- 2 colors (white, yellow)

- 1 tree 72 triangles.

- Alpha PNG on mesh (texture use transparent)

- 1024x1024 texture resolution

- 1 material, 1 texture for 2 colors

- 1 Tree made from 2 particle path & "top star".

- Uses Particle System Path Flow Script from Dustin Whirle (MIT License)

" BLINDED_AM_ME package" folder is from Dustin Whirle. His license is written in his scripts and notepad

" LICENSE of scripts from Dustin Whirle".   Apart from his scripts, follow usual Unity asset store license.

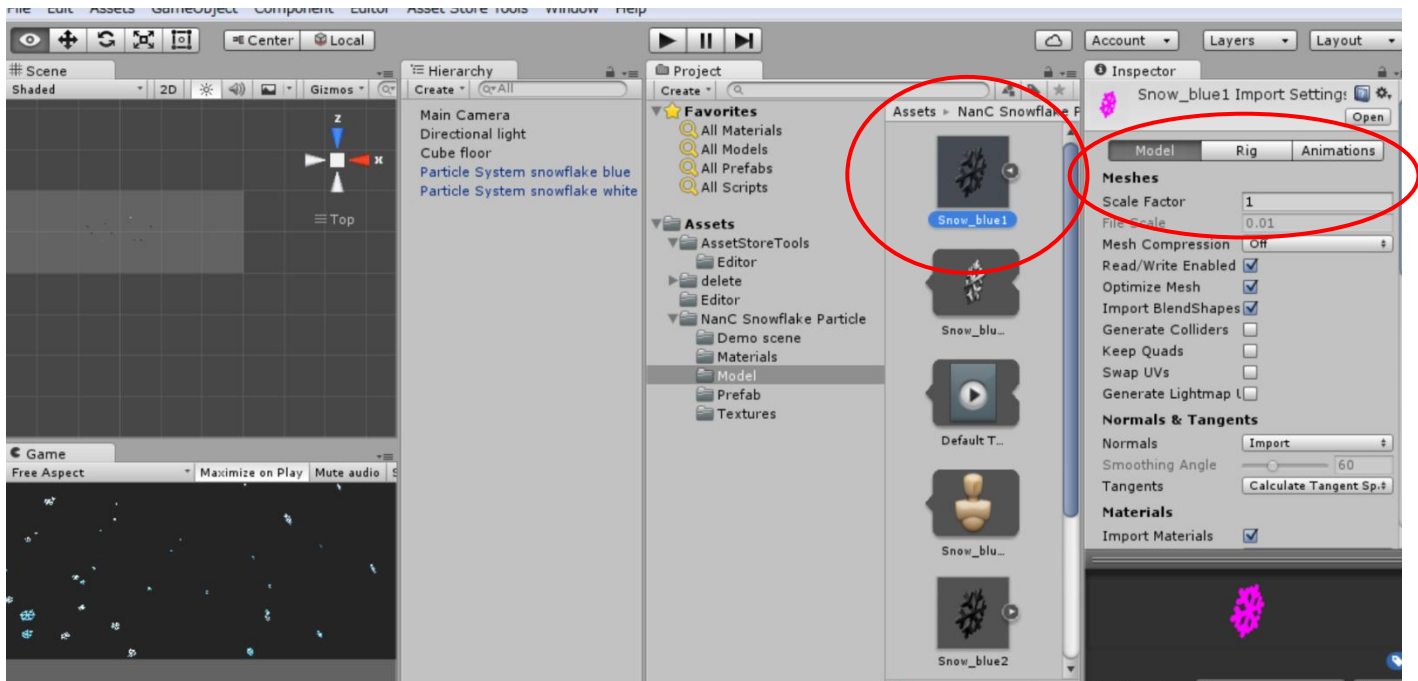How to choose colors:

1. Inspector → Particle system → Renderer(mesh)

2. You can choose white or yellow mesh.
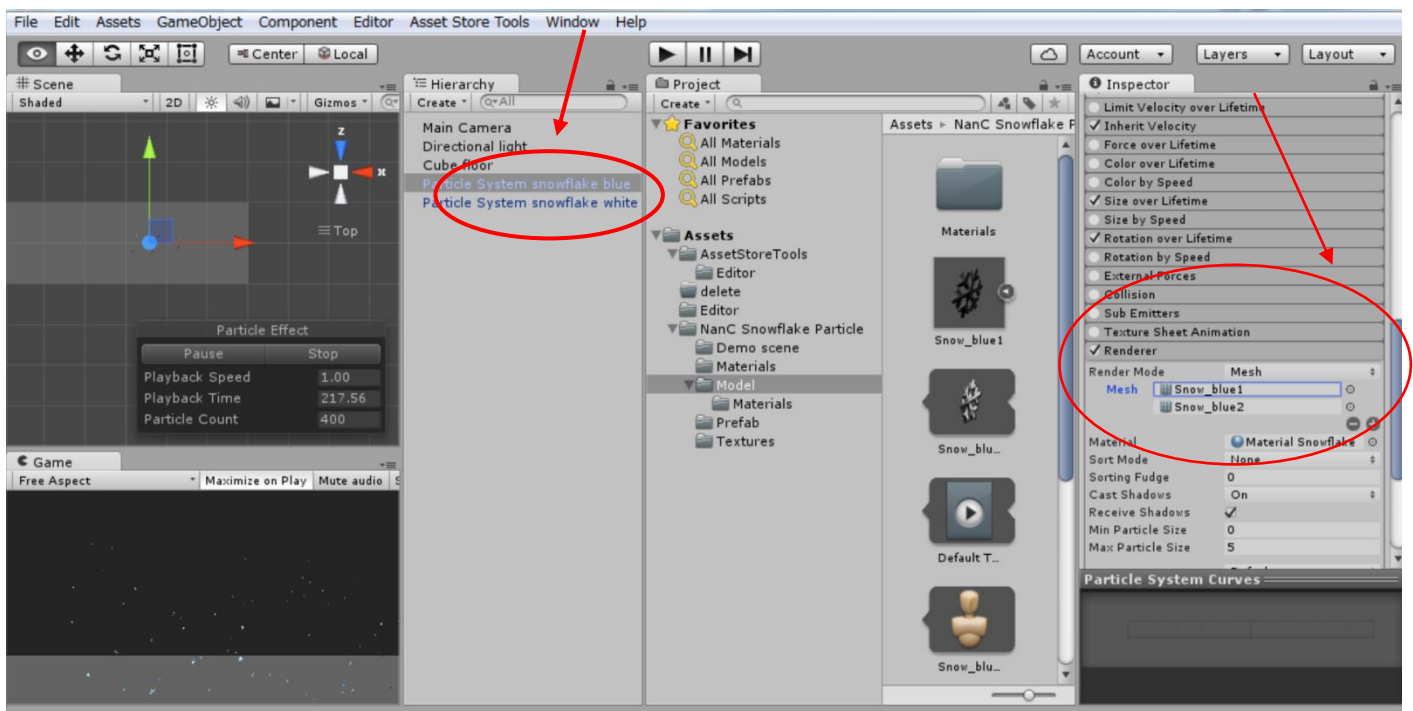
For example for white light small, choose
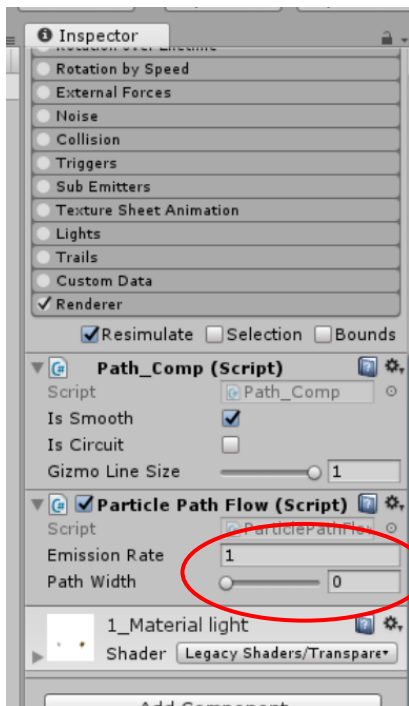" light_2 white small" mesh.

How to change mesh size:

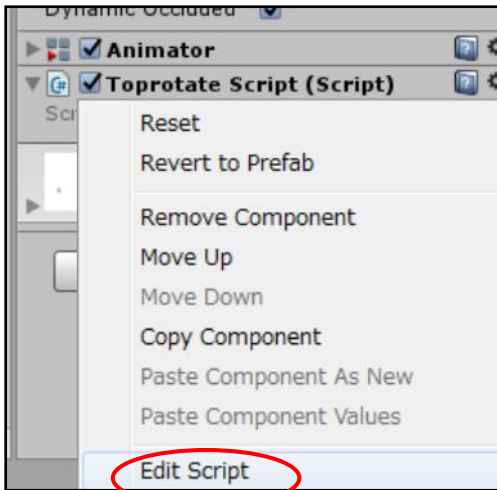1. Model → Select mesh → Inspector → Meshes → Scale Factor

Where you can adjust particle:

1. Inspector → Path Flow

Where you can adjust "star top" rotation speed:

1. Inspector → Toprotate Script → edit script:

→ Change value:

```
transform.Rotate(new Vector3(0, 0, 1));
```