

Dust Particles

This document describes the design and implementation of "Dust Particles" effects, categorized into four distinct styles. Each style has a single variation with a clay-colored theme. A

DemoScene is provided to showcase these effects, along with their materials and texturing. Prefabs are ready-made and can be easily dragged and dropped into the scene. For added uniqueness, applying particle effects over a sprite background is recommended, resulting in dynamic and visually appealing outcomes.

2. Materials

All variations styles use materials with clay tones to ensure a natural and cohesive Aesthetic.

Texturing

It include 9 textures that are used in Effects.

3. Prefab Integration

Drag the desired prefab from the assets folder into the scene.

4. Conclusion

This documentation outlines the "Dust Particles" effects, materials, and integration process. By using prefabs and combining them with background sprites, you can create visually stunning and engaging scenes effortlessly.

Note! Don't resale or redistribute the asset and even single textures.