



Unity Asset - UI Particle System v1.37

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The **Unity Asset - UI Particle System** is an advanced plugin for integrating 3D particles into Unity's GUI, simplifying processes such as sorting orders and canvas management. It is designed to be mobile-friendly with an efficient depth buffer to minimize performance costs.

Key features include rendering particles on the GUI with a custom depth buffer, full support for the Shuriken Particle System (requiring only a shader change), a culling mask feature for scroll views, and easy setup with an attachable UI Particle system component.

"Unity Asset - UI Particle System" Samples:

The plugin offers an advanced, customizable particle shader, support for Soft Particle blending with GUI, and a distortion effect. It's ideal for enhancing GUI elements with special effects, complex rewarding effects, and game card effects.

The system requires Unity GUI and a canvas in Screen Space - Camera mode, and it supports both the Standard and Universal Rendering Pipelines (URP from version 2019.3+). Supported depth/culling sources include Image, RawImage, and RectTransform with a selected texture.



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