

Firework VFX

A Game-Ready Asset by [Occa Software](#)

Version 1.0

If you run into any issues or have any questions, please don't hesitate to contact me by email or on Twitter.

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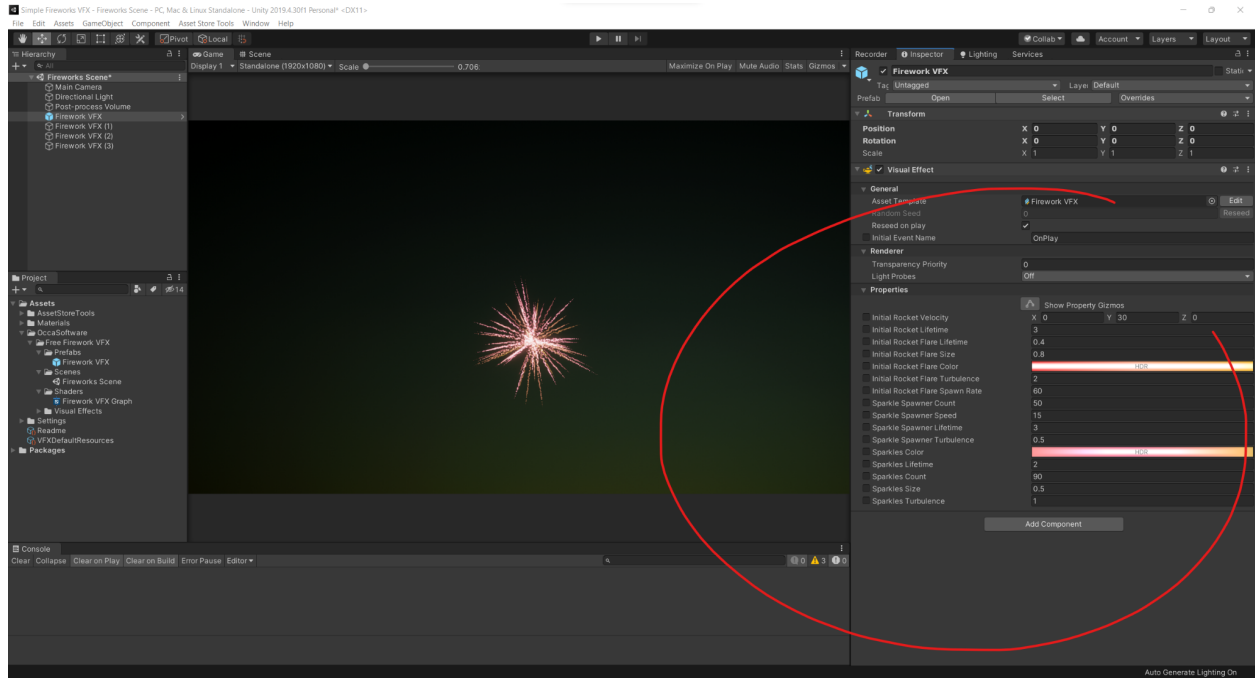
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How to Use

1. Import the package into your project.
2. Drag and drop the Firework VFX Prefab into your scene.
3. Configure the Firework VFX Prefab from the Properties tab of each instance of the Prefab.
4. Note that the Firework VFX is modeled on real-world scale fireworks. If you need it to be smaller or larger, I recommend that you scale the Firework VFX Game Object first before tweaking the properties.



Contact

If you encounter any issues at all, please don't hesitate to contact me at occasoftware@gmail.com