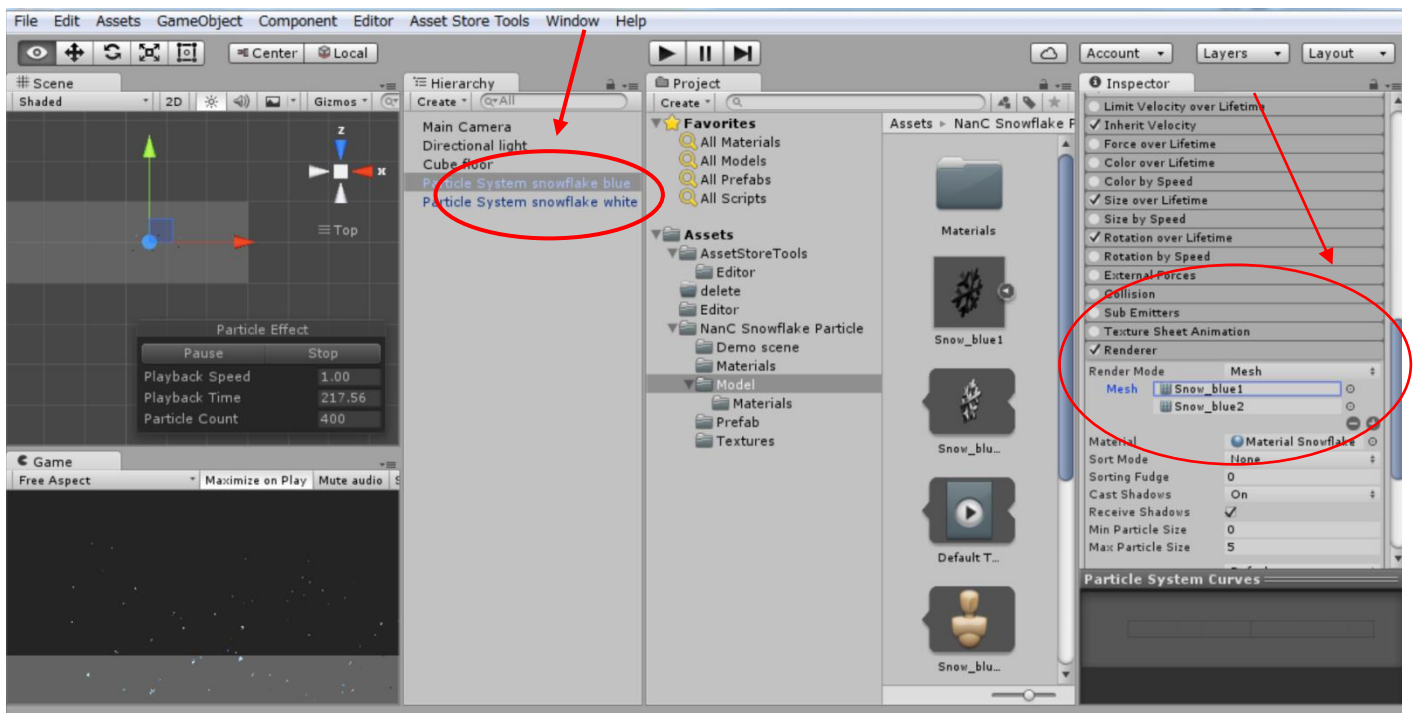- Shuriken Particle System
- Mesh flower white/pink, 2 colors(2 meshes)
- 1 flower 220 triangles.
- No alpha PNG on mesh
- 1024x1024 texture resolution
- 1 material, 1 texture for all 2 colors
- Can choose 1~2 colors you like in 1 particle system
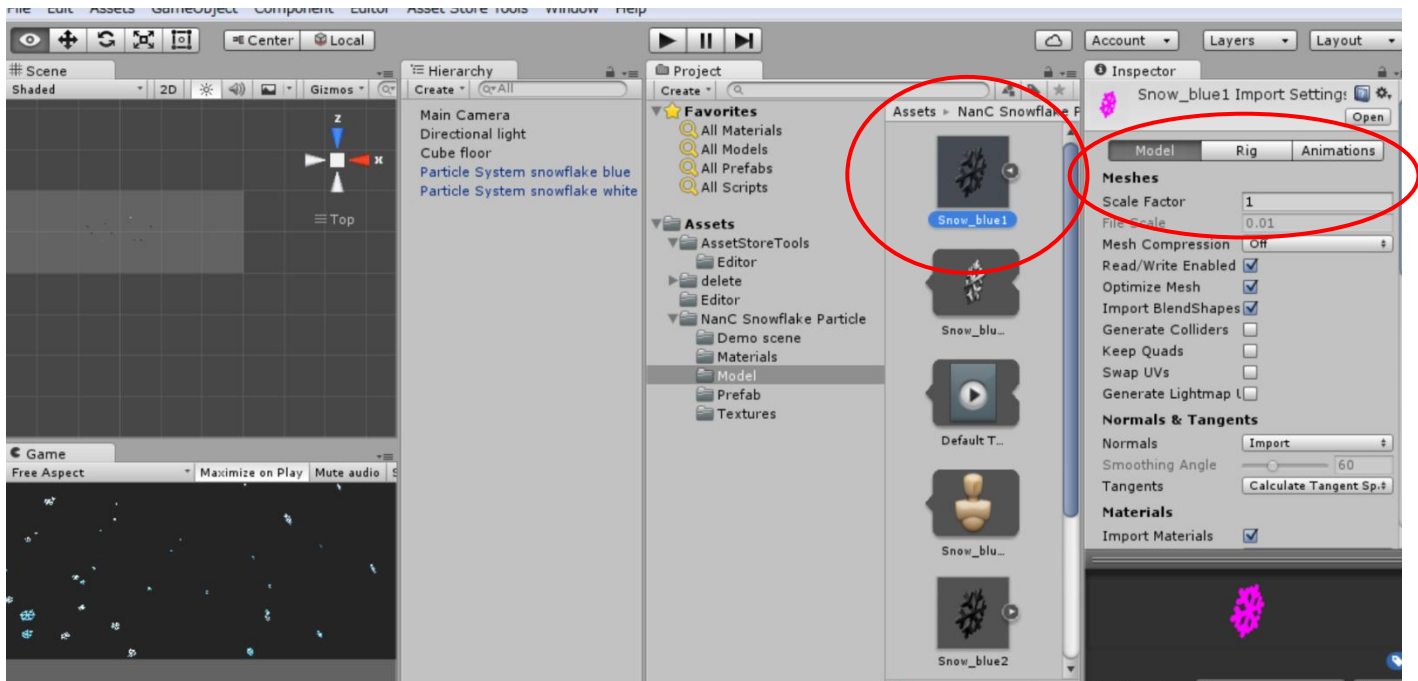
How to choose colors:

1. Inspector → Particle system → Renderer(mesh)

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

For example for pink flower, choose "flower_1_1_pink" mesh.

How to change mesh size:

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

How to increase number of particle:

1. Inspector → Particle system → Emission → Rate

How to change "velocity over lifetime":

1. Inspector → Particle system → Emission → "velocity over lifetime"