LineWave Documentation:

The script provided can be applied to any GameObject In your project that has a Line Renderer component, as a complimentary component. Before that, be sure to have added a proper material to the Line Renderer and toggled it's "Use World Space" variable off. (a standard Unity material called 'Fire Smoke' is embedded with the sample, as it's dependent texture 'fire4' as well, which can be switched by any other one of your choice.) After that, you're ready to run the project and tweak/play around with the variables.

Summary:

- Create an empty GameObject;
- Add a Line Renderer component to it;
- Apply it a proper material;
- Toggle it's "Use World Space" variable off;
- Add LineWave script as a second component;
- Tweak with the public variables to learn the results.

▼ ⓖ ☑ Line Wave (Script)	🔲 ⚙,
Script	ⓖ lineWave ⊙
Size	300
Lengh	100
Freq	12.5
Amp	5
Amp By Freq	☑
Centered	☑
Cent Crest	☑
Warp	☑
Warp Invert	☐
Warp Random	5
Walk Manual	0
Walk Auto	1.5
Spiral	☑