

Load the Stylised_Wind_VFX_Demo.unity scene for an example of the effect. Alternatively, drag the Heavy Wind or Light Wind prefab into your scene.

Both of the wind effects can be easily modified to fit your project by altering the effect's parameters (select the effect in the Hierarchy window, then the particle effects settings will appear in the Inspector window on the right). To increase or decrease the number of wind lines, change the Rate over Time value (under Emission). To change the area that the lines are spawned into, change the Scale of the box (under Shape). Finally, to change the speed and directing of the lines, change the Linear velocity values (under Velocity over Lifetime).

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com