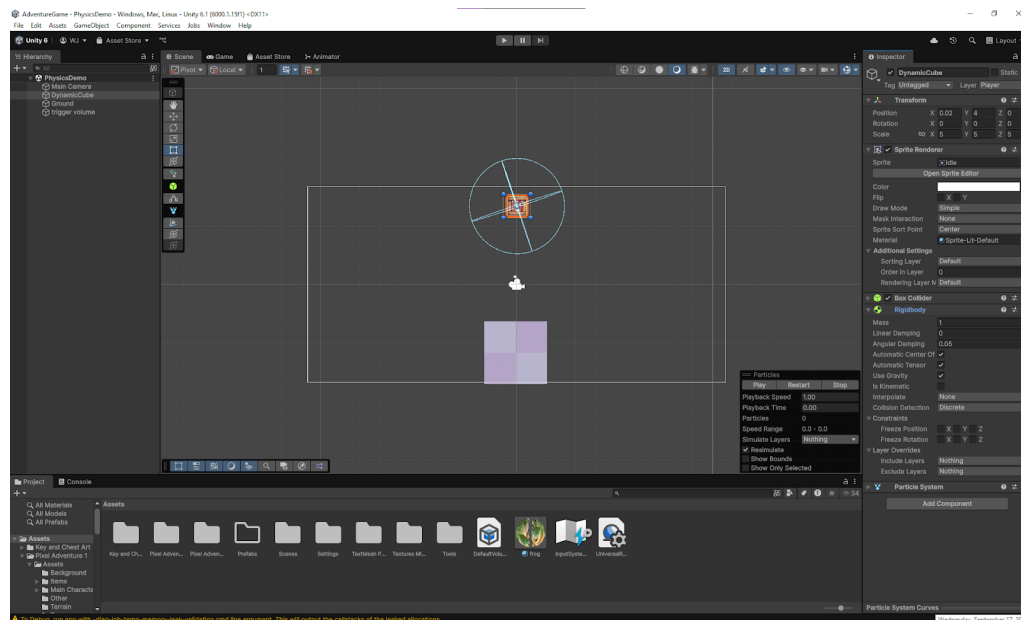
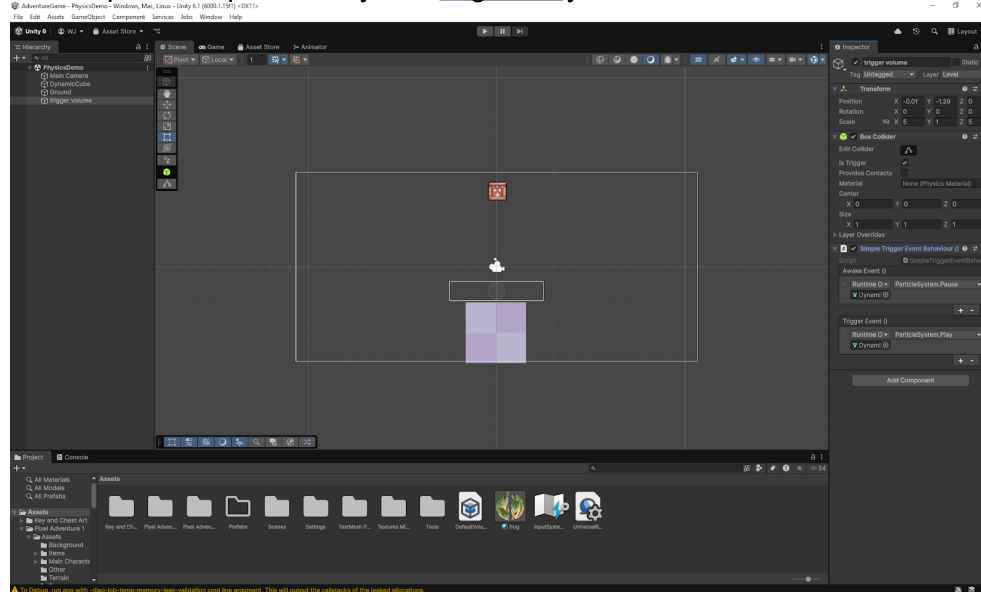


I chose to make the scene using sprites from the essentials pack rather than boring primitives. I chose a box sprite for my rigid body object, and a simple background piece for it to land on. I gave each piece its appropriate box collider, and set the trigger volume to be a trigger. I used an empty for the trigger volume and placed it just above the landing zone. For my trigger script I used the simple event trigger behavior like described in the video on canvas. As for the trigger event I used a particle system, which starts paused and will play after touching the trigger zone. For my unique creative twist I gave the particle system a noise texture to affect trajectory, had the initial trajectory be a random fan above the box, with a random size and starting speed. Particles also slightly rotate over their lifetime. I also changed the particle material to be a billboard of a frog because I thought it was funny. I also left the camera in orthographic projection so that it renders in 2d.



Here is provided proof of my used rigid body



Here is proof of my trigger volume

Finally here is proof of my silly frog particle system triggered by the volume
Link to my essential repo: <https://github.com/Squishitron/Essentials>

