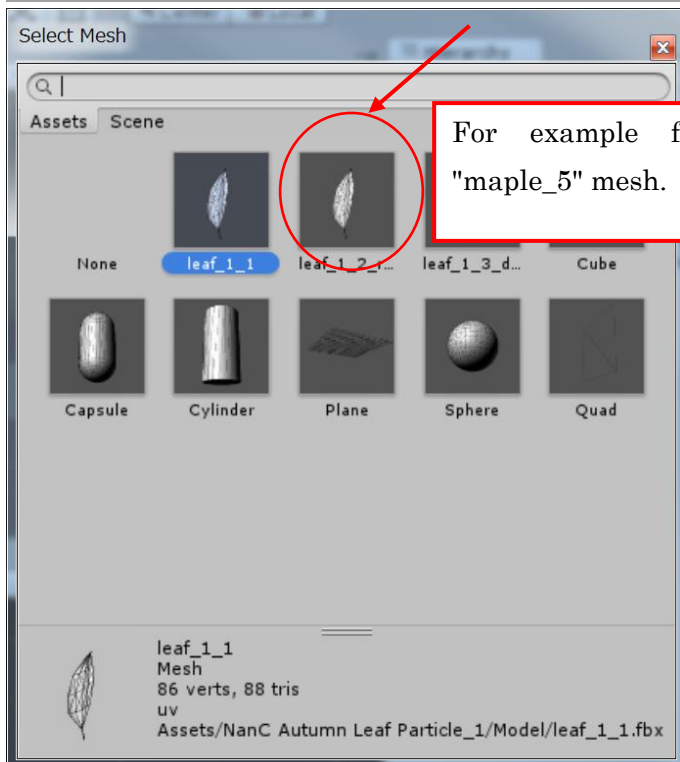
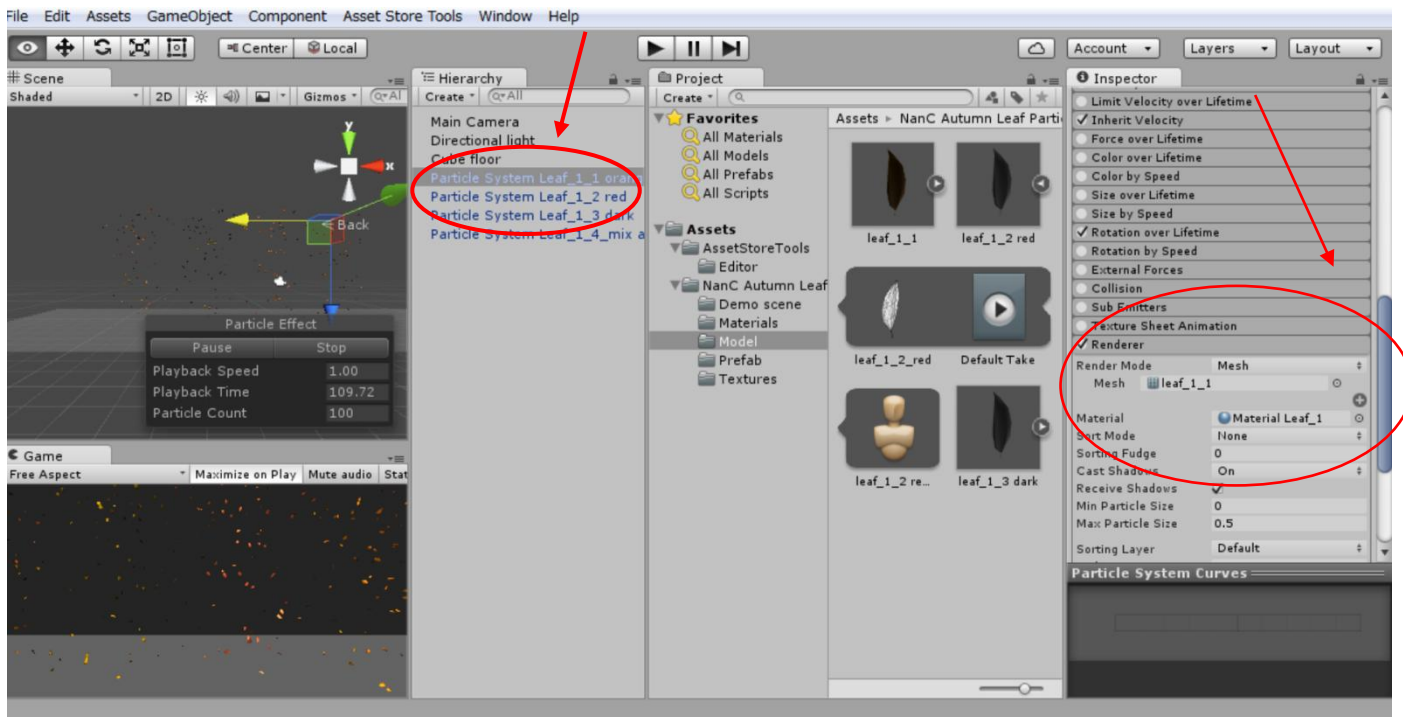
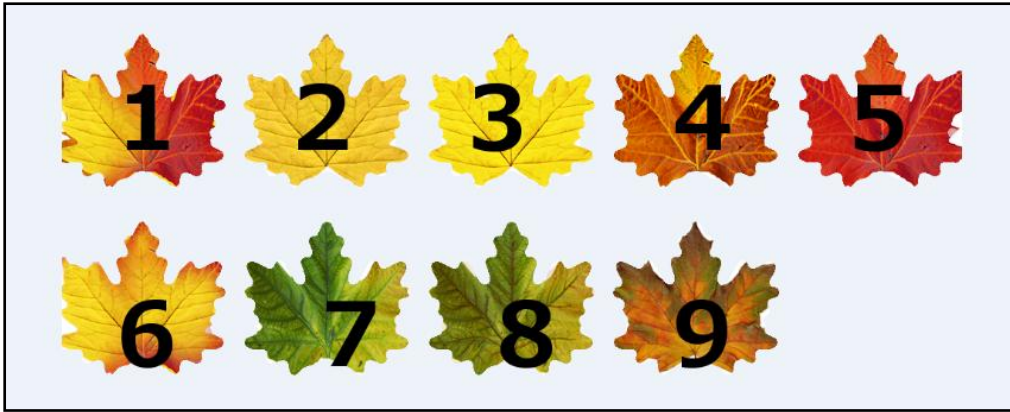


- Shuriken Particle System
- Mesh maple leaf red ~ yellow ~ green (9 textures)
- 1 leaf 980 triangles
- No alpha PNG on mesh
- 1024x1024 texture resolution
- 1 material, 1 texture for 9 textures
- Can choose 1~4 colors you like in 1 particle system

How to choose leaf colors:

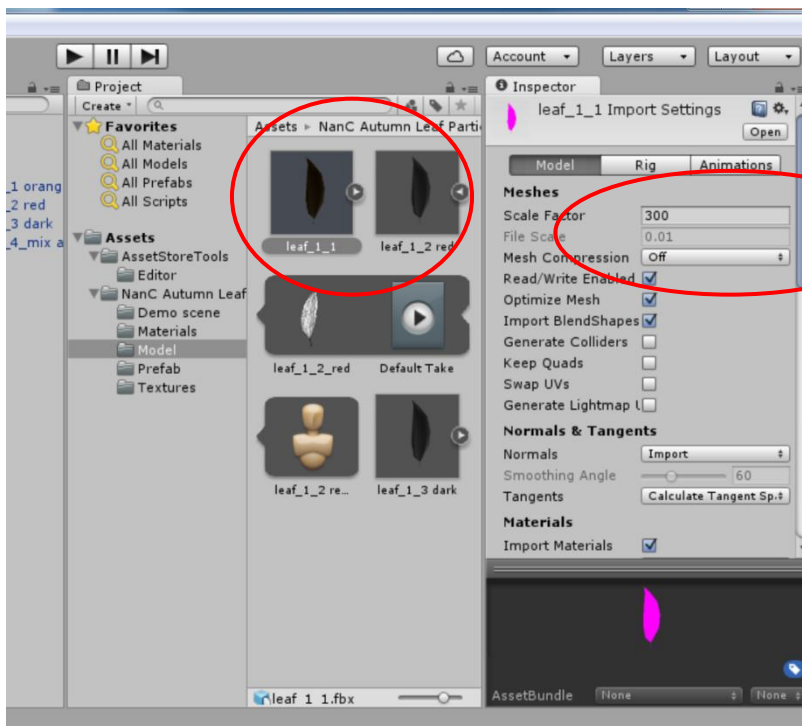
1. Inspector → Particle system → Renderer(mesh)
2. You can choose between 1~3 mesh, choose mesh colors you want.





How to change leaf size:

1. Model → Select leaf mesh → Inspector → Meshes → Scale Factor



How to set collision of particle:

1. Inspector → Particle system → collision

