

# LineWaves

## Documentation:



The script provided can be applied to any GameObject in your project as a complimentary component. You'll only have to drag a material onto the "Trace" variable and, optionally, any other GameObject onto the "Target" one.

A standard Unity material called 'Fire Smoke' is embedded with the samples, along with 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 LineWave script as a component;
- Assign it a proper material;
- Tweak with the public variables to learn the results.

