

For examples of the Jet Engine flames, load the Plane_VFX.unity scene. Alternatively, make your chosen flames effect Prefab (in the Prefabs folder) a child of your aircraft, scaling the gameobject to the appropriate size.

Note that the jet heat haze element of the effect is only available for the URP and HDRP pipelines. In addition, for the heat haze to work correctly under URP, please follow the following steps: Go to the menu item Edit -> Project Settings, then in settings window, choose Graphics on the left, then click on currently active Scriptable Render Pipeline Settings(at the very top) to show its location in your project (it will be highlighted in your project window at the bottom of the screen). Double click this file to open it, then in the Inspector window (on the right of the screen), make sure both Depth Texture and Opaque Texture have a tick by them.

To add the clouds to your scene, make either the Clouds_Thick or Clouds_Thin prefab (depending on the required density of your clouds) a child of your aircraft. You may need to rotate the effect so the clouds are moving in the correct direction.

With the Wing Vapour Trails, choose the required trail length Prefab, then make it a child of your aircraft, placing the effect where you wish the vapour trail to emit from. Note that this effect only emits particles when it is moving.

Have fun!

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