

Rain FX

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The rain effect is presented in a small Unity project that contains a scene with the following game objects:

- a terrain with vegetation (grass and trees)
- a first person controller
- a water surface
- a directional light
- 2 lighting strikes (quads)
- 2 rain particle systems

Terrain

Simple basic terrain with vegetation and a few trees (just for the atmosphere)

Controller

Basic first person controller from standard assets, to be able to move and look through the scene. A script (Update Rain Position) is attached to it in the sub-object named Graphics. That script updates the position of the rain particle systems. More in the section (6).

Water

Circular water with a ripple-effect particle system attached to it (to simulate the effect of the rain)

Light

The light is a directional one, used to illuminate the entire scene. The scripts attached to the lighting strikes are modifying the light properties in order to simulate the light variation of the storm.

Lighting strikes

Each lighting strike is a quad with a script attached to it. The script auto updates the quad and places it regularly in front of the camera. This script also is changing the light properties and the skybox tint. You can put as many lighting strike quads as you like. This demo uses 2 quads with different textures.

Rain

The rain is simulated with 2 particle systems. The first one is near the player and uses fewer and larger particles and the second one is wider, with smaller but many more particles. These particle systems are moving with the player so the sensation is that everywhere you go is raining. The movement of the particle systems is done from the script attached to the first person controller.

HOW TO USE THE RAIN IN YOUR PROJECT

In order to use the rain effect from this demo in your project, import the package and just drag the **RainSystem** prefab in your project. Then you must setup the scripts in this way:

- Attach the **UpdateRainPosition** script to your person controller
 - Link the 2 particle systems (Rain, Rain Close) to this script
- Setup the lightning strikes (for each quad):
 - Link the player game object (the controller or the avatar from your game)
 - Link the directional light of your scene
- Setup the directional light:
 - Attach the **light intensity** animation to it (drag the animation over the light object)

For any questions, suggestions & problems:
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