

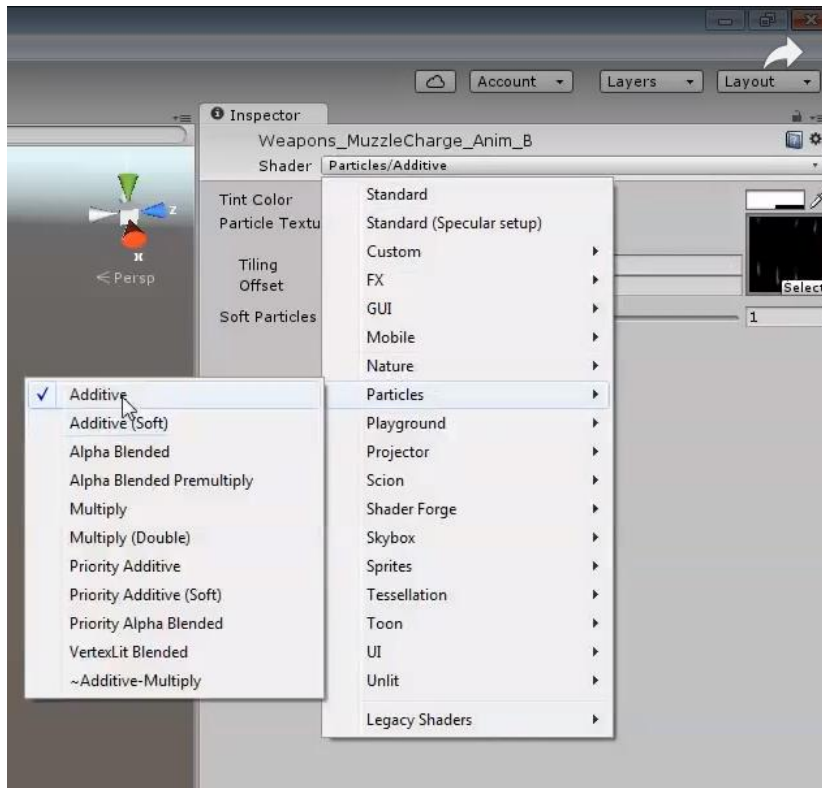
Using particle system play texture sheet animation

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

Right click in the hierarchy - create – particle system

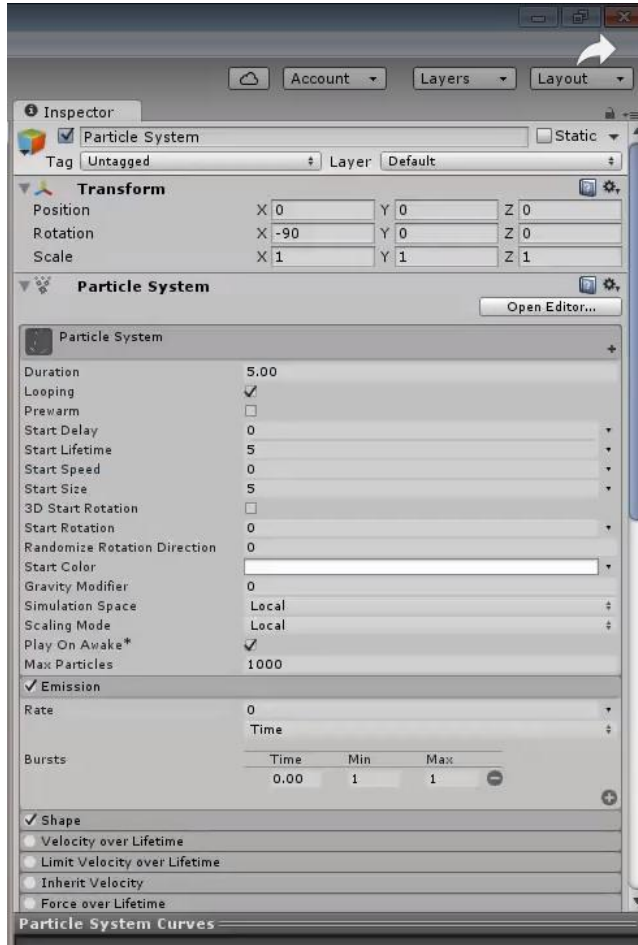
First thing first, we need to have our texture sheet as an Additive material.

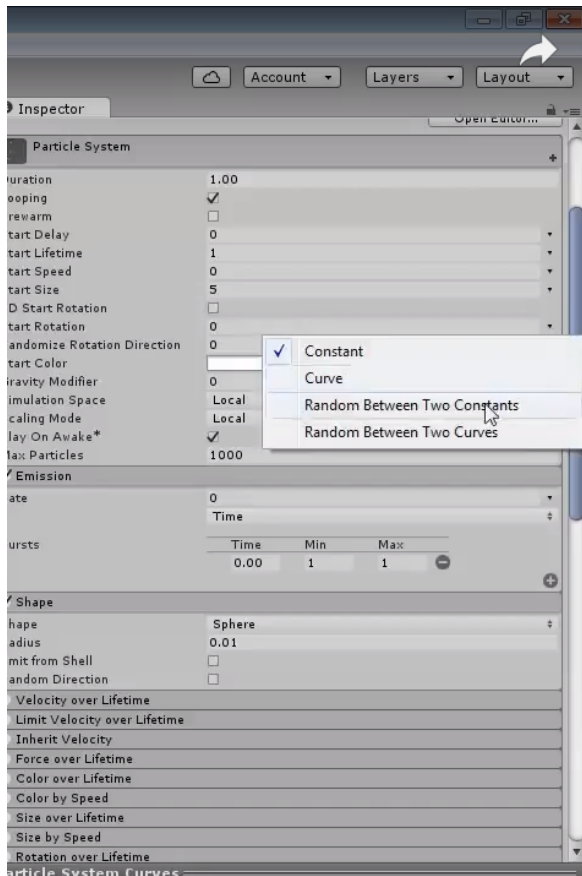
Crte new material: change the shader type to **particles – additive** and drag the texture sheet on to the material.



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

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





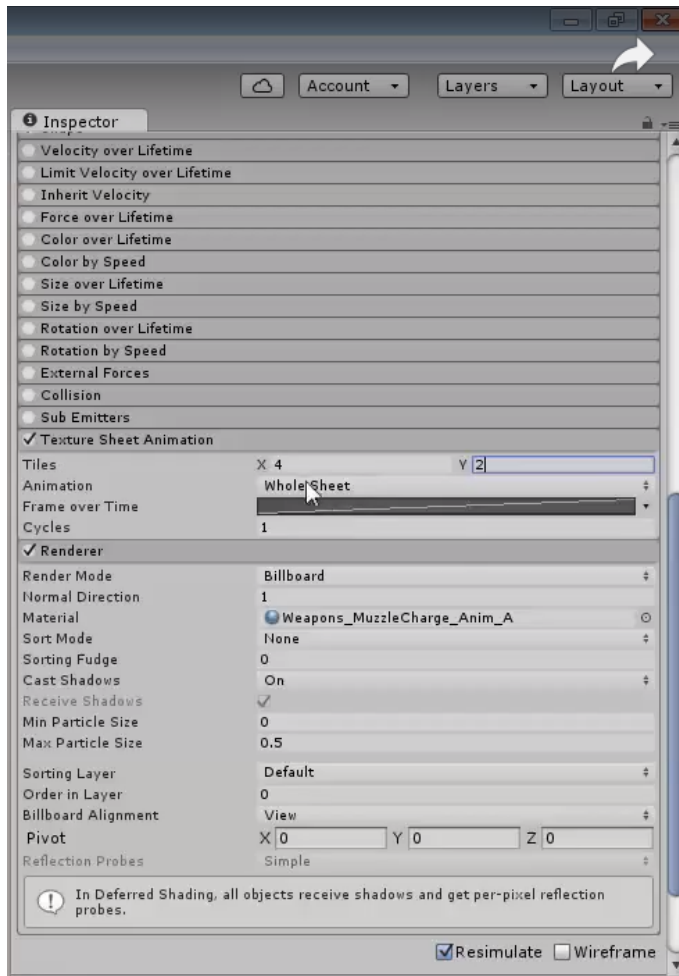
The **Duration** is how fast your animation will play, right now is 5, so if you want to speed up, change it to lower value like 1.

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 constantly shoot particles out per frame.

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

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 rows.

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.

Then 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 Gluelt, here's the download link

<https://drive.google.com/drive/folders/1ThuXfF3h-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.