

# LIGHT BEAMS PACKAGE



Performance cheap light beams shaders.

Control fade distance, light cone softness.

Wall collision control.

Single and double sided versions.

You can use color or color and texture ( decal / dust particle simulation ) version.

Double sided versions require shader model 3.0 or higher.

**SETUP INSTRUCTIONS:**

- Use Cone1, Cone2 or your own round shape model and drag to the scene.
- Create material and assign light beam shader which you can choose from:
  - LightBeamColor shader
  - LightBeamTexture shader
  - LightBeamDoubleSidedColor shader
  - LightBeamDoubleSidedTexture shader
- Assign material to the cone model
- modify fade distance, interpolation value ( lerp ) start and end ( makes light beam narrower and add / reduce beam intensity ), assign dust texture on LightBeamTexture or LightBeamDoubleSidedTexture shaders.
- If you like to prevent light beams from going through walls - assign BeamControl script on model with light beam material assigned.

**NOTE:**

Pivot point from which light fade starts is model world position.  
So remember that if / when creating custom light shapes.

**Package contains:**

- LightBeamColor shader
- LightBeamTexture shader
- LightBeamDoubleSidedColor shader
- LightBeamDoubleSidedTexture shader

**also:**

- Halls model
- RobotKyle model ( Unity )
- Cone1 model
- Cone2 model
- Pyramid model
- BeamControl script
- CameraControl script
- GameControl script
- filthyglass texture

And parts of standard assets.

**NOTE:**

LightBeamDoubleSidedColor and LightBeamDoubleSidedTexture requires shader model 3.0 or higher.

Videos:

Demo: <https://youtu.be/m5yNE29I13A>

**Website:**

<https://sites.google.com/site/gamedevstreet/>

**Support & Contact**

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My other packages on Asset Store:

Double sided standard, mobile and legacy shaders.

Same flexibility, all in single draw call and pass.

Plus included are two face shaders that draw two textures - one on each face.

<http://u3d.as/content/mario-lelas/double-sided-standard-mobile-legacy-shaders>

Hit Reaction - Ragdoll Manager

Demo: <https://youtu.be/L0KOcQawlrA>

AS Page: <http://u3d.as/jQ6>

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