

Particles That Pop

These particle system prefabs use a two-texture sprite sheet to swap in a second (glowing/popping) texture to create an interesting two-stage effect without needing to trigger a second particle system. This makes it easy to set up, tune and stay mobile-friendly.

WHAT'S INCLUDED:

20 Particle Prefabs with high-definition textures

Six example scenes showing colour variations; one scene already has a button set up to trigger the particles for newer users.

HOW TO SET UP:

1. Drag a particle system prefab into your scene.
2. Customize the 'start color' or 'color over lifetime' parameters in the Inspector to match the colours you prefer.

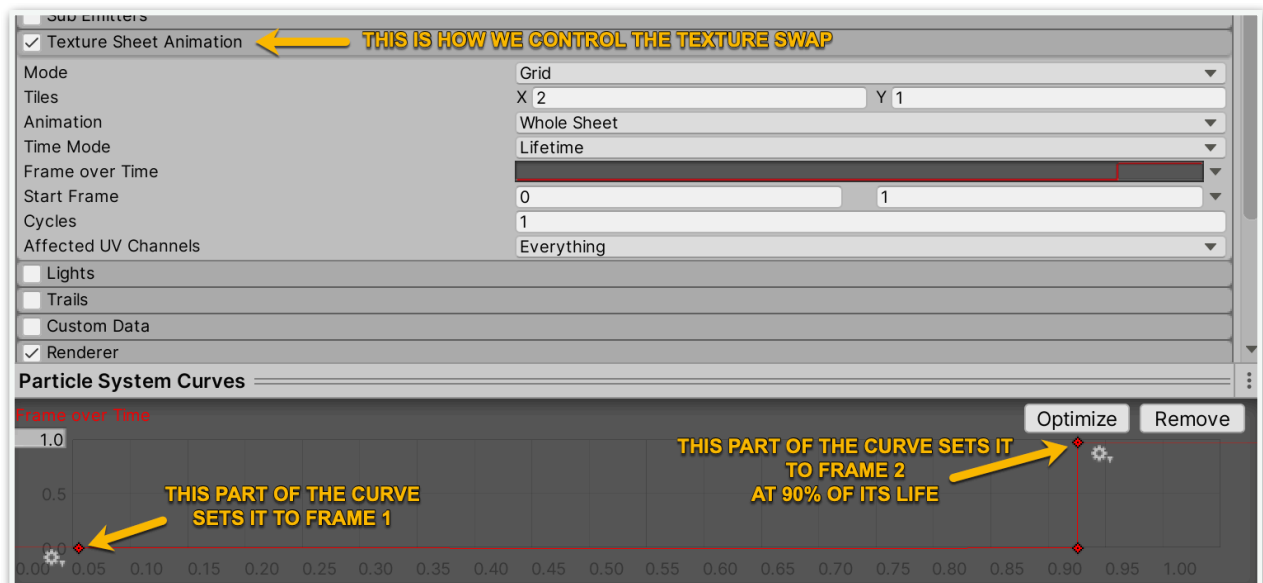
HOW TO CUSTOMIZE THE 'POP':

Each particle effect comes with a matching sprite sheet containing two textures:

- Frame one: the texture without the effect
- Frame two: the texture with the effect

The 'pop' or 'glow' effect is caused by swapping in Frame 2 using the Texture Sheet Animation property inspector.

In the example below the curve is increased from a value of 0 to 1 at 90% of the particle's lifetime:



If we wanted the glow to happen earlier we would just change the curve to happen earlier, say at the half-way mark.

See those little gear icons wherever a key is set? Those control how the curve gets applied. So if you wanted the particle to constantly swap from glowing to normal and back you could set this to 'Loop' and it will spend it's whole life after that point to loop back and forth.

NOTES:

- A. The first 15 prefabs are meant to provide a nice glowing effect to the particle texture.
- B. The last 5 prefabs are meant to provide a simple popping effect, such as a bubble popping. This is done by also using the SizeOverLifetime property so that when the 2nd textures gets swapped in it also gets scaled up or down at the same time to mimic a popping effect.
- C. All the source textures are located inside Materials > PNG and are 2048 wide by 1024 high. You can duplicate or edit these to create your own popping effects. Just be sure and align your textures with the centre of each side so the pop looks okay.

Having any issues using these? Please contact me directly at dannymather@gmail.com and I will get back to you as soon as I can.