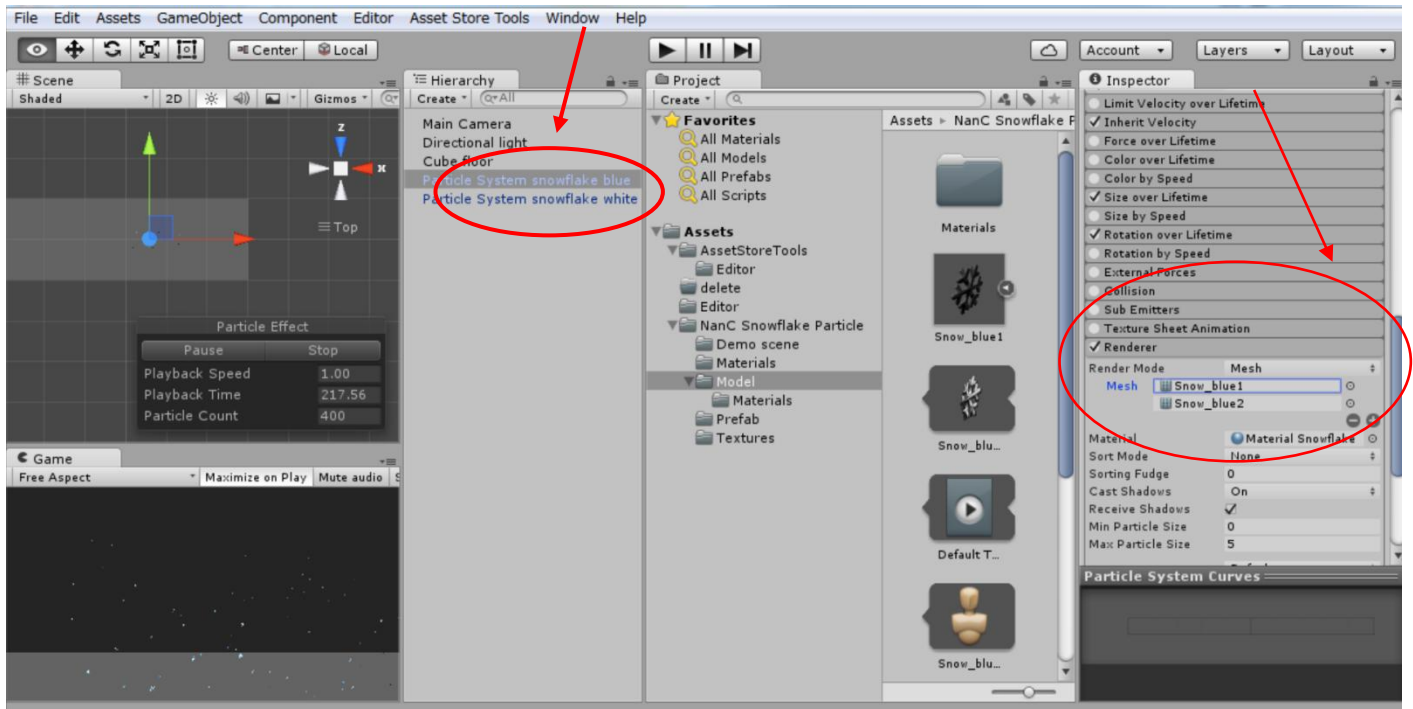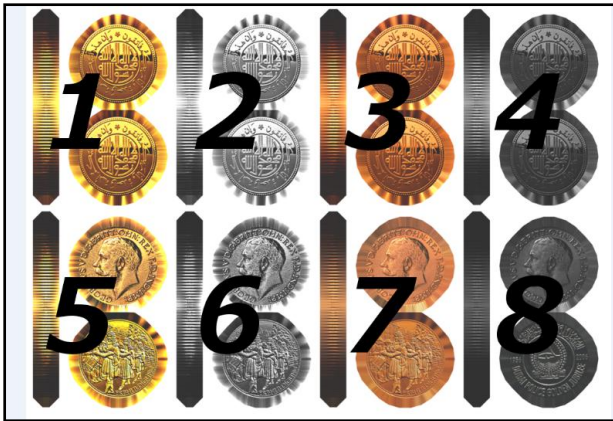-Shuriken Particle System

-Mesh coin in 4 colors x 2 sets

-1 coin 84 triangles

-No alpha PNG on mesh

-1 material, 1 texture for all colors

- Can choose 1~4 colors you like in 1 particle system

How to choose colors:

1. Inspector → Particle system → Renderer(mesh)

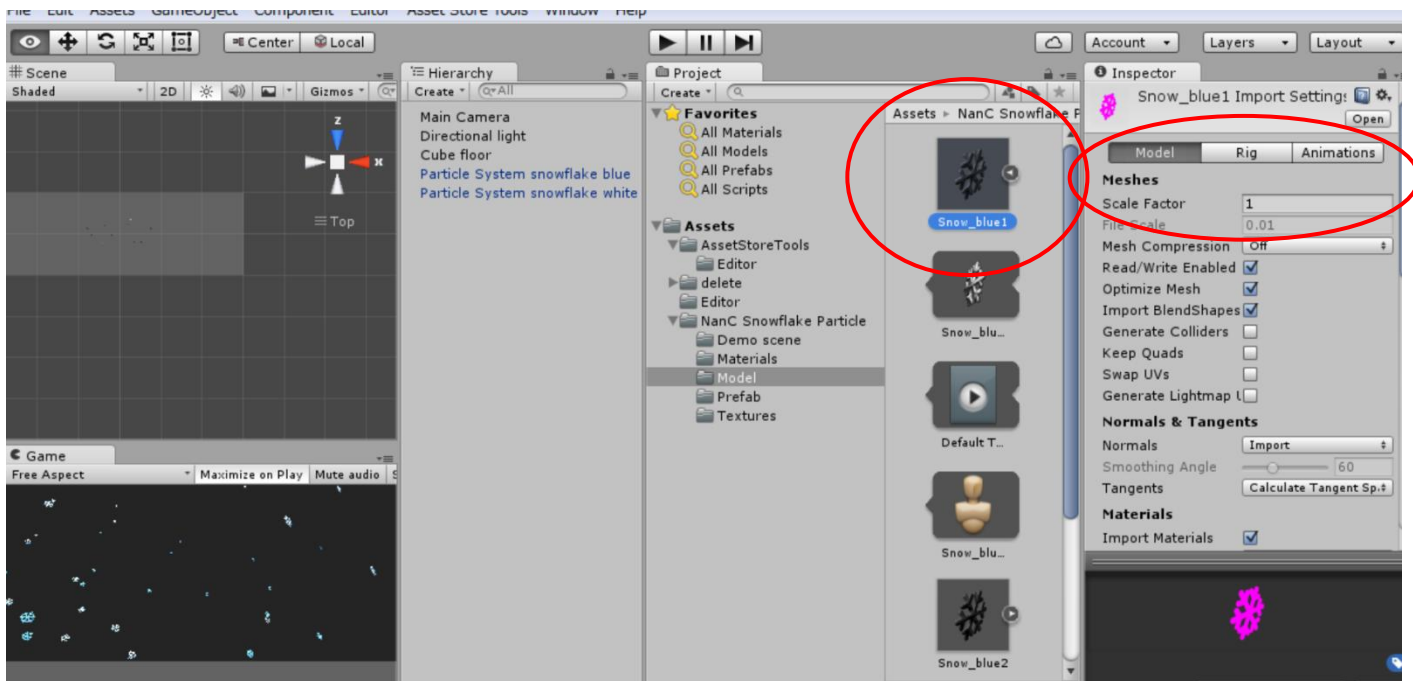2. You can choose between 1~8 mesh, choose mesh colors you want.

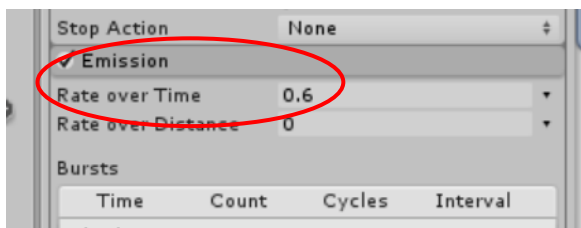For example for gold, choose " coin_1" mesh.

How to change mesh size:

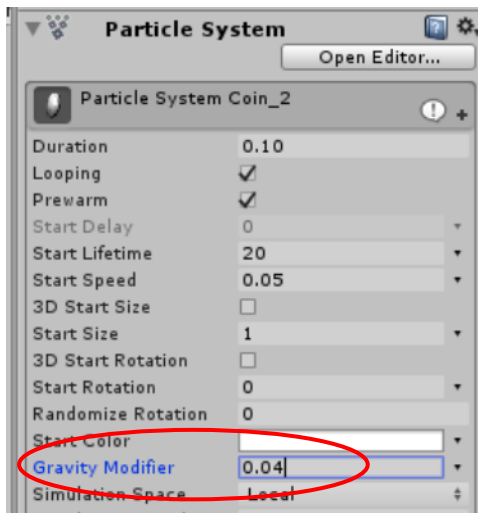1. Model → Select mesh → Inspector → Meshes → Scale Factor

How to increase number of particle:

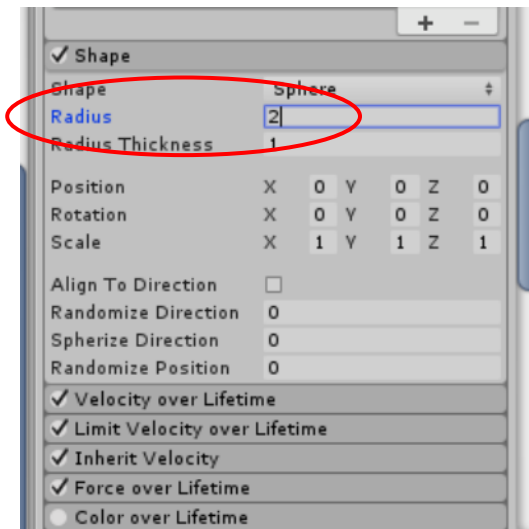1. Inspector → Particle system → Emission → Rate over time

How to change speed of particle:

1. Inspector → Particle system → Gravity Modifier

How to change radius of particle: (Particle Sample 1_Emission)

1. Inspector → Particle system → Shape → Radius

How to change Start Lifetime of particle: (Particle Sample 1_Emission)

1. Inspector → Particle system → Start Lifetime