

Thank you for purchasing the “Rain Storm Effects” package!

Product Description

Realistic atmospheric heavy rain storm effect for PC, Mac, Console and other higher-end platforms that easily drops onto your existing camera setup.

Features:

- Highly realistic rain storm effect.
- Particle collision with any surface, just drop it onto your camera and watch!
- Lightning effect with thunder sound effects.
- Wind particle system with wind sound effect.
- Atmospheric demo scene included to show rain storm effect to it's fullest.
- Mist fog effect, generates around player to create more atmosphere.

Information

Drop the existing “Rain Storm Parent” prefab onto your existing first person controller or use the “PC First Person Controller” prefab already setup. That's it, try walking around and see the effect get created around you and follow you. Also drop the “Wind Parent” prefab into your scene for a particle wind fog effect and sound effect. Drop the “Lightning Parent” prefab into the scene for a thunder and lightning effect.

To reduce the effect to improve frame rate for your project, click on the “Rain” object under “Rain Storm Parent” on your camera. Then click the Emission tab on the particle system in the inspector and lower the Rate count from 20,000 to what works for you. Also you can remove or turn off the “Mist Fog” effect to improve frame rate if it is an issue.

Note:

1. The “PC First Person Controller” prefab is for non-mobile platforms, to use this controller ensure that you are set to a non-mobile platform in the build settings and that on the “Mobile Input” window is set to Disable.
2. The included “Mobile First Person Controller” prefab is for mobile platforms, to use this controller ensure that you are set to a mobile platform in the build settings and that on the “Mobile Input” window is set to Enable.