

Thank you for purchasing the “Snow Blizzard Effect”!

Product Description

Realistic atmospheric heavy snow blizzard effect for PC, Mac, Console and other higher-end platforms that easily drops onto your existing camera setup.

Features:

- Highly realistic snow blizzard effect.
- Particle collision with any surface, just drop it onto your camera and watch!
- Wind particle system with wind sound effect.
- Four icicle prefabs.
- Cloth prefab that blows in the wind with looping cloth sound.
- Look up and snow will land on the camera lens.
- Dynamically lit camera frost effect.
- Atmospheric demo scene included to show snow blizzard effect to it's fullest.
- Mist fog effect, generates around player to create more atmosphere.

Information

Drop the existing Snow Blizzard Parent prefab onto your existing first person controller or use the “PC First Person Controller” prefab already setup. That's it, try walking around and see the effect get created around you and follow you. Also drop the “Wind Parent” prefab into your scene for a particle wind fog effect and sound effect.

To reduce the effect to improve frame rate for your project, click on the “SnowInner” object under “Snow Blizzard Parent” on your camera. Then click the Emission tab on the particle system in the inspector and lower the Rate count to what works for you. Also you can remove or turn off the “Mist Fog” effect to improve frame rate if it is an issue.

Note:

1. The “PC First Person Controller” prefab is for non-mobile platforms, to use this controller ensure that you are set to a non-mobile platform in the build settings and that on the “Mobile Input” window is set to Disable.
2. The included “Mobile First Person Controller” prefab is for mobile platforms, to use this controller ensure that you are set to a mobile platform in the build settings and that on the “Mobile Input” window is set to Enable.