

Load the Rain\_VFX\_Demo.unity scene for an example raining environment. Alternatively, simply drag your chosen rain size VFX (from the Prefabs folder) into your scene.

The rain prefab can be placed in your environment where required or alternatively it can be made a child of your 3rd or 1st person character controller so that the rain effect always surrounds the player.

If you're experiencing performance issues, try lowering the Emission and Max Particles number on each of the VFX elements (Rain, Splash and Ground\_Water). In addition, try disabling the Ground\_Water component completely.

Have fun!

If you have any questions then please get in touch at [contact@realtimevfxstore.com](mailto:contact@realtimevfxstore.com)