

# Falling Cherry Blossom Effect Documentation

1. We suggest using Linear color space which can be found from (Edit>Project>Settings>Players).
2. If you do not have post processing installed, we suggest install it from (Window>Package Manager). Click the All button and select "Post processing". After that, click the Install button.
3. Here is the custom shader that we use in this package with Chinese translation. Using different flower images to replace the texture maps can achieve various effects

