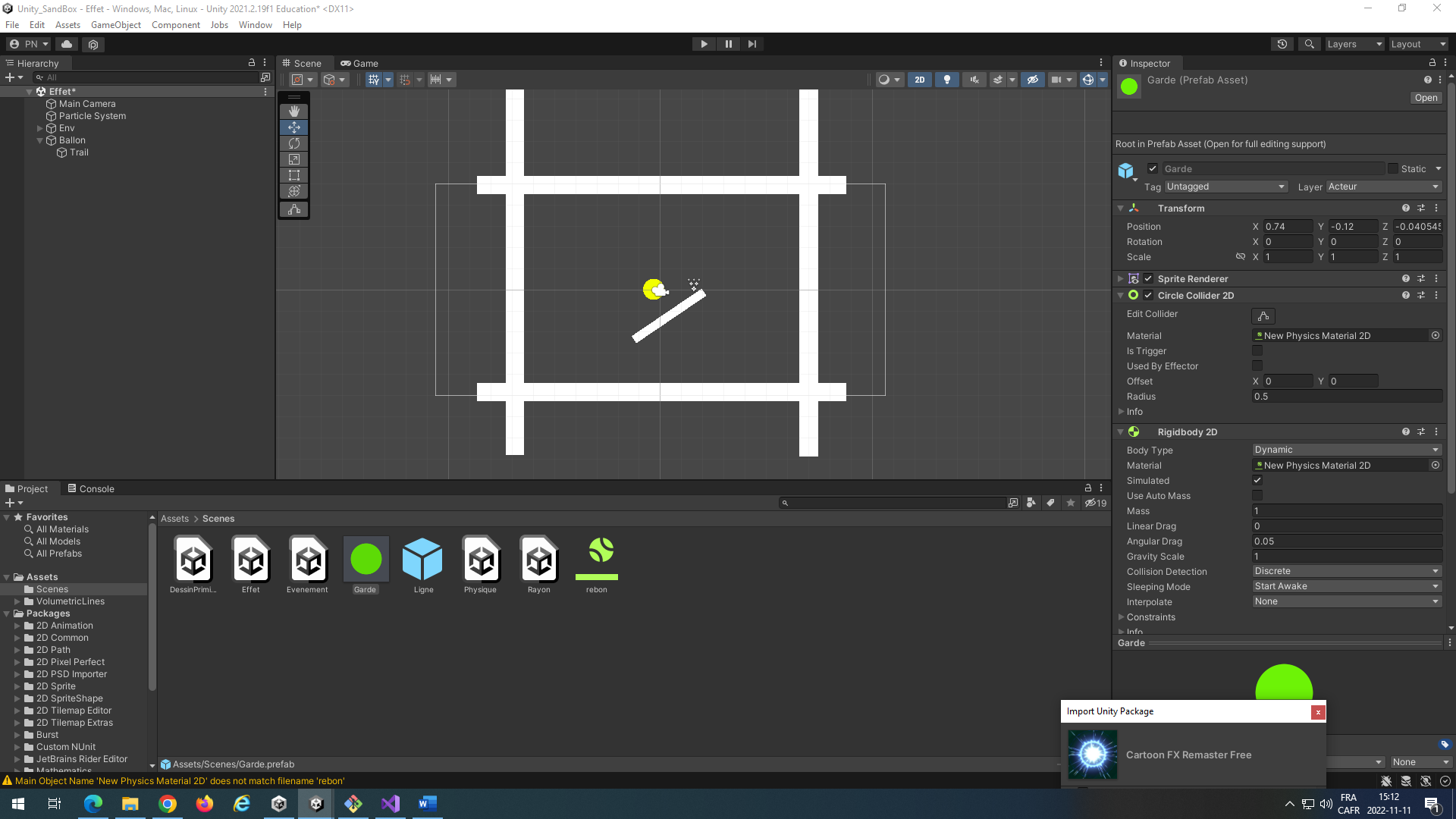
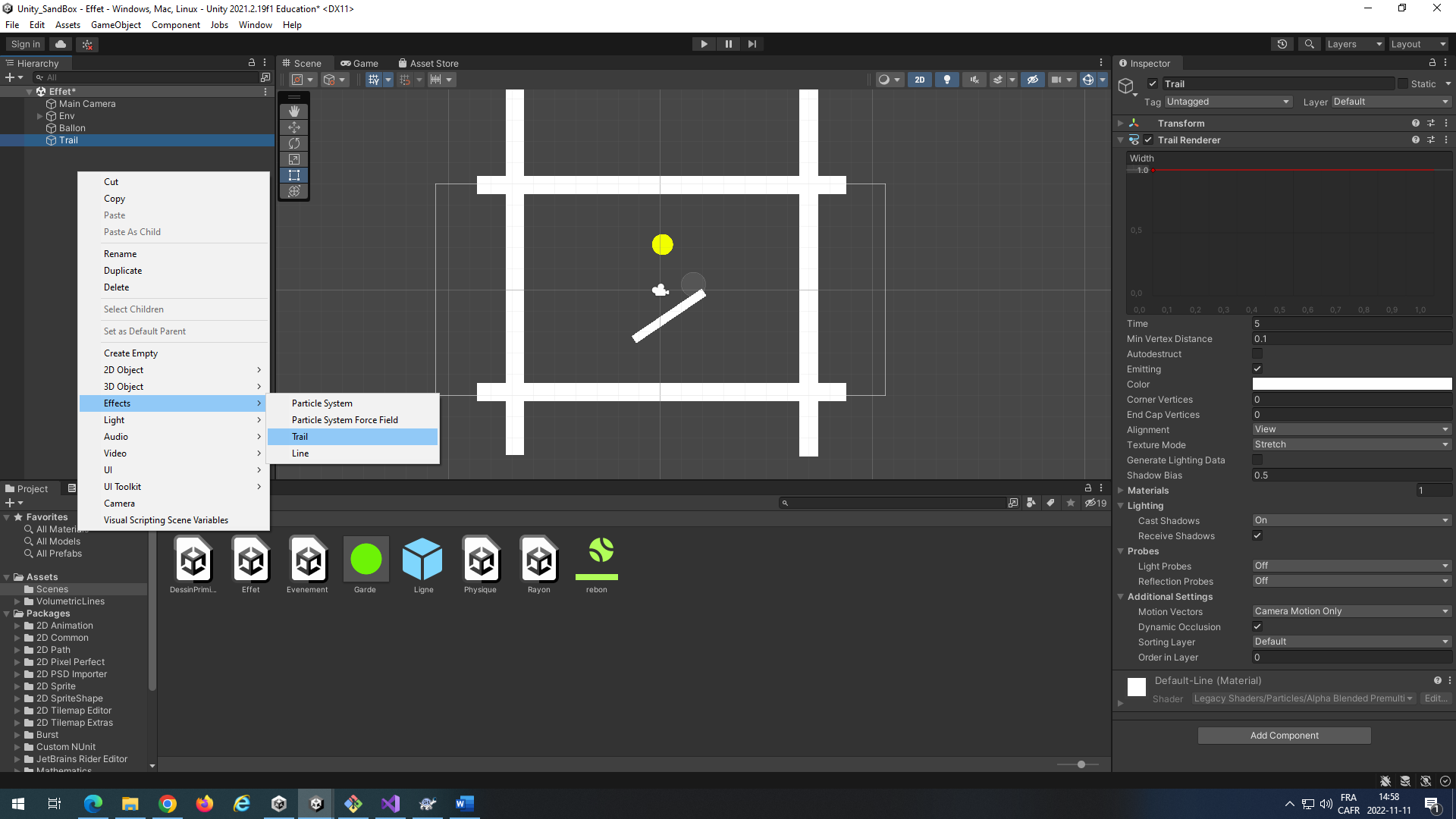
Bouciness

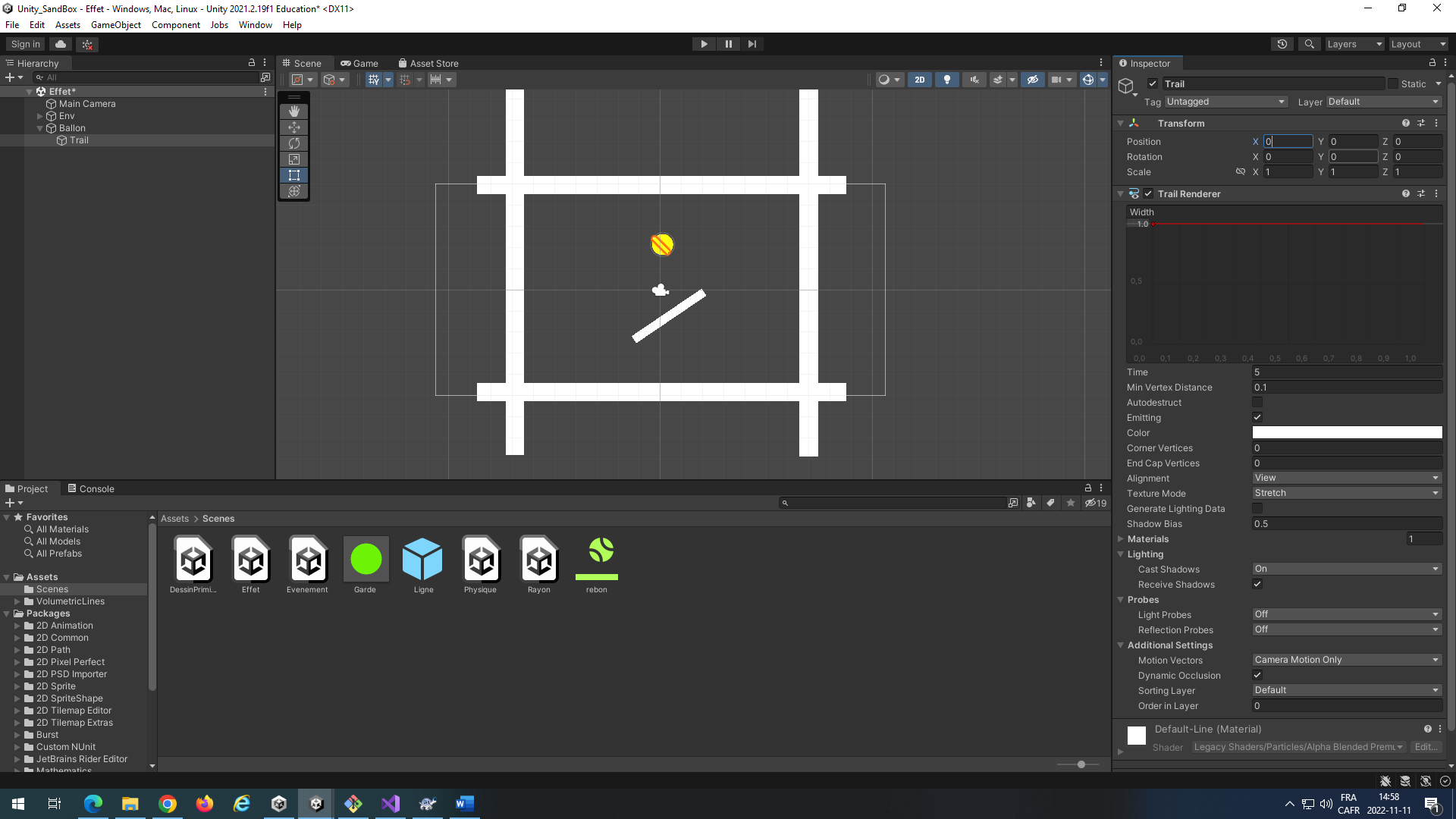


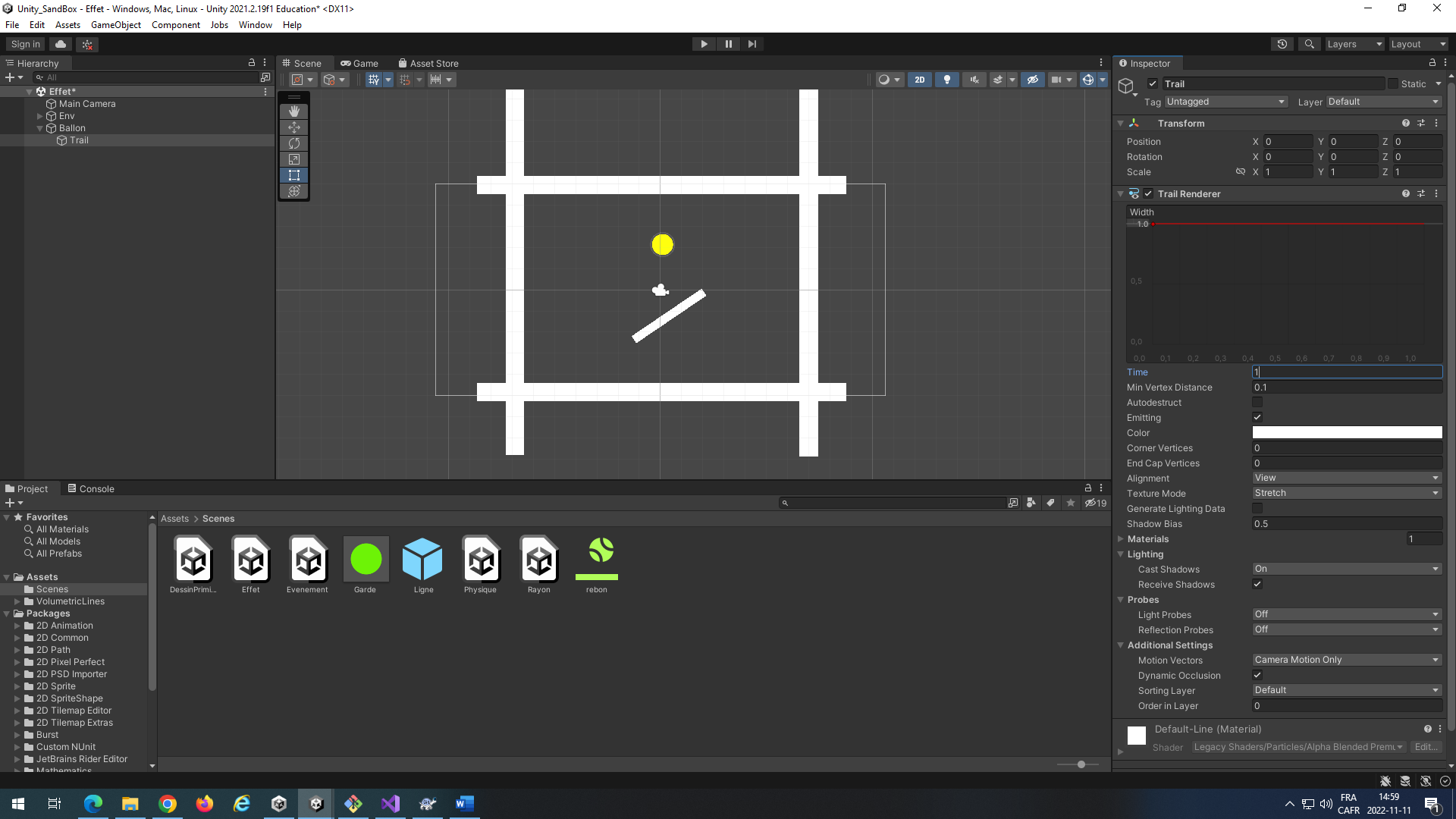
Slide dans objet

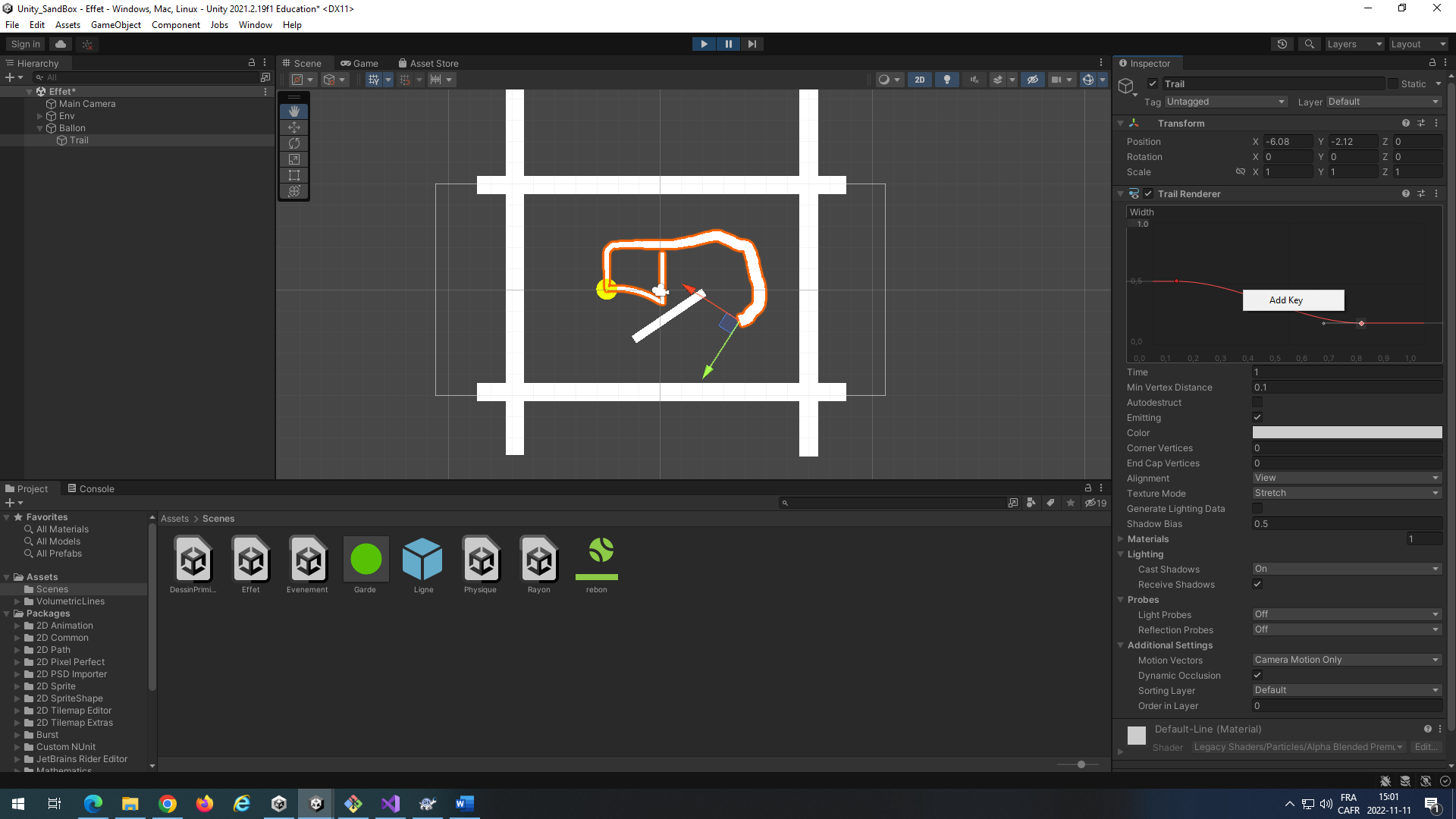


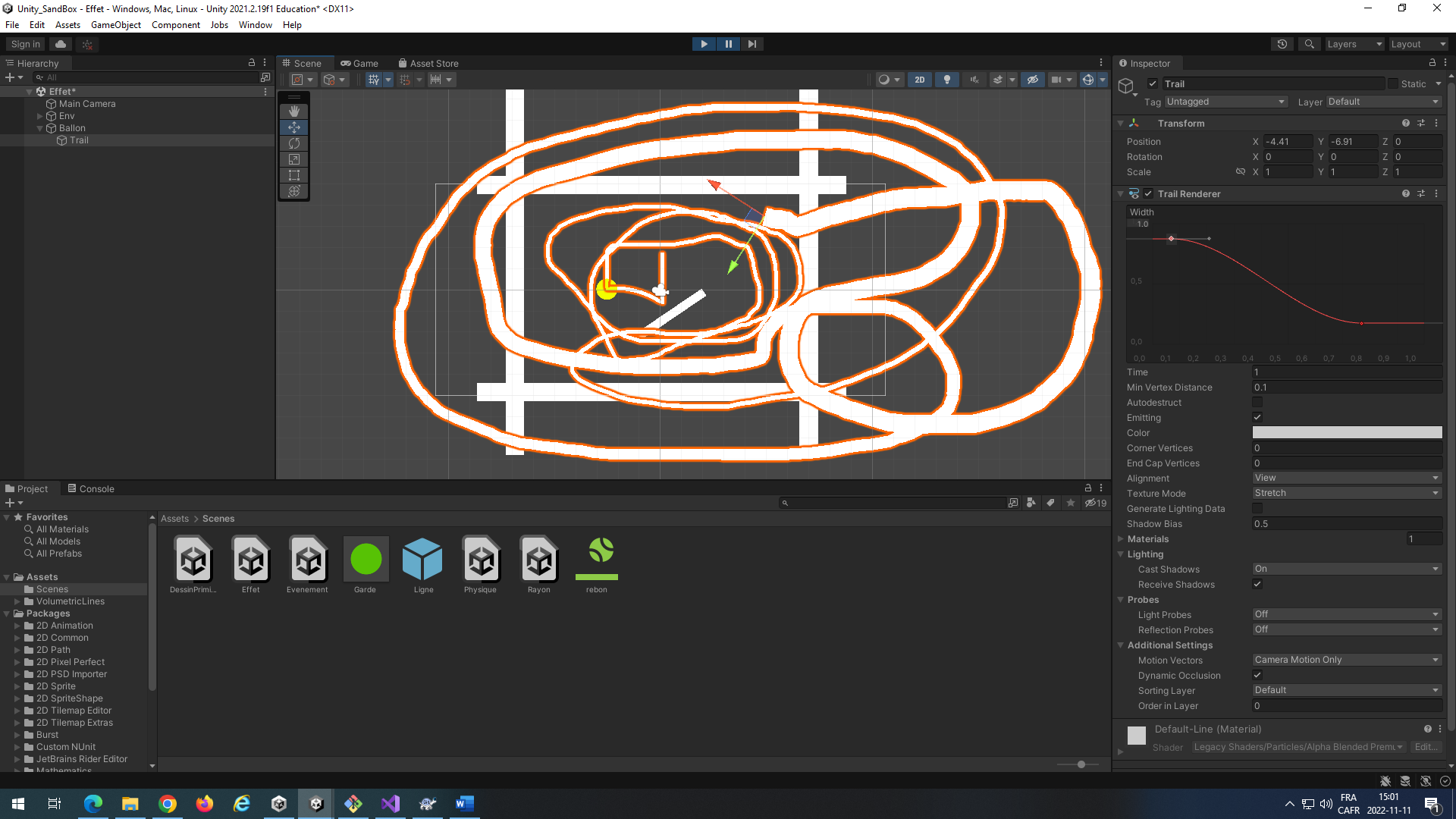
LES TRAILS

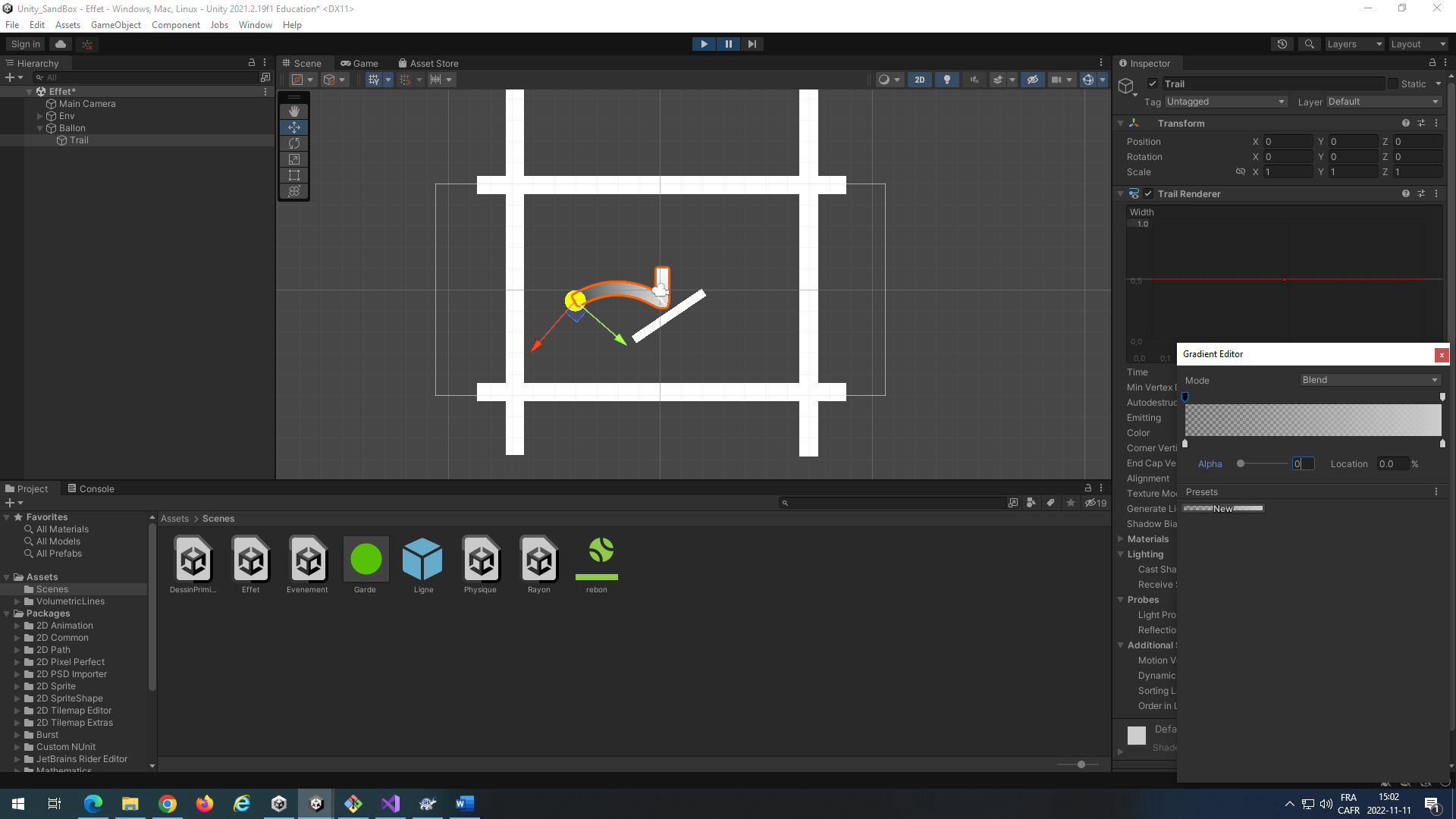


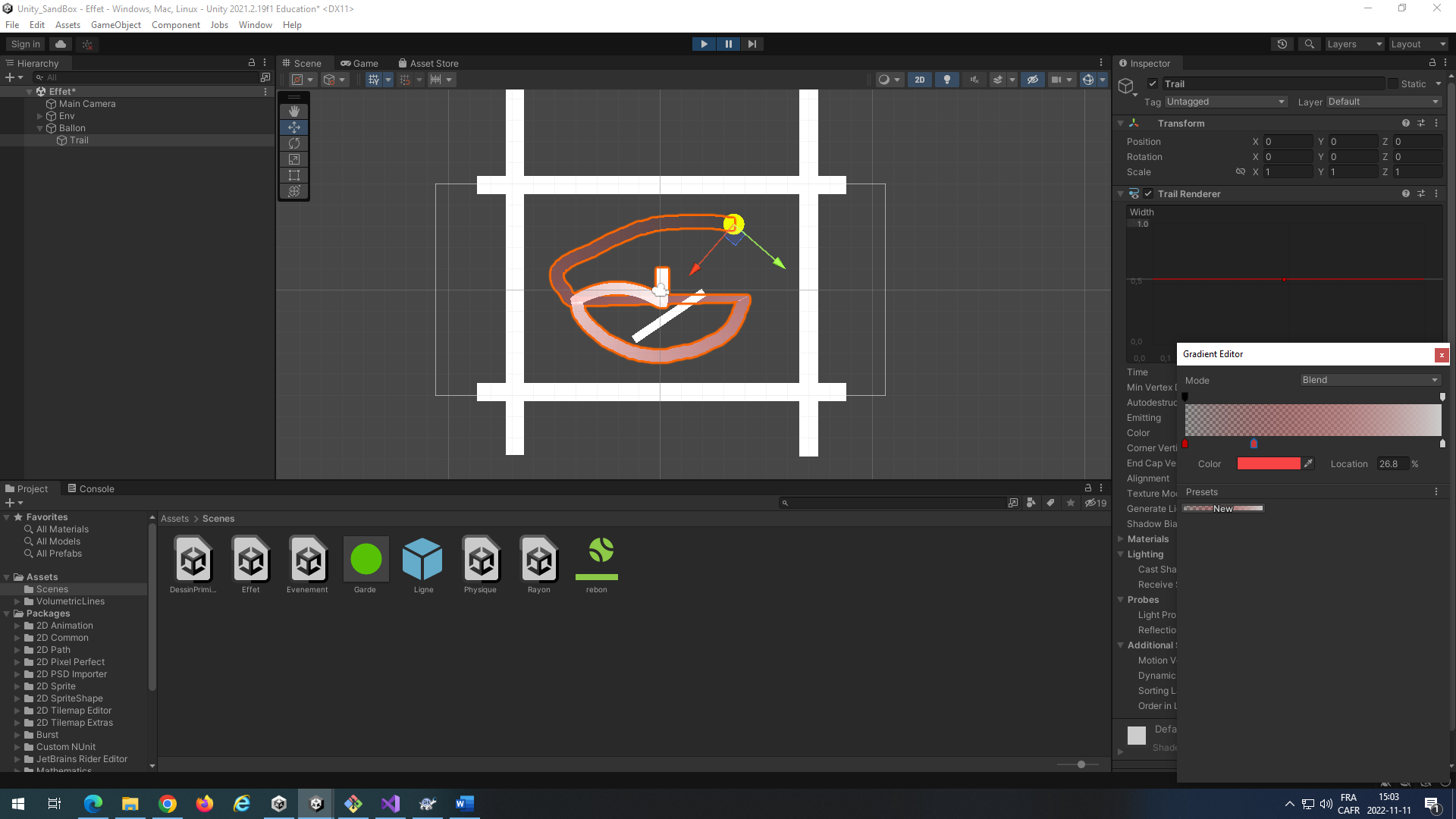




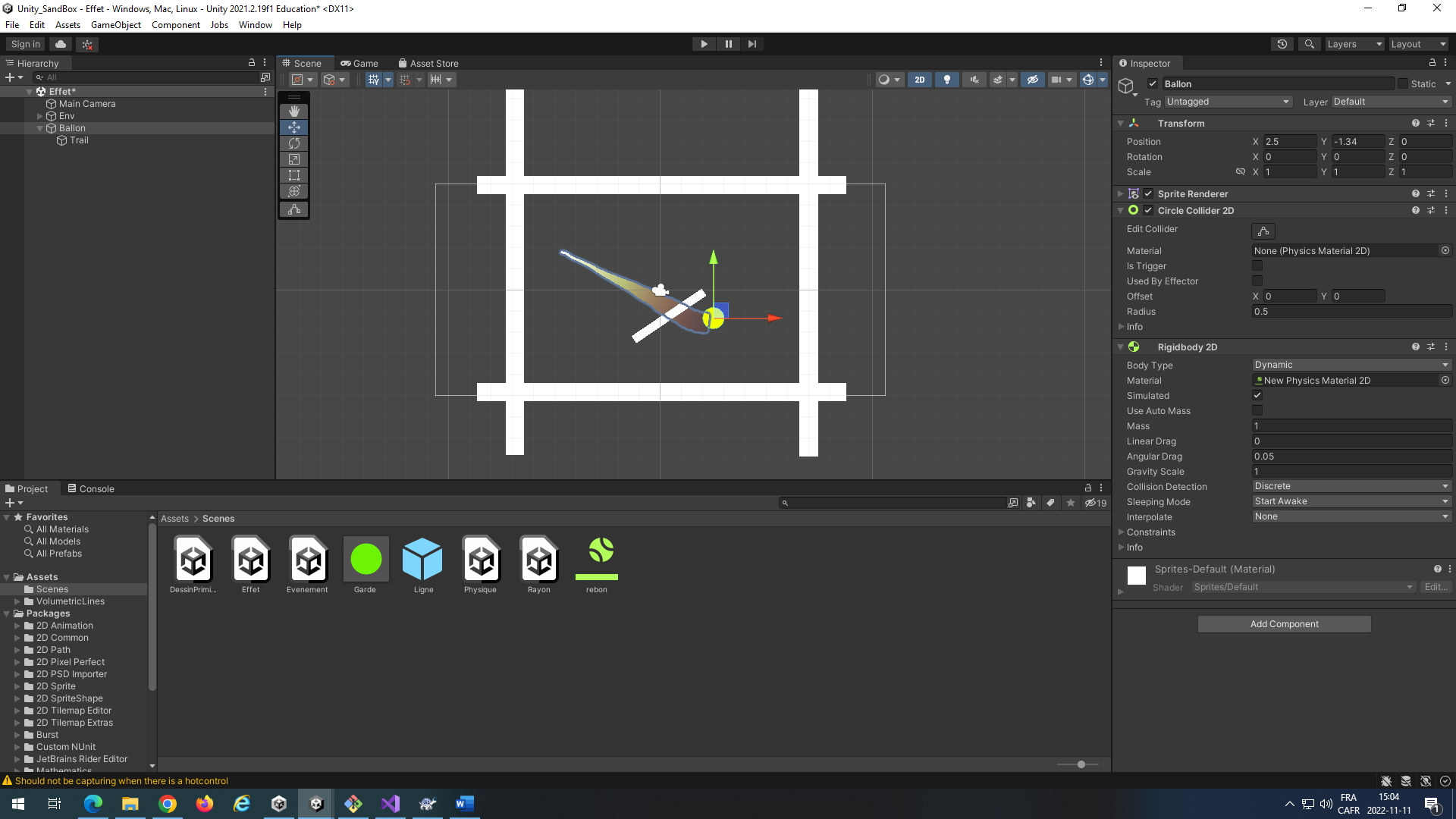






Double click 

Resu;tlat

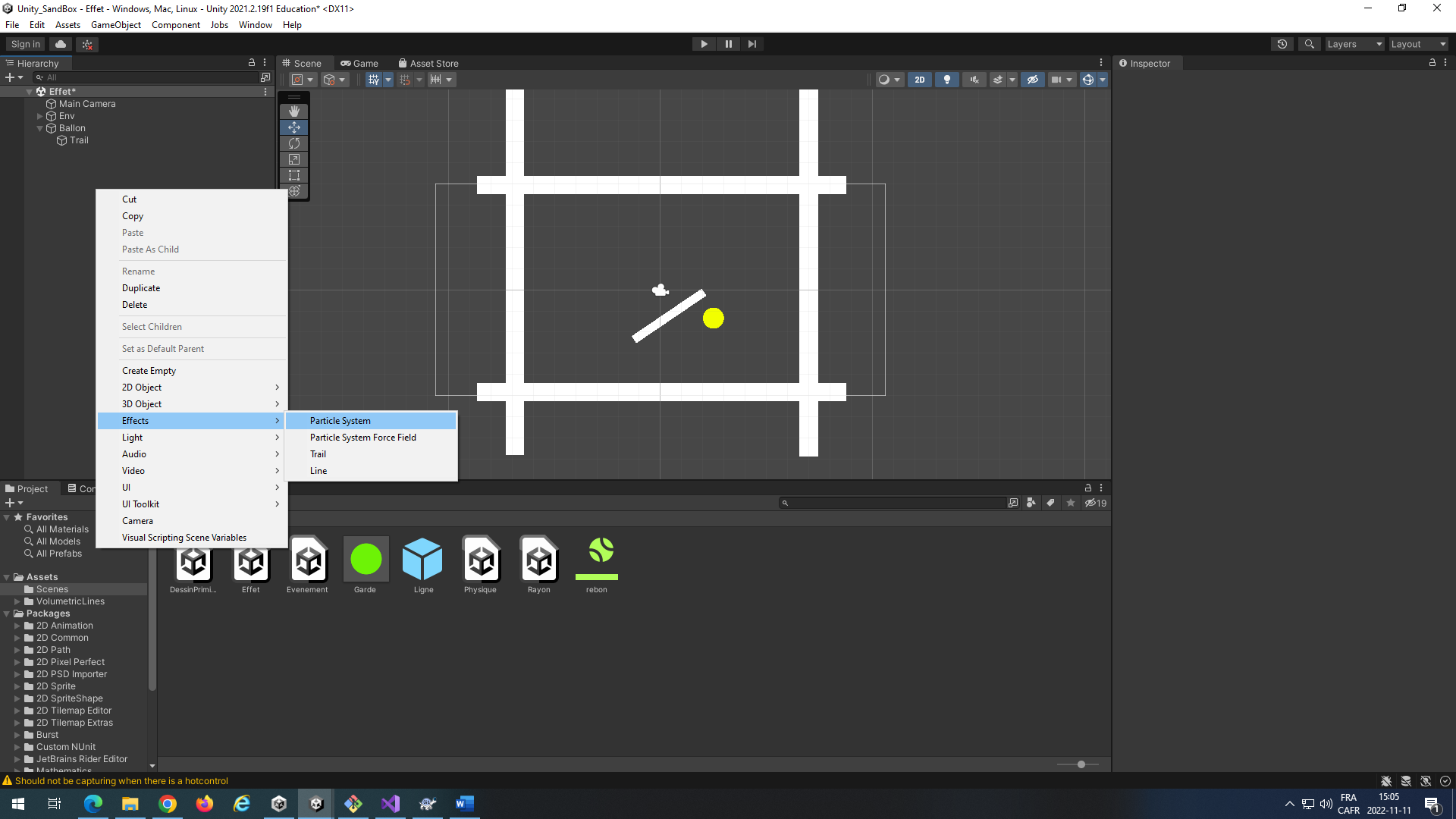


Particuale system

Long à faire déconseillé

Mieux chercher dans assets store

<https://assetstore.unity.com/?category=vfx%2Fparticles&free=true&orderBy=5>



Coroutine pour contrôler le temps

