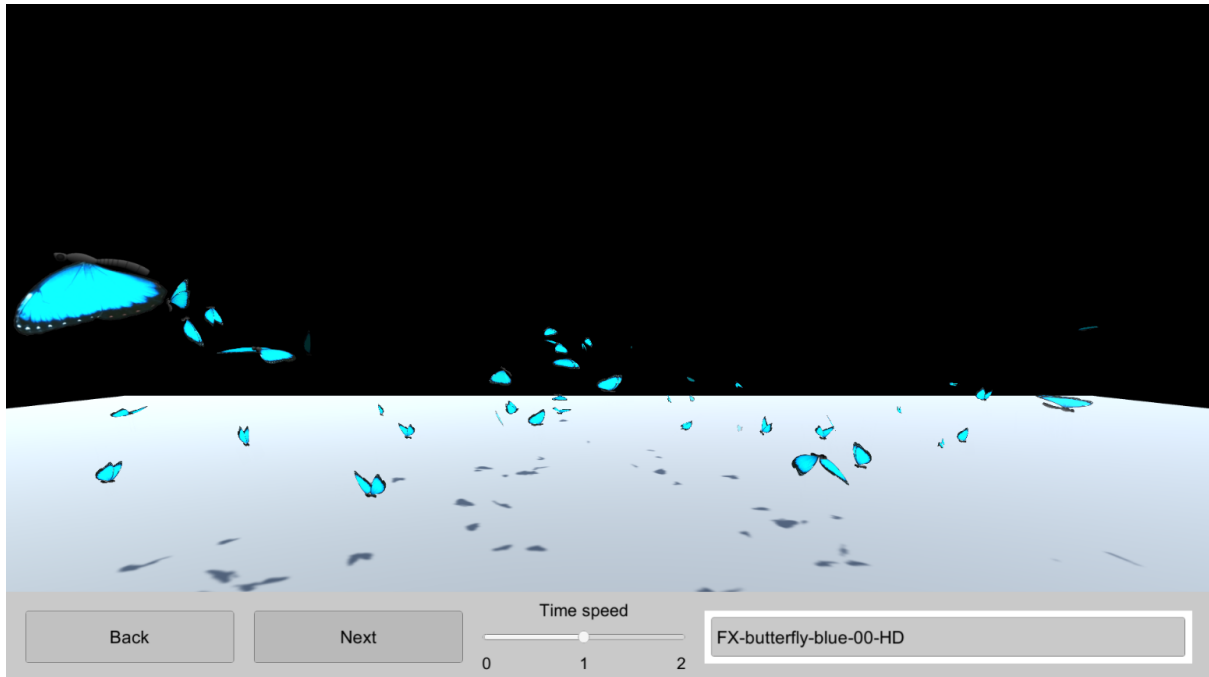# Content

Thank you for purchasing **Efímera-Butterflies**.

Launch the "Demo-scene-butterflies" scene to see the different particles prefabs included.

Push the "Back" button to see the previous particle prefab.
Push the "Next" button to see the next particle prefab.
Slide the "Time speed" bar handle to modify the time value.
The name of the particle prefab displayed on the screen will appear at the right side of the bottom bar, the text can be copied using CTRL-C.

What have I purchased?

20 Different butterflies sheet animation textures of 64 frames each one, available in 1024x1024 and 4096x4096 (HD).

44 Particle systems prefabs of flying butterflies that include a following behavior.
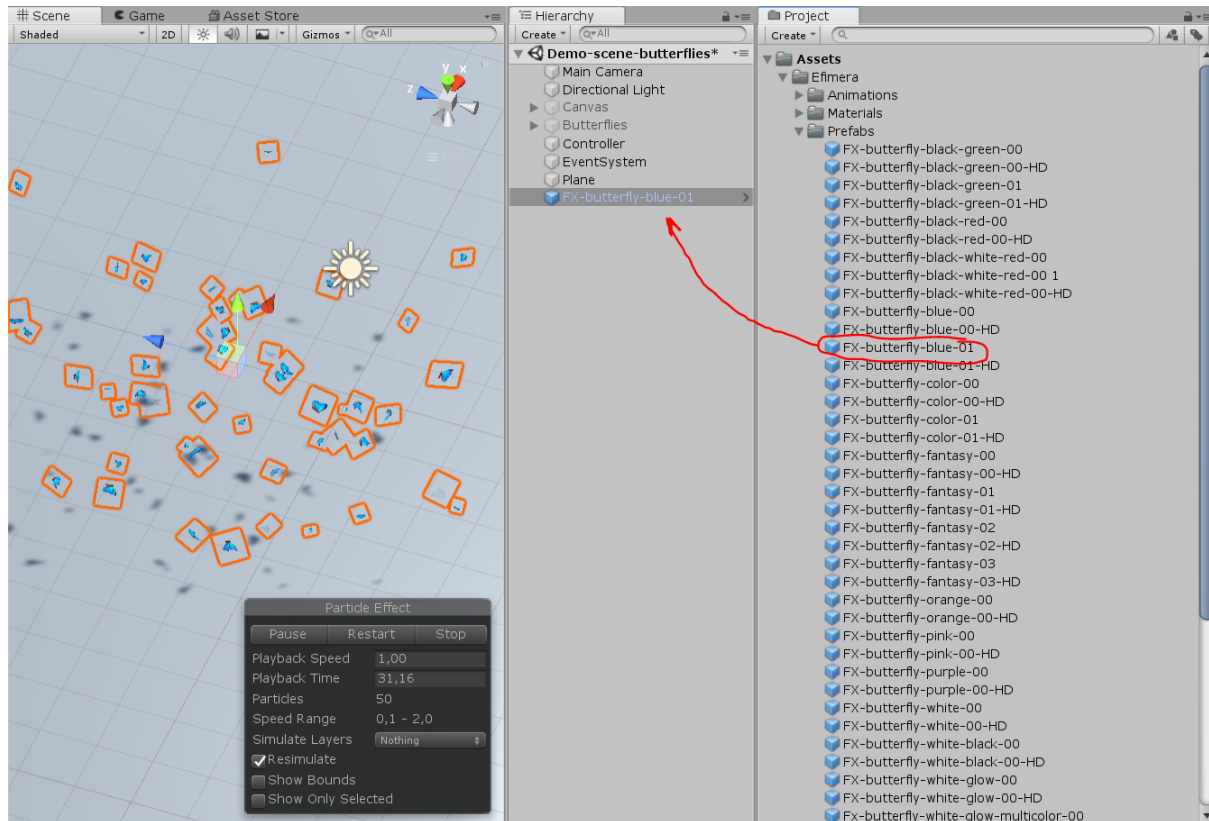1fire effect particle
1 snowflake effect particle
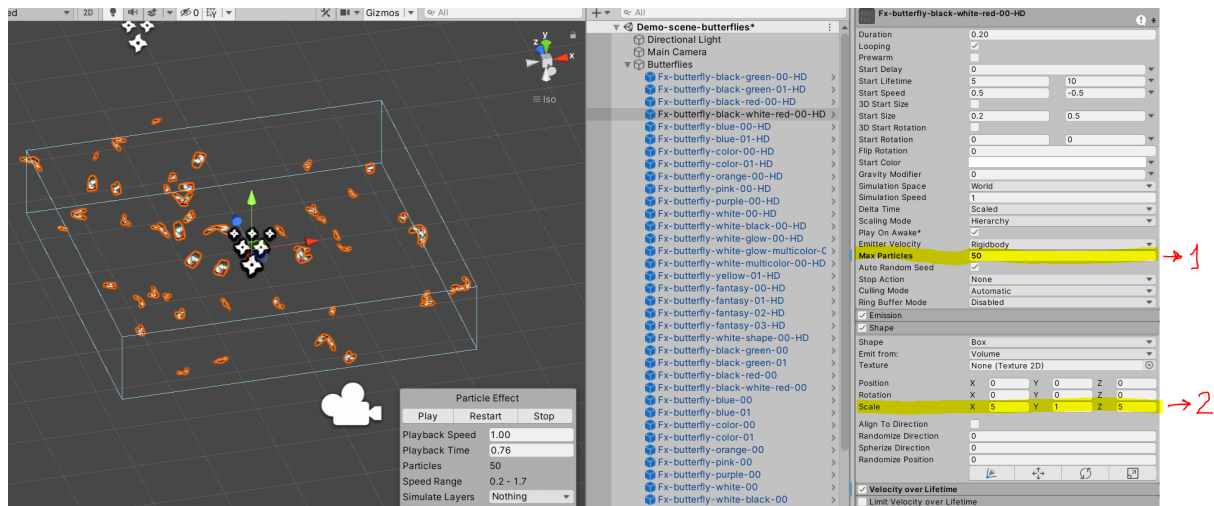Realistic butterflies: 14
Fantasy butterflies: 4
Silhouette and stylish butterflies: 2

Help tips

How can I put animated particle butterflies on my scene?
By simply dragging the chosen prefab from "Assets/Efimera/Prefabs/" of the *Project* view to *Hierarchy* or *Scene* view.

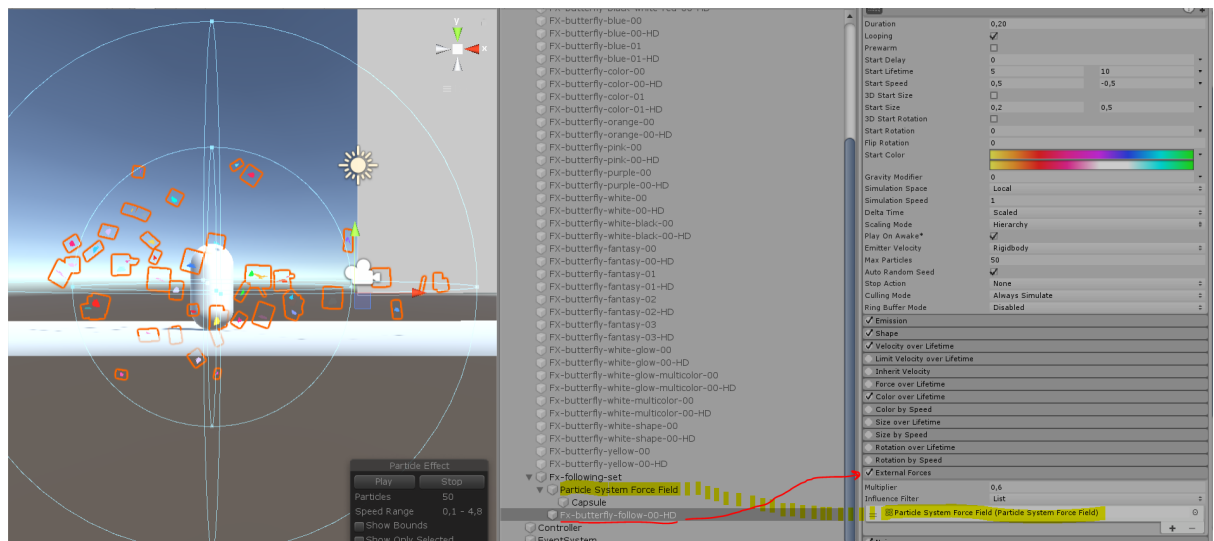
How do I modify the number of particles that the particle system is going to generate?
1* Set the maximum number of particles.

How can I change the volume of the box that generates the particles?
2* Set the volume of the box that generates the particles.

How can I implement the "follow" behavior to any of my particles?
The Particle System must have the "External Forces" module activated and must have a
"Particle System Force Field" assigned to it (by list or Layer Mask).
Particles System Force Field is available since Unity 2018.3.0f2.
You can find the Particles System Force Field of the demo scene inside of the
"Fx-following-set" prefab.

Contact

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Haruk.