# Workshop 16 Lab

In this activity, we are going to implement the following effect using Unity Particle System.

1. Snow
2. Snowflake/Star
3. Fireball
4. Snow

New a Unity 3D project

Add in a Particle System (Effect->Particle System), name it to Snow

In the Inspector, modify the Particle System properties:

Snow:

* Gravity Modifier: 1
* Start Size: Random between two constant (1 to 5)

Emission:

* Rate over time: 100

Shape:

* Shape: Box,
* Scale: X:30, Y:30, Z:30

Snow:

* Start Color: Random between two colors (white and a very light blue)



A picture containing night sky

Description automatically generated

1. Snowflake

New a material, name it “Snowflake Material”.

Replace Snowflake Material Albedo with the snowflake texture.

* Drag and drop to the box besides Albeda

A picture containing text

Description automatically generated

Replace the Snow Particle System with Snowflake Material.

Change the shader to Particles/Standard Unlit.

Change the Rendering mode to Transparent

Graphical user interface, application

Description automatically generated

Add Snowflake Material to Snow Particle System.

Graphical user interface

Description automatically generated

A picture containing text, electronics

Description automatically generated

1. Change Albedo to the star texture.

A picture containing text, electronics, computer, computer

Description automatically generated

1. Fireball

Add in a Particle System (Effect->Particle System), name it to Fireball.

(Disable the previous Snow Particle System)

New a material, name it “Fireball Material”.

Replace Fireball Material Albedo with Fireball\_sprite.

Change the Fireball Material to Particles/Standard Unlit and Rendering Mode to Transparent.

Graphical user interface, text, application, email

Description automatically generated

Replace the Material of Fireball Particle System with Fireball Material

In the Inspector, modify the Particle System properties.

Enable Texture Sheet Animation

Change Tiles X:8, Y:7 (the sprite sheet is 8 by 7)

Fireball

Start Lifetime: 1

Start Speed: 1

Emission

Rate over Time: 100

Shape:

Sphere

A picture containing text, weapon

Description automatically generated

Challenge:

Look for a smoke sprite.

<https://opengameart.org/content/smoke-aura>

Implement a smoke Particle System.

Put it behind the fireball Particle System.