Load the example Blacksmith_Sparks.unity scene for an example of the sparks effect. Alternatively, simple drag the AnvilStrike.prefab into your scene, placing the prefab when the sparks are to emit from.

Click the left mouse button to trigger the effect. If this fails to work, open up Project Settings -> Player, find Active Input Handing and check that it's set to either "Input Manager" or "Both".

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com