

Load the Stylised_Rain_VFX_Demo.unity scene for an example of the effect. Alternatively, drag the Prefab of the required size and type from the Prefabs folder into your scene. Adjust the height location of the effect so that the splashes and ripples don't intersect or fall beneath the ground.

There's two different types of rain - A and B, with A being long streaky rain drops and B being short ones. The heavy versions have more rain drops and splash particles than the lighter ones. Finally, there's three different sizes - large, medium and small - which corresponds to the area that the rain effect covers.

To have the rain effect always surround the player, simply make your chosen prefab a child of the avatar in the Hierarchy.

Have fun!

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