







Keijiro Takahashi and Keijiro Takahashi Updated unitypackage file.		
	Assets	Small fix in a comment.
	ProjectSettings	project finishing
	.gitattributes	Initial commit.
	.gitignore	Several tweaks and refactoring.
	README.md	Update README.md
	SpektrLightning.unitypackage	Updated unitypackage file.

6 years ago

Clone

HTTPS SSH GitHub CLI

https://github.com/keijiro/SpektrLightning

Use Git or checkout with SVN using the web URL.

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### About

Lightning effect for Unity

Readme

### Releases

No releases published

### Packages

No packages published

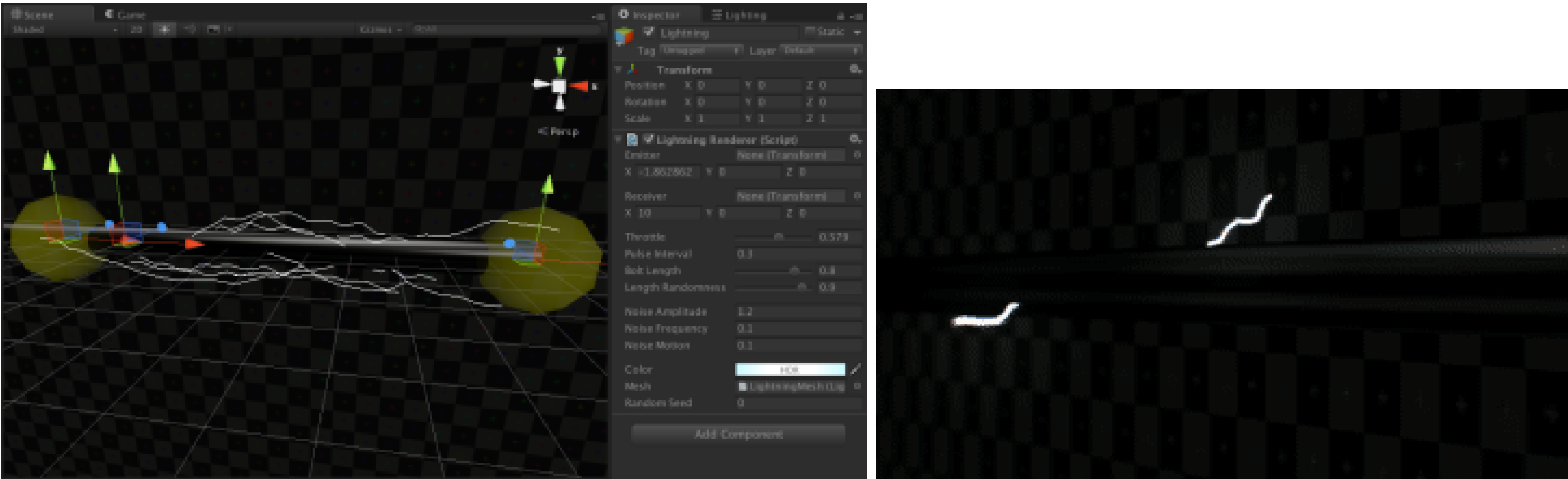
### Languages



#### README.md

# Spektr/Lightning

*Lightning* is a specialized line shader/renderer, which draws electric bolts between given two points.



*Lightning* is part of the *Spektr* effect suite. Please see the [GitHub repositories](#) for further information about the suite.

## System Requirements

Unity 5.1 or later versions.

*Lightning* only draws line segments of electric bolts, therefore it's strongly recommended to use with a [HDR bloom image effect](#) to add glow around the line segments.

The *Lightning* shader only requires Shader Model 3.0 and might work on mobile GPUs. However, it's not very practical to use with previous generation GPUs, because it's difficult to use without a HDR render target and linear rendering.

## License

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