

Load the Boat\_VFX.unity scene for an example setup of all the Boat VFX. Alternatively, simply drag the Boat\_VFX Prefab (from the Prefabs folder) or any of the individual boat VFX elements into your scene.

Please note that the Boat Wake elements are 2D VFX so will only work on a relatively flat water surface to avoid intersection (although this could be negated by changing their sorting priority).

Have fun!

If you have any questions then please get in touch at [contact@realtimevfxstore.com](mailto:contact@realtimevfxstore.com)