Read Me
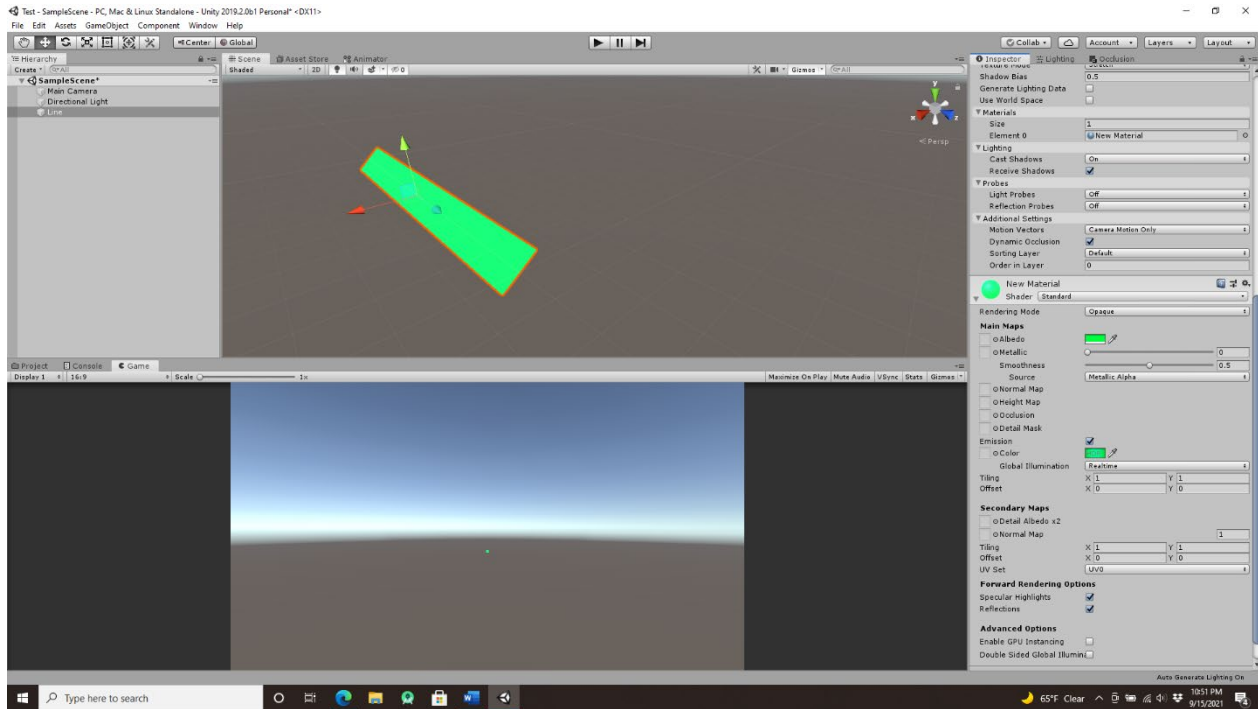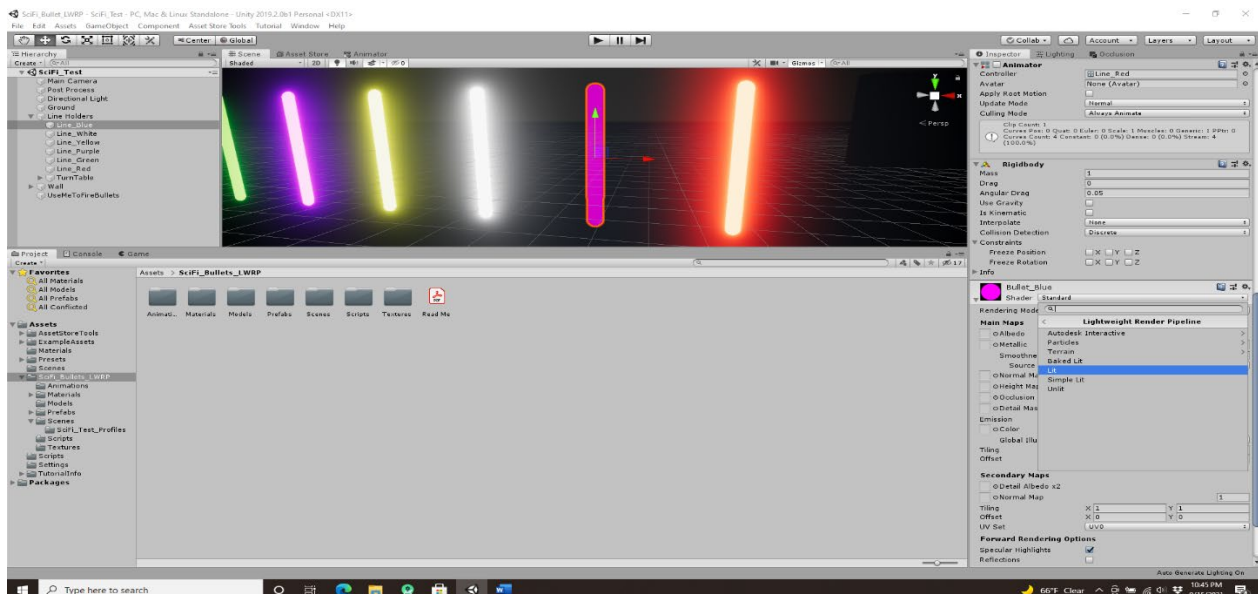
This pack was created in Unity 2019.2.0b1 with the Lightweight Render Pipeline. To make this pack work with Unity standard or HDRP, follow the steps below to get the materials to render properly!
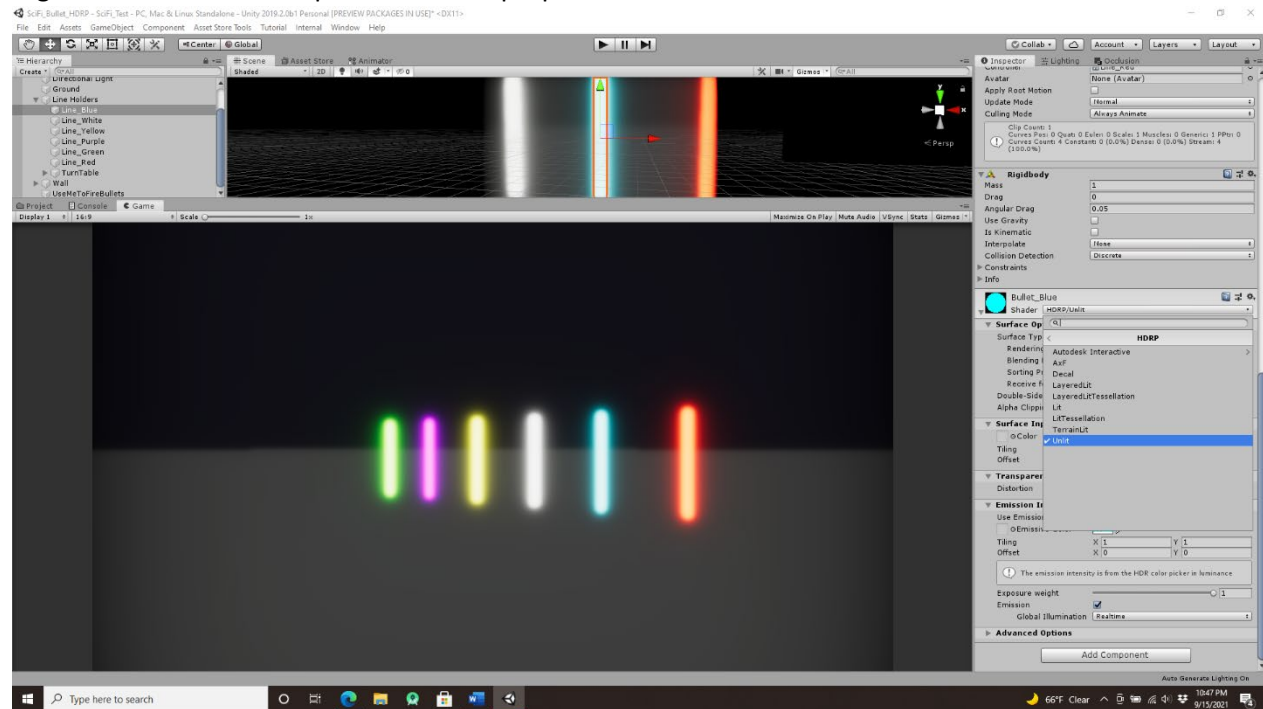

Standard material properties.

Lightweight material properties.

High-Definition Render Pipeline material properties.

For this pack, the gun shown in the trailer video is not included as I just used it for demonstration purposes. If you want to acquire it for your own use, then use this link to download the pack from the Unity Asset Store.

https://assetstore.unity.com/packages/3d/props/guns/sci-fi-gun-light-87916

To use this pack for your own game project it's easy to customize to get you started. At the end of your gun barrel for your mesh, add an empty gameobject that will act as the transform. In the ParticleLine_Bullets and EndofBarrelBlasts in the prefabs folder, you will plug-in the corresponding colors to the Fire Script that is included in this pack.

I created animations for the gun that I used to allow it to look like force was pushing it up and then back down. If you don't need that in the Fire Script, then all you will need to do is take out the Animator components to get the script to work. The rest of the setup you will see in the test scene to get these to work in your own game projects!

For the emission to glow as seen in the trailer video, add Post-Processing as discussed above. I included a capsule model in the Models folder if you wanted to use that instead of the line

particle effect. You can add in the material included for the color you want and then customize the look to your liking.

These are my settings that I used for the HDRP version.
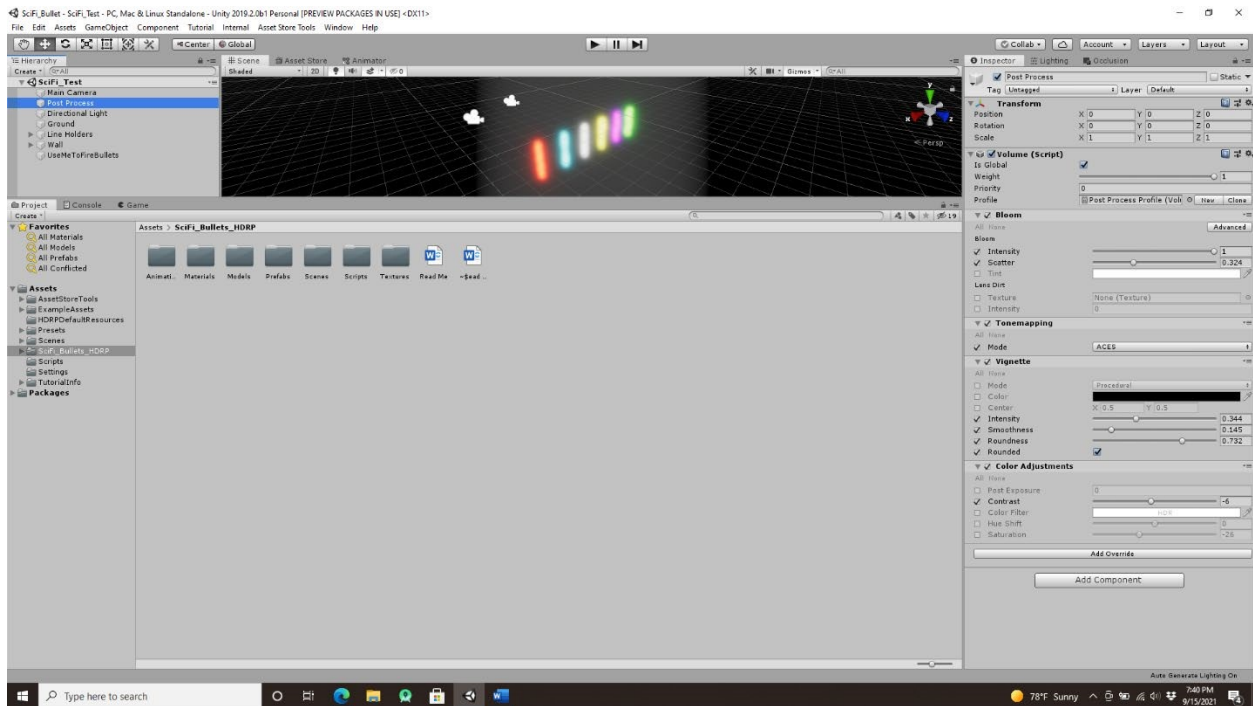
In the example scene, I have included an empty game object that has a fire script. This will spawn a bullet prefab to show how you can do this in your projects. Below, are screenshots to show you how these were setup in this project!
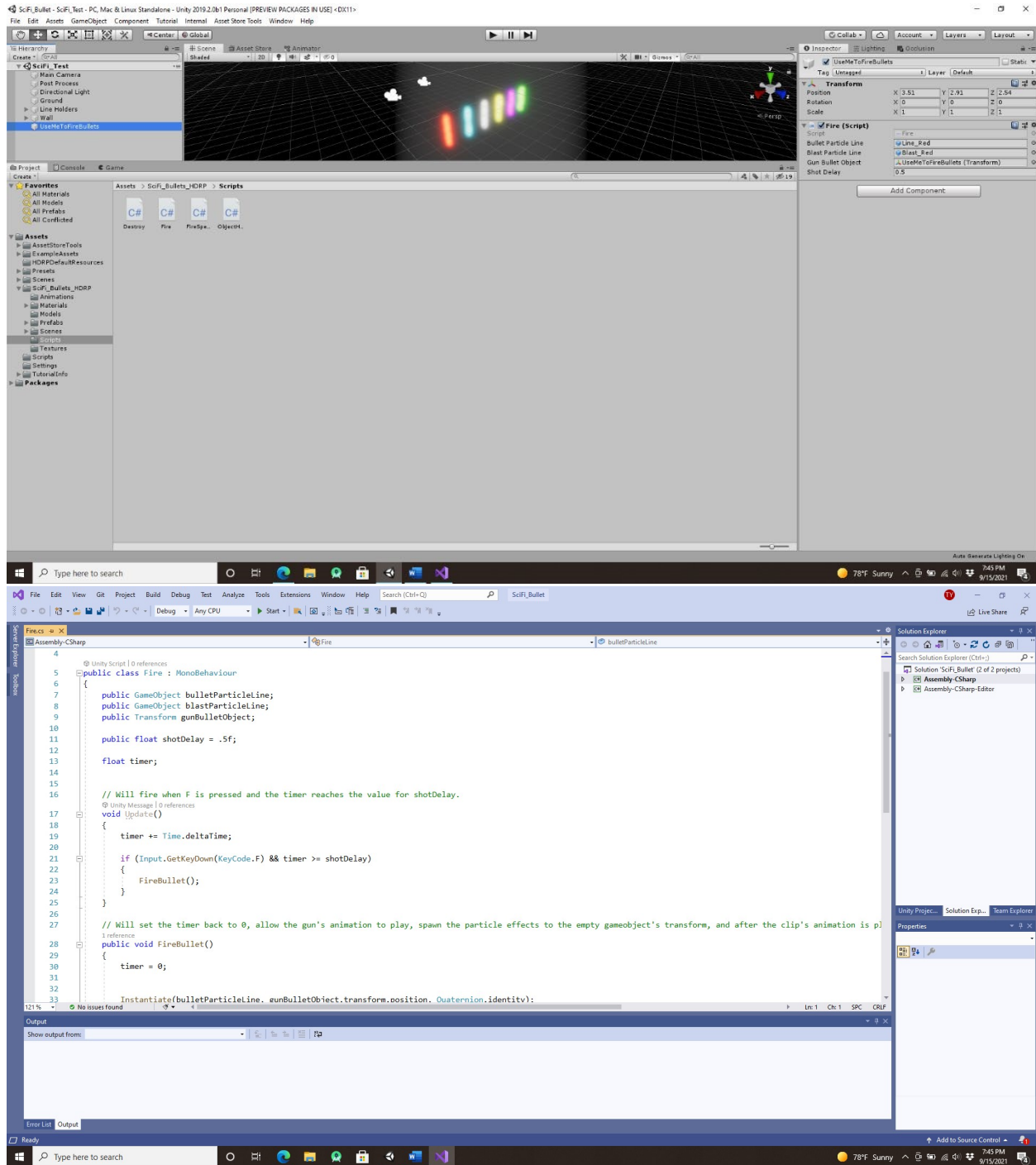
For any issues or questions: you can contact tom_yoder@yahoo.com

If you want to use this for commercial purposes go ahead. Everything in this pack can be used for commercial purposes, including the capsule model as it was made in MayaLT.

Have fun and thank you for your support!