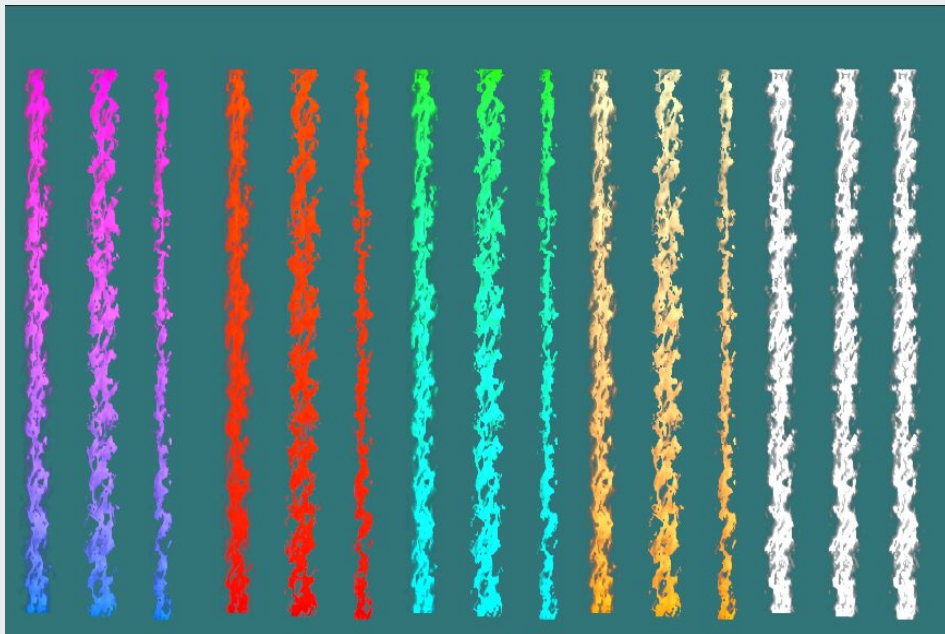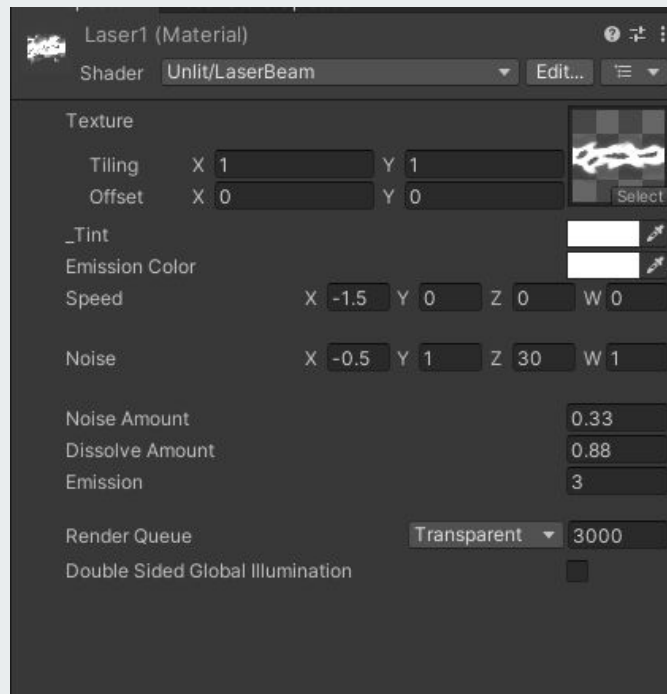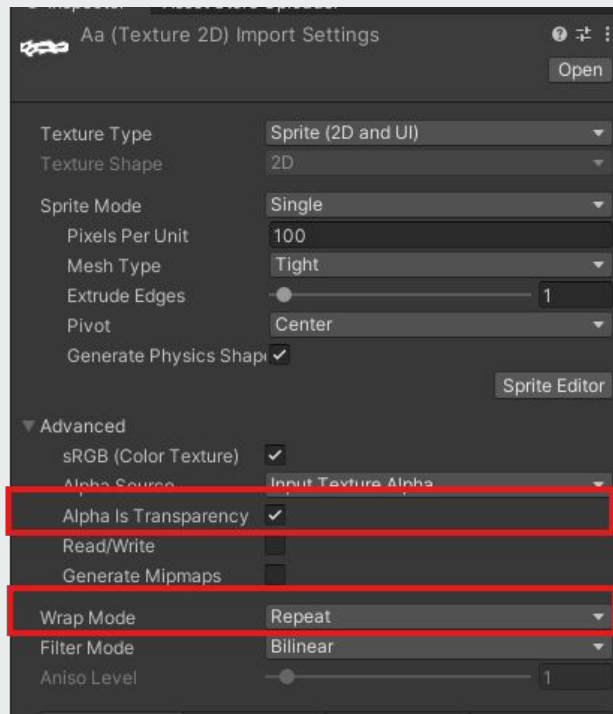# Laser Shader

Laser Line

1. Properties

- _Tint: Color of line.
- Emission Color: Control Color of Emission.
- Speed: Speed Moving of Texture.
- Texture: Maintext- shape of laser.
- Noise Amount: Noise shape laser.
- Dissolve Amount: Erosion shape laser.
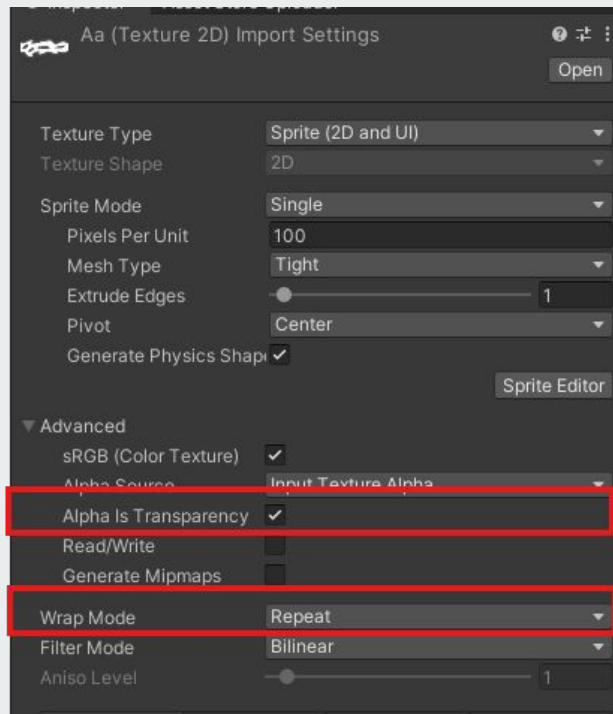- Emission: Intensity of Emission Color

Laser Line

2. Note.

- Main texture need to set wrap mode: Repeat
- Main texture need to set Alpha is transparency.

Laser Line

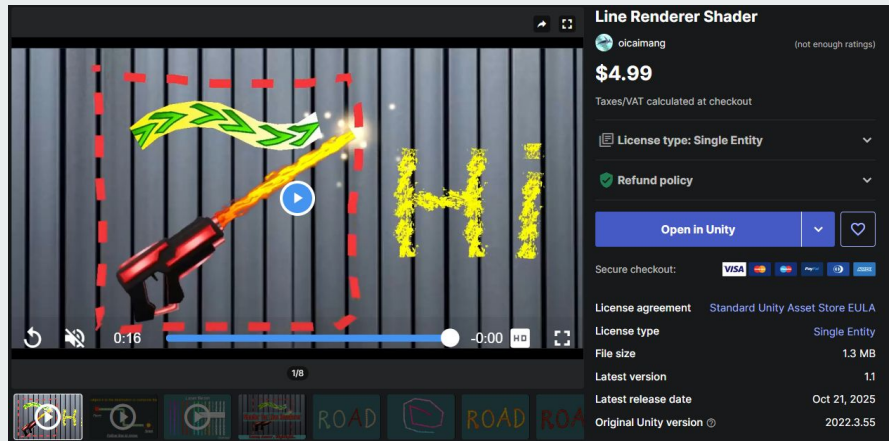## 2. Note.

- Main texture need to set wrap mode: Repeat
- Main texture need to set Alpha is transparency.

Below I present a paid upgrade to the property. Thanks again for your interest!

https://assetstore.unity.com/packages/vfx/shaders/line-renderer-shader-331868

I'm glad you're interested in this property. Please rate so I can improve it. Thank you!
If you have any questions, please review asset or contact me by email:

nguyenducquyet175@gmail.com