

-Shuriken Particle System

-4 Types: grains mesh / round cartoonish / grain board / billboard

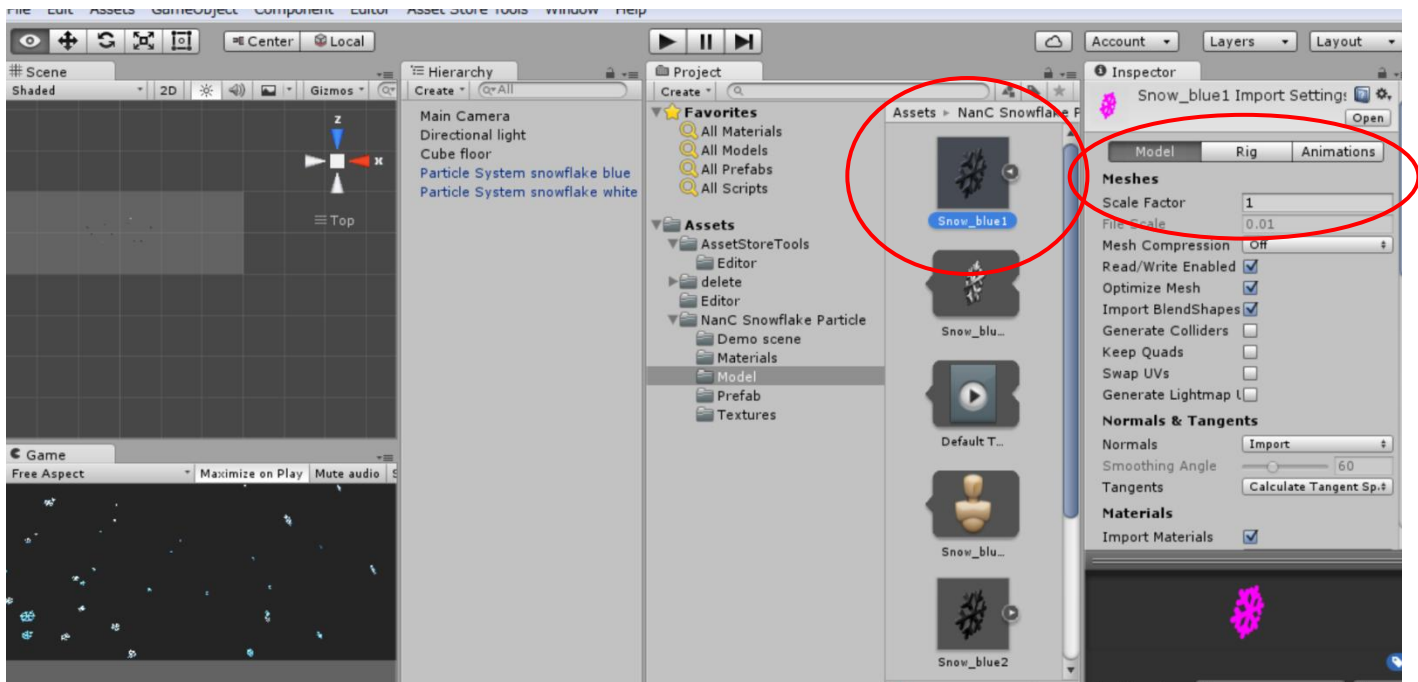
-436 triangles(grain) / 56 triangles(round) / 192 triangles(grain board)

- Type grains mesh, round not use alpha / Other 2 types use Alpha PNG

-1 material for each type

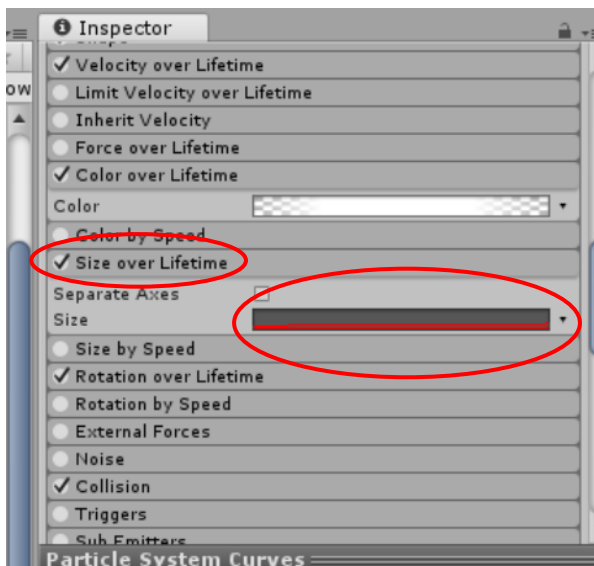
How to change mesh size:

1. Model → Select mesh → Inspector → Meshes → Scale Factor



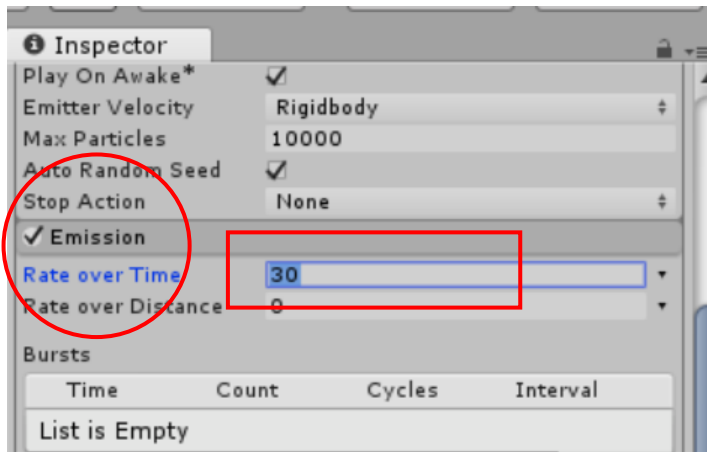
Also here can control size:

1. Inspector → Particle system → Size over Lifetime



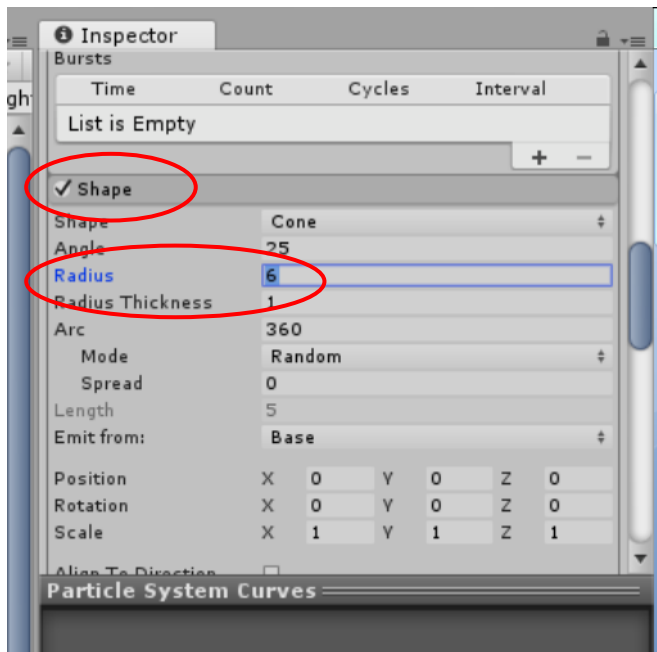
How to increase number of particle:

1. Inspector → Particle system → Emission → Rate over Time



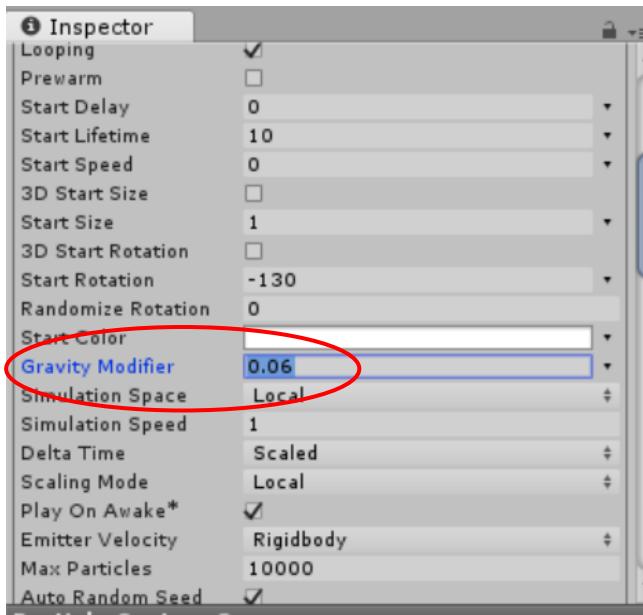
How to increase range of particle:

1. Inspector → Particle system → Shape → Radius



How to change speed of particle:

1. Inspector → Particle system → Gravity modifier



How to set collision of particle:

1. Inspector → Particle system → collision

