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Liquid Particle Systems

Category: Particle Systems/Water
 Publisher: Unluck Software
 Rating: ★★★★★
 Version: 1.2 (June 25, 2013)
 Size: 1 MB
 Price: \$30

Open in Unity



Requires Unity 3.5.7 or higher.

Features

- 40x Shuriken Particle Systems
- Colors changeable within Unity
- Particle System Scale Tool

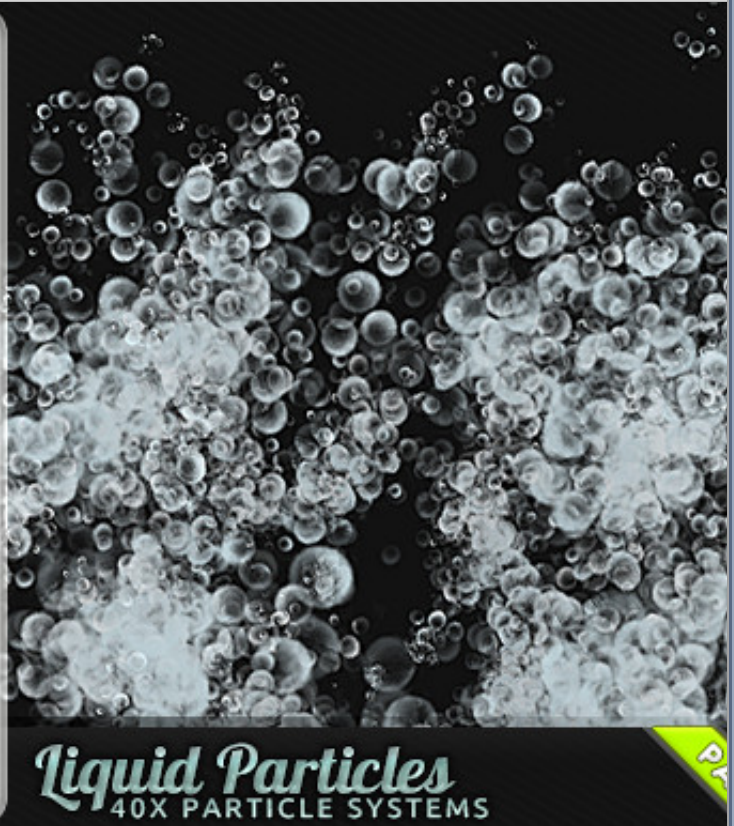
Update v1.1

- Added 5 Particle Systems
- Added Particle Scale Editor Extension

Update v1.2

- Added 6 Particle Systems

This is a great starting point for creating video game water, blood and other liquids.



Package Contents

Liquid Particle Systems

Materials

- Rain Heavy PRT MAT Alpha.mat
- Rain PRT MAT Alpha.mat
- Rain Splash PRT MAT Alpha.mat
- Skybox Gradient MAT.mat
- uLiquid - Colored Blood MAT.mat
- uLiquid - Diffuse Gray MAT.mat
- uLiquid - Particle 1 MAT.mat
- uLiquid - Particle 2 MAT.mat
- uLiquid - Particle 3 MAT.mat
- uLiquid - Particle 4 MAT.mat
- uLiquid - Particle 6 MAT.mat
- uLiquid - Water - Small MAT.mat
- uLiquid - Water - Steam MAT.mat

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