

There a total of 4 effects in this package

**Mesh Effect-** <https://youtu.be/pQA0RMBIb3c>

**Skill01-** This is using only 2 scripts, 1 to spawn and other for movement, also trigger muzzle and hit. Rest are simple particle systems.

**Skill02-** A script is attached to scene that spawn the whole effect and another script attached to prefab to Destroy it after 10 seconds. Rest all particles system.

**Skill03-** 3 scripts one to spawn, another to move and trigger muzzle, hit and another for the rotation. Demo scene is a good example to see how it is working.

If you face any other problem contact me.

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