



3D Camera Rain Drops Setup Guide

Author: **Murad Elboudy**

GETTING STARTED:

1. Grab the prefab and drag it into your scene. The prefab already contains a camera so make sure you delete the one in your scene.
2. Play the game and that's it! Now you have a rain drops effect on your FPS game camera

PROPERTIES:

1. *RainDropsIntensity* = the intensity of the rain. It takes a data type of **int** and has 3 values. **1** for *small* intensity, **2** for *medium* intensity and **3** for *large* intensity. *For example:* RaindropsIntensity = 2; //will give a medium intensity of rain drops
2. *EnableTrails* = whether you want to turn on/off the rain drops trails. It takes a data type of **bool**. So it's either *true* for enabling the trails or *false* for disabling the trails. *For example:* EnableTrails = false; //will turn off the rain drop trails.

FOR 2D:

Create a sorting layer for the raindrops, order it with your existing sorting layers and add a Sorting Group to the game object holding the "3D Camera Rain Drops" script.