

# Volumetric Lines URP

Volumetric Lines for the Universal Render Pipeline (URP)

## 1. Dependencies

Please note that **Volumetric Lines URP** is an addon package and it requires the [Volumetric Lines](#) package to be installed as well.

## 2. Package Overview

The package contains:

- **Example Scenes**  
(along with example content)
- **Materials**  
Six different pre-configured materials which are ready to use; Three for single lines, and three for line strips; each type with different looks
  - SingleLine-LightSaber
  - SingleLine-TextureAdditive
  - SingleLine-TextureAlphaBlended
  - LineStrip-LightSaber
  - LineStrip-TextureAdditive
  - LineStrip-TextureAlphaBlended
- **Prefabs**  
There are six Prefabs which represent ready-to-use GameObjects, with script and materials properly assigned. For each of the predefined material types, there is one Prefab:
  - SingleLine-LightSaber
  - SingleLine-TextureAdditive
  - SingleLine-TextureAlphaBlended
  - LineStrip-LightSaber
  - LineStrip-TextureAdditive
  - LineStrip-TextureAlphaBlended
- **Shaders**  
The shaders have been ported to versions that are compatible with the URP.

## 3. Usage

Drag and drop one of the Prefabs into a scene in a URP project.

More detailed usage instructions can be found under the following Unity forum thread:

[\[RELEASED\] Volumetric Lines](#)

The description there has been created for the original Volumetric Lines package. However, basic usage remains the same for this package.

## 4. Contact (for Troubleshooting etc.)

Unity Forum: [\[RELEASED\] Volumetric Lines](#)

Mail: [volumetriclines@gmail.com](mailto:volumetriclines@gmail.com)

GitHub: [https://github.com/johannesugb/VolumetricLinesUnity/tree/universal\\_render\\_pipeline](https://github.com/johannesugb/VolumetricLinesUnity/tree/universal_render_pipeline)

(Report Issues there!)