

Thank you for purchasing the “Meteor Storm Effects” package!

Product Description

Realistic atmospheric meteor storm effect for PC, Mac, Console and other higher-end platforms that easily drops onto your existing camera setup.

Features:

- Highly realistic meteor effect that collides and breaks apart with a crashing sound effect.
- Particle collision with any surface, just drop it onto your camera and watch!
- Wind and mist particle system with wind sound effect.
- Atmospheric demo scene included to show meteor storm effect to it's fullest.
- Particle mist effect, generates around player to create more atmosphere.

Information

Drop the existing Meteor Storm Parent prefab onto your existing first person controller or use the “PC First Person Controller” prefab already setup. That's it, try walking around and see the effect get created around you and follow you. Also drop the “Wind Parent” prefab into your scene for a particle wind fog effect and sound effect.

To reduce or increase the frequency of meteors, click on the “Meteors” object under “Meteor Storm Parent” on your camera. Then click the Emission tab on the particle system in the inspector and lower the Rate count from 1 emission per second to what works for you.

To improve frame rate try lowering the Rate count under the Emission tab for “FireSmoke”, “ReEntryFlame”, “Explosion” or “RockDebris” under the “Meteors” object. To help improve frame rate by tweaking the collision calculations try altering the “Collision Quality” selection and the “Voxel Size” number under the “Collision” tab of the “Meteors” object. Also you can remove or turn off the “Mist Fog” effect to improve frame rate if it is an issue.

To edit the maximum distance that the meteor crash sound effect occurs (or any other audio variables for that sound effect), change the audio source settings on the “MeteorSound” prefab in the prefabs folder.

Note:

1. The “PC First Person Controller” prefab is for non-mobile platforms, to use this controller ensure that you are set to a non-mobile platform in the build settings and that on the “Mobile Input” window is set to Disable.
2. The included “Mobile First Person Controller” prefab is for mobile platforms, to use this controller ensure that you are set to a mobile platform in the build settings and that on the “Mobile Input” window is set to Enable.