Glowing Weapon (URP & LWRP)

Introduction

If you want a very cool glowing weapon, in your project, then this tool is perfect for you. It can easily integrate to your project. And this asset contains everything the glowing weapon needs. It contains scripts, audio clips, shader, material, collider, and a perfect demo scene. And we exposed a lot of adjustable parameters in the script, making it very convenient for you to modify. It contains the emission color of the weapon, the expansion speed of the weapon, the sound file, and the various attributes of the trail. So you can adjust more effects that are more suitable for you.

PS：Only support URP（Universal Renderer Pipeline）and LWRP (Light Weight Renderer Pipeline)，

Main Feature：

1. Very easy to integrate into your project, no need to write any shader or code
2. Only support URP（Universal Renderer Pipeline）and LWRP(Light Weight Renderer Pipeline)
3. You can modify the attributes exposed by the shader and scripts: trail color, the expansion speed of the weapon, emission color, trail account, trail disappear time, etc
4. It contains scripts, audio clips, shader, material, collider, and a perfect demo scene.
5. Support Android, IOS, Windows and other platforms
6. Complete documentation
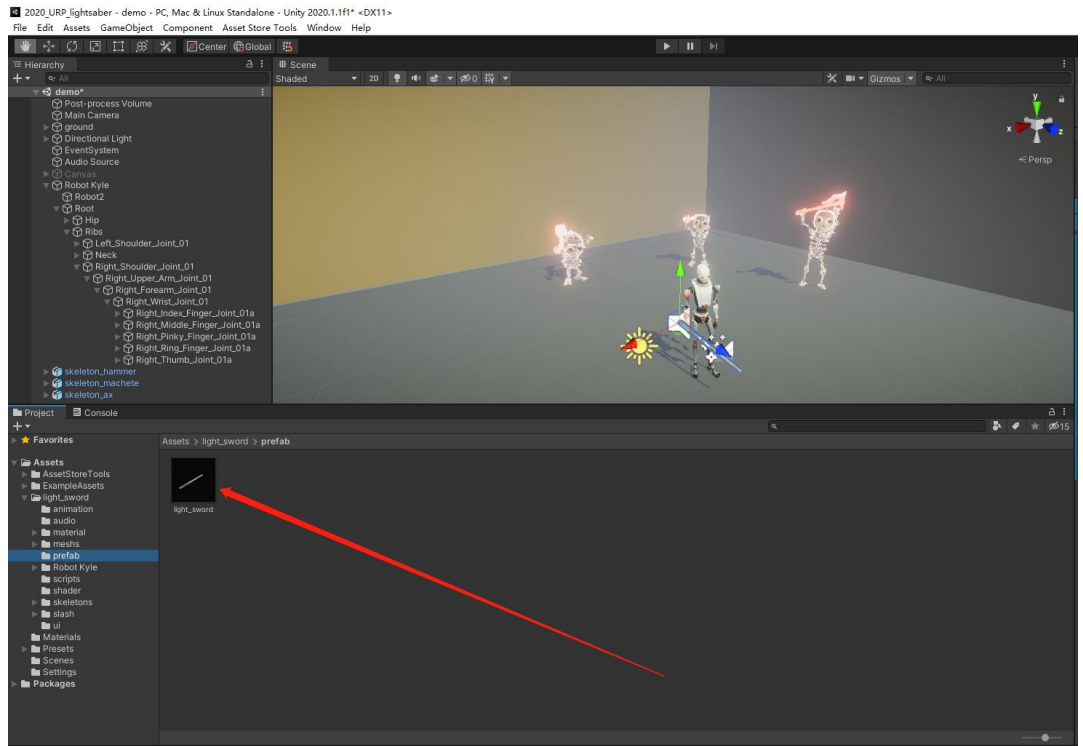7. Cheap

Instructions：

How To Run

Find demo.unity and demo1.unity in the package and click Run. The path address is shown in the figure below :
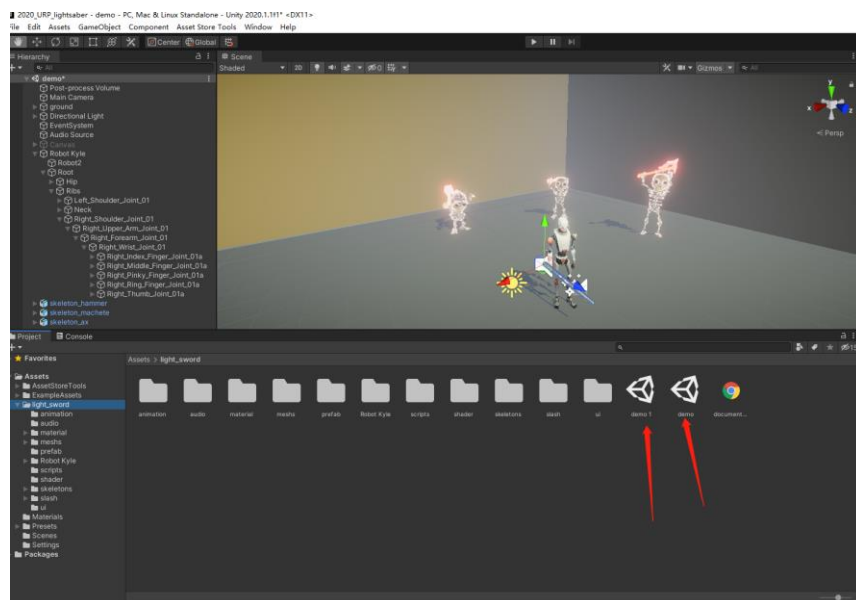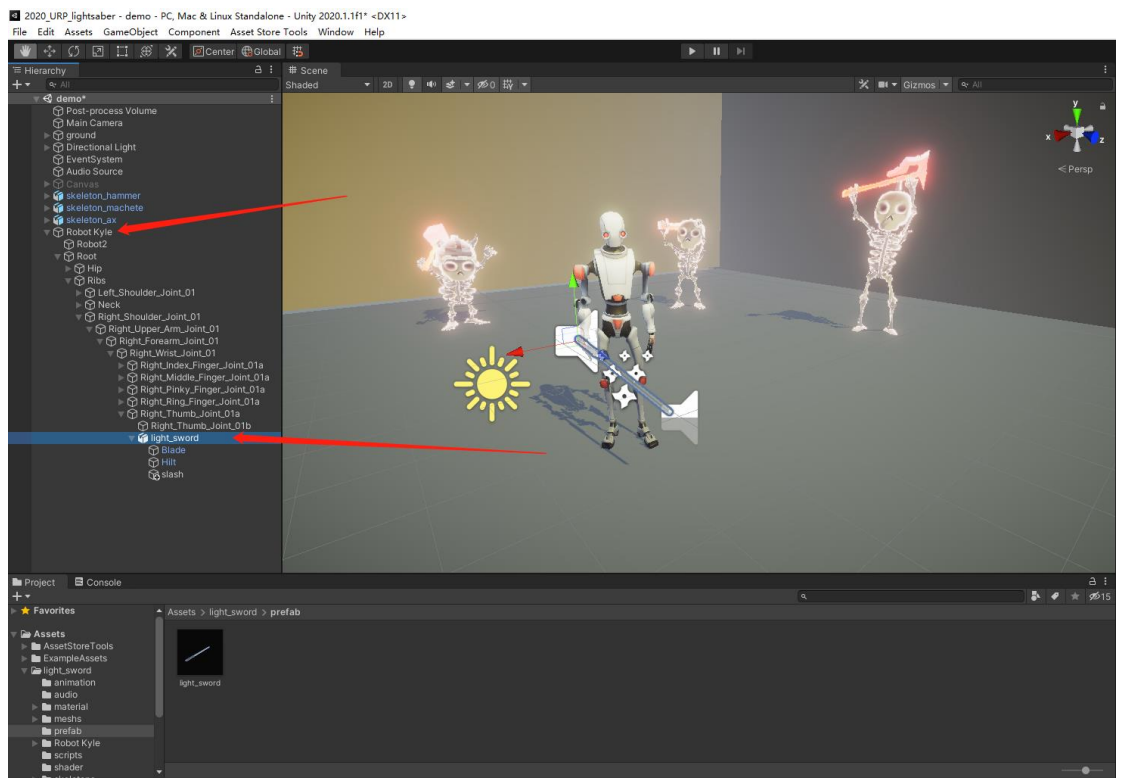
How To Use it

1. Find the prefab , Drag to your game scene

2. If you want to use it on a certain character, you need to set it as a sub-object of the character bone

   so that it can move with it.

3. Adjust various attributes of glowing weapon

   a) Scaling speed----Calling two functions in the script, you can simply realize the scaling of the glowing weapon. The adjustment speed is in the parameters exposed by the code, as shown in the following figure:
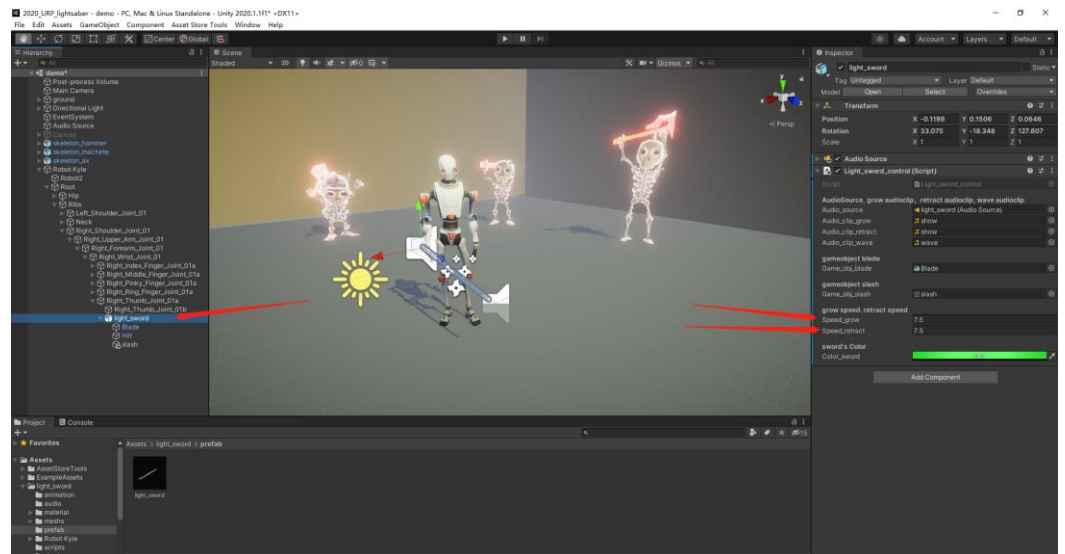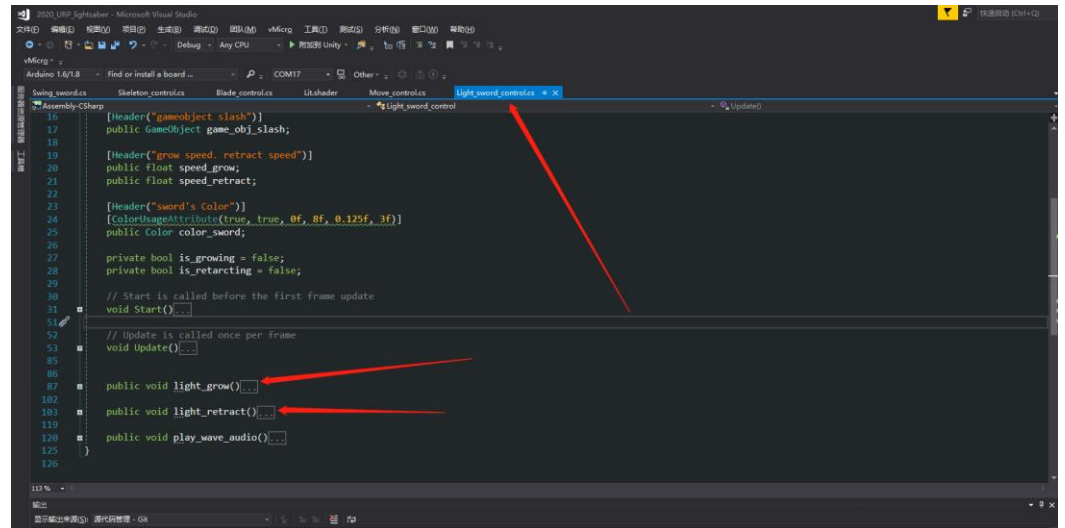
   b) Glowing weapon's emission color----This color only needs to be modified in the attributes exposed by the code.
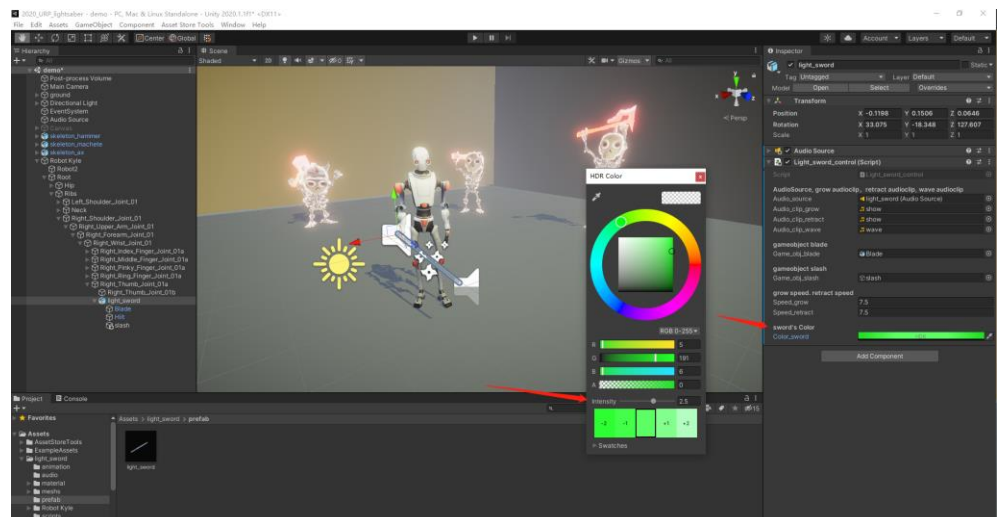
c)   Trails properties-find the particle system of the trail object and you can modify it
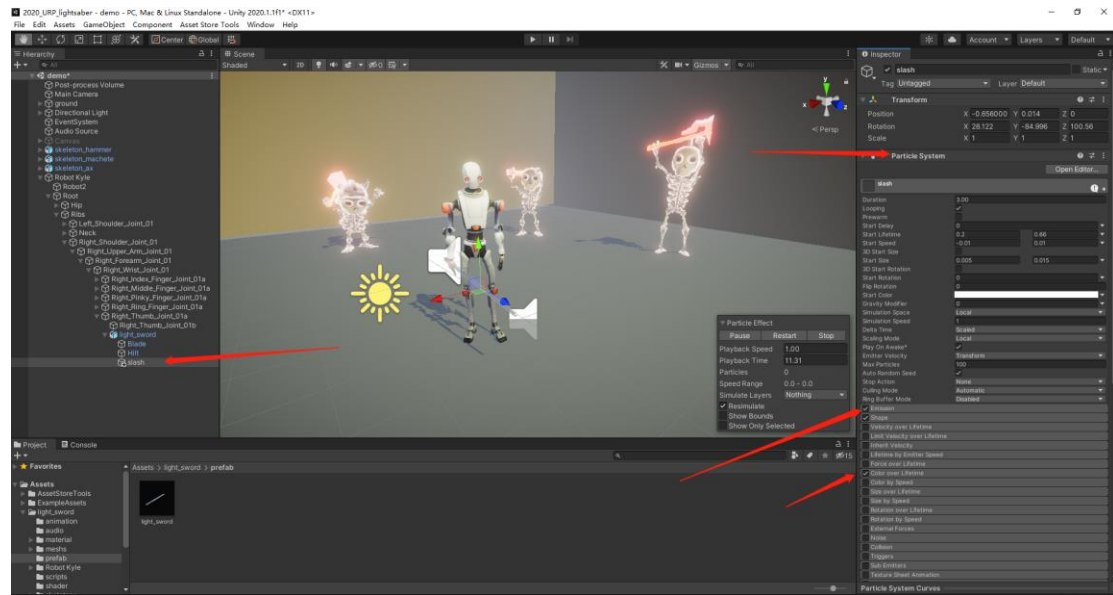
PS: If you find the effect is different after downloading. It may be caused by different versions of post processing. Choose the post processing you can use.

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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