

Load the Running_Water_VFX.unity scene which has the assets set up to demonstrate the running water VFX. Alternatively, simply drag the required Prefab from the prefabs folder into your scene; choose from either a medium or large water stream, add the ground splashes Prefab where the water meets the ground and the dripping water around the water emission source where appropriate.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com