

BlitzRig

Procedural lightning, thunder and arcs for Unity

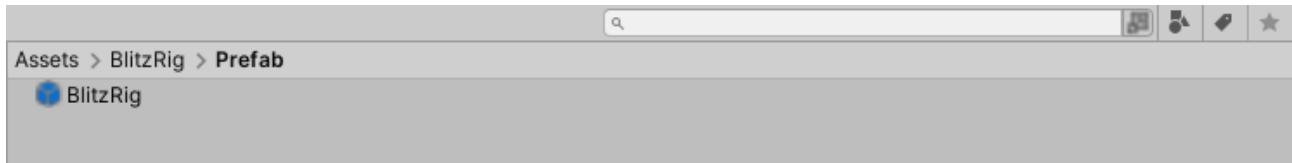
Offline Documentation

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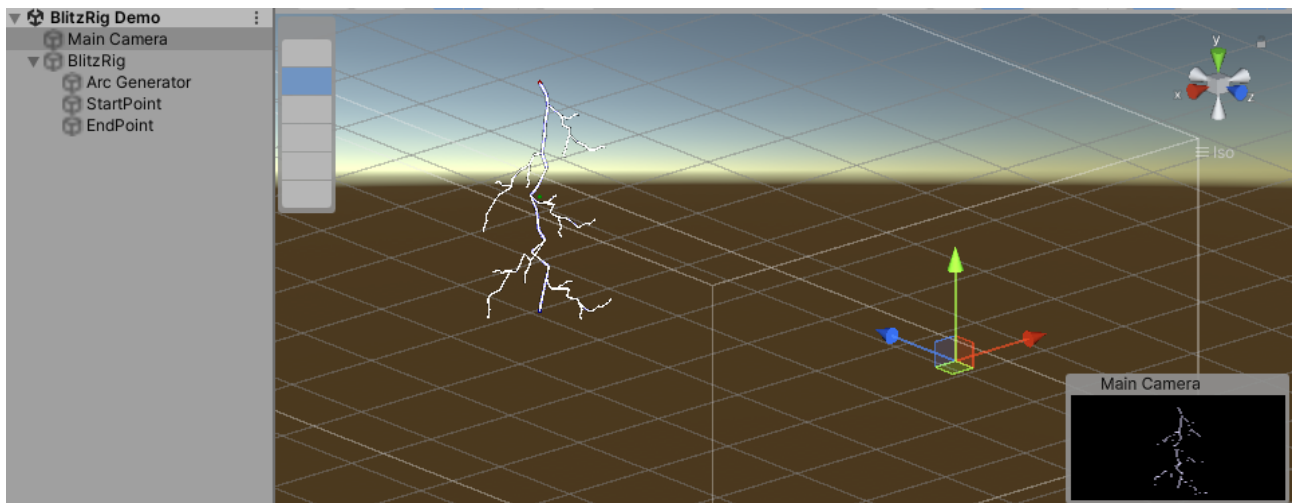
Contact nukode.io@gmail.com for additional support

Getting started

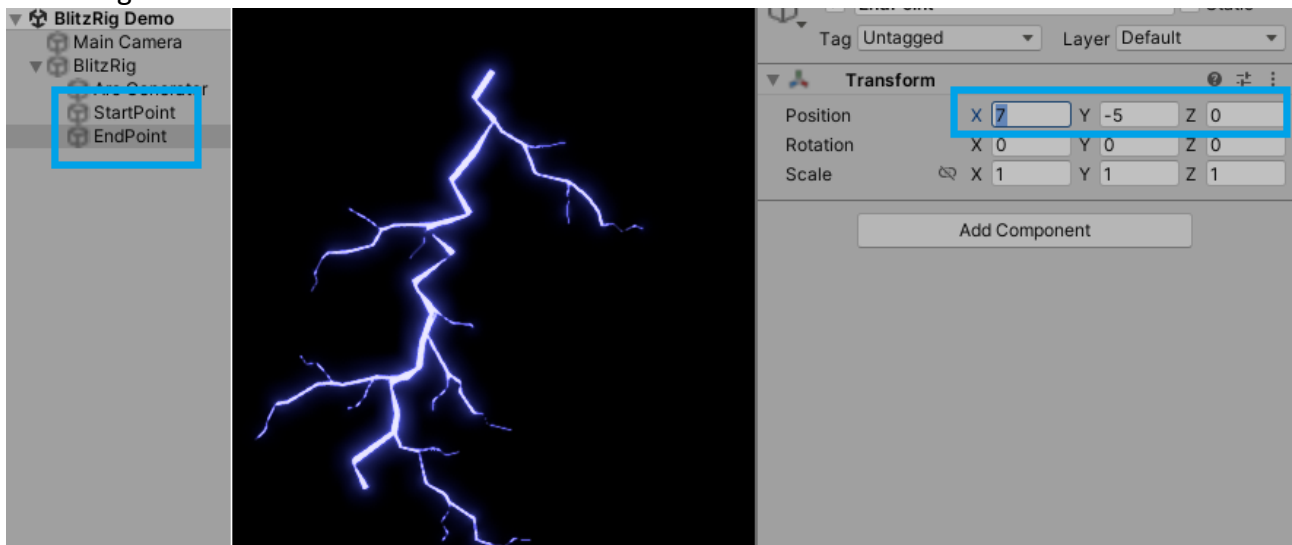
- 1 – Navigate to the BlitzRig folder.
- 2 – Open the Prefab folder.
- 3 – Drag and Drop the BlitzRig prefab in the hierarchy.



- 4 – Launch the game and position the generated BlitzRig mesh in front of the camera. The mesh must also face the camera.



- 5 – Optionally, you can change the position of the Start point and End Point to change where the mesh begins and end.



6 – Optionally, you can further customize the appearance of the mesh using the component inspector of the BlitzRig component that can be found attached to the Arc Generator Game Object.

