There are other setting that are emission, shape and renderer.

Renderer lets change the particle image and emission changes the number of particles.

shape lets resize the particle field and types of particle field shape.

```csharp
void OnCollisionEnter2D(Collision2D other)
{
    if(other.gameObject.tag == "Ground")
    {
        snow_particle.Play();
    }
    else
    {
        snow_particle.Stop();
    }
}
```

Play and stop on function calling