



Particle Lines is a easy to use scripted extension to the Shuriken Particle System. The effects are achieved by using the particle system to draw line effects. This makes it possible to create awesome looking line effects like trails, electricity, smoke simply by using particles.

Features

- 75+ Particle Line FX
- Gradient line colors
- Works on Unity Free and Pro
- Lights that flicker and change color
- Many customization options
- Includes Particle Scale Tool

Getting Started - Simple Guide

Creating new effects can be done by simply customizing a previously made Particle Line FX. To create a Particle Line FX from scratch add the Particle Line script to a child gameobject in a Shuriken Particle System gameobject.

Particle Lines functions

lineUpdate	How often to update line (0=every frame 1=every second) (Increase performance if updating every second is not needed)
line	Assign this line renderer
ps	Assign Particle System used for line renderer
sortParticleOnLife	Sorts line based on lifetime of particles
sortParticleOnDistance	Sorts line based on distance from center
freezeZeroParticle	The first particle will freeze zero position, use to avoid jittering in the front of a moving trail
centerOddParticles	Centers every other line vertex to create a flowery look
gradients	Enable gradient colors
gradientStart	Gradient used over time to change the START color of the line
gradientEnd	Gradient used over time to change the END color of the line
gradientSpeed	How fast colors are cycled
randomGradientStart	Starts the gradient at a random position
gradientLight	Apply gradient colors to light
light	Assign Light used in effect
vertexCountIntensity	Use the amount of particles to decide how bright the lights are
IntensityMultiplier	Multiply the intensity of the light
flicker	Flicker intensity based on a animation curve
lightFlicker	Flicker animation curve
positionLight	Position lights based on particle positions "random" = finds a random particle "end" = finds a particle in the end of the line
tileLineMaterial	Enable to tile material attached to line renderer
tileMultiplier	Tile material based on vertex length * multiplier
fixedTileMaterial	Tiling only based on multiplier
tileAnimate	Animate tile material
tileAnimateSpeed	Speed of animation
scale	Enable to scale line start and end based on curves
startScaleMultiplier	How much to scale the start of the line
startScale	Start animation curve
endScaleMultiplier	How much to scale the end of the line
endScale	End animation curve
scaleSpeed	Speed of animation based on curves
rotationSpeed	Rotate the particle system to create swirls and spirals (Particles must have start speed)



