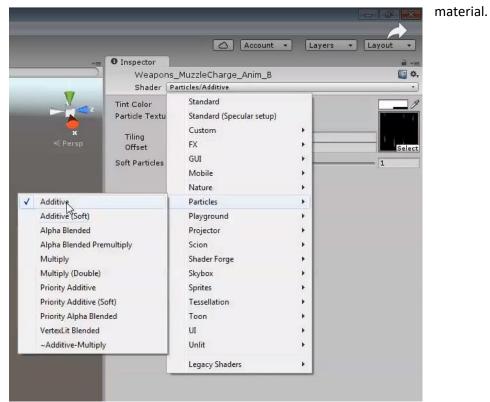
Using particle system play texture sheet animation

- Use this way to add realistic bubbles, fishes, light rays

Right click in the hierarchy - create - particle system

First thing first, we need to have our texture sheet as an Additive material.

Crate new material: change the shader type to particles - additive and drag the texture sheet on to the



Now let's select the particle system again, and look at the Inspector, in this menu, play around different properties to create different effect.

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Set **Emission rate = 0, click the add + button to add a burst,** Set Time, Min and Max as shown below

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The **Duration** is how fast your animation will play, right now is 5, so if you want to speed up, change it to lower value like 1.

For all the properties like **Start Lifetime, Start Speed, Start size and etc**., you can change them to either Random range of value or curve by **clicking the triangle drop down on the right**.

If you want multiple object in the scene, you can add more burst or try change the rate, that will constanly shoot particles out per frame.

You can do lots of things by trying out different propertives. Change the range, try nagtive values and try curve, you can have totally different look and feels.

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It's important that you enable the Texture Sheet Animation property

Based on your texture sheet, **change the X,Y values in Tiles.** X is the columns, Y is the roles.

Animation should leave as Wholesheet

Cycles can leave as 1, since we only loop the whole sheet once per time

Next, In the Renderer Tab, several things are important,

First of all, you wanna make sure **the Material** is using the **Additive material** we just made.

Than you can play around the **size**, to make sure your texture comes out proportional.

You can change the **pivot point** so they all start or ends at the same position.

PLUS:

How to create a texture sheet.

- The application I use is called GlueIt, here's the download link

https://drive.google.com/drive/folders/1lThuXfF3h-5NfBq5K7WGpgauvQWy1ldr?usp=sharing

- You can create sequence of image using whatever as long as it's transparent background, after you have the image sequence, import them in to Gluelt, and just Glue it, then save
- Import into the Unity, it's ready to be use as an additive texture.