



# Glowing Sci-Fi Weapons and Swords

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12. August 2019

Version: 2.0.0.0

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# 1. Articles

## 1.1.About the Asset

This is an asset for the Asset Store which brings glowing sword and sci-fi weapons with it. The main element are the 3D models themselves. The scripts are used to represent the glowing sword models and the glow for the other sci-fi weapons.

With the asset the 3D models, shaders, an example scene and some scripts are delivered.

### Content:

- Script for the blades and glowing sword, which also controls the blades (assigning the color, activating and deactivating the blades).
- Handle 3d model with texture for the single sided glowing sword.
- Double handle 3d model with texture.
- Prefab for the glowing swords and the double glowing sword in different colours.
- Shader which enables the glow of the sword.
- Camera script, which enables the glow in the scene.
- Unity Post Processing Settings for the correct representation of the glow effect of the sword.
- Sci-Fi weapons
  - Glowing Assault Rifle
  - Handgun
  - Glowing Heavy Rifle
  - Heavy Sword
  - Glowing Light Sword
  - Revolver
  - Special Handgun

## 1.2. Getting Started

In the following steps you will learn how to proceed, what you need to do to achieve a smooth integration into your project.

The asset contains two demos. It contains a demo scene showing how to use the glowing sword models with corresponding scripts and effects and it contains another demo scene for representing the sci-fi weapons.

If you have already downloaded and installed the asset, you can skip step 1.

1. Download the asset from the Asset Store and import it into your project.  
<http://u3d.as/1u87>
2. The directory PwhSoft/LowPolySciFiWeapons/Assets contains all the assets.  
In the directory PwhSoft/LowPolySciFiWeapons/Demos you will find all demo assets including the demo scenes.  
One demo scene presents the Sci-Fi weapons and another one represents the Glowing swords.
3. In principle, you can orientate yourself on the demo-scenes if you have questions about the functionality of the scripts.
4. There is only one script that creates the glow in the scene named "CameraBloomEffect". This script is added to the camera as a component.
5. Now assign the "Bloom" shader to the script component named "CameraBloomEffect".
6. To make an object glowing, create and assign a material with the shader named "Glow".
7. We did it! The objects are glowing.
8. Specific details can be found in the further documentation.

## 1.3.Frequently Asked Questions

Since this is the first document version and no questions have been asked yet, they will be updated with the next version.

## 1.4. Version History

### V2.0.0.0

#### Changed and Fixed

- Removed Unity Post Processing and replaced with new camera script, which enables the glow in the scene.  
The old post processing did not work for some customers, therefore the new script was developed. Thus, a complicated setup complete is omitted.
- Changed folder structures

#### Added

- New bloom shader
- New glowing sword prefabs
- New scene bloom camera script and shader
- Many new sci-fi weapons
  - Glowing Assault Rifle
  - Hand Gun
  - Glowing Heavy Rifle
  - Heavy Sword
  - Glowing Light Sword
  - Revolver
  - Special Hand Gun

### V1.1.0.0

#### Fixed

- Fixed bug in Glowing sword script.

## 1.5.Support

If you have any questions, please contact us with name and subject "Request Glowing Swords Support" to the following e-mail address:

[support.unityassetstore@pwhsoft.de](mailto:support.unityassetstore@pwhsoft.de)

I will answer your e-mail as soon as possible. Please understand that this may take some time.

## 2. Scripting Documentation

### 2.1. Glowing Sword Script

This script is used to control the glowing sword weapon. It is used to set the color, to deactivate, activate the blades and more.

#### 2.1.1. Saber Active

Truth value which indicates whether the glowing sword is active or inactive.

#### 2.1.2. Blade Color

The color of the glowing sword

#### 2.1.3. Blade Extend Speed

The speed at which the blade is retracted or extended when the glowing sword is activated or deactivated.

#### 2.1.4. Toggle Active

Toggle for activating deactivating the glowing sword.

### 2.2. Glowing Sword Blade

Used to animate the switching on and off of the blade or to change the color of the blade.

#### 2.2.1. Blade Active

Property, to activate or deactivate the blade animated.

#### 2.2.2. Color

Property, to set the color of the glowing sword blade.

#### 2.2.3. Setup

This is the method used to setup the blade from the glowing sword script.

#### 2.2.4. Update Lighting

Updates the lighting of the blade.

## 2.3. Camera Bloom Effect

This script allows you to render Glow effects.

Add this script to a camera within a scene and select the shader "Bloom" as reference.

- Intensity
- Iterations
- Threshold
- Soft Threshold

Play with the values to see the resulting effects.