

# How to use ?

- ☛ There are 10 Flower Particle Systems, 2 Leaf Particle Systems and 1 Petal Particle System in this package.
- ☛ All the particle system comes with HD quality textures.
- ☛ Find the all the prefabs in **FallingFlowers > Prepabs** folder.
- ☛ Just drag & drop the particle system to your scene as your wish.
- ☛ Textures, Materials included with this package.
- ☛ Open & play the '**DemoScene1**' in **FallingFlowers > Scene** folder to see all particles at the same time.
- ☛ There attached a script called '**SelfDestroy**', which will destroy every particle system after 10 seconds while instantiate. Modify the value as your wish.

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Please review this package in Unity asset store if you like it or inform any bug/issue.

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## Enjoy!