

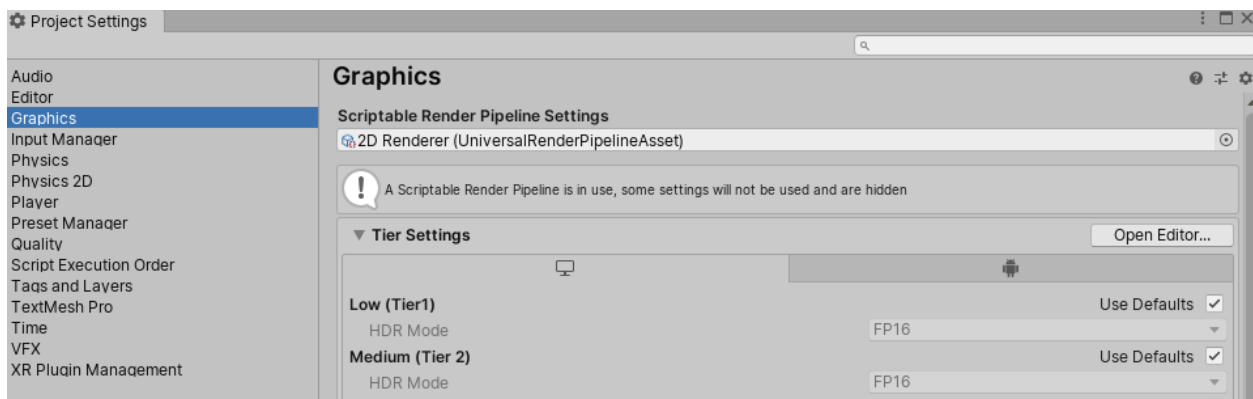
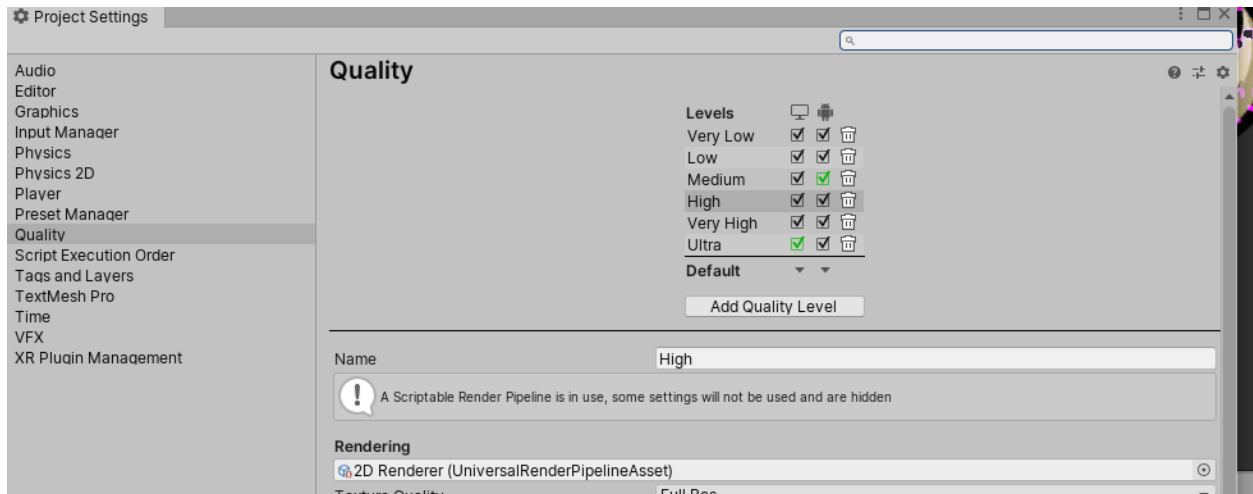


# 2D Laser Beam System

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## How to Apply the Shader Graph:

1. Make sure you are using Unity 2019.3+.
2. Install Universal RP from Package Manager.
3. Click: Assets > Create > Rendering > Universal Render Pipeline > Pipeline Asset (Forward Renderer)
4. Assign that pipeline asset to be the default one in project settings in both Quality and Graphics menus.
5. Just drag the material from Material folder to any sprite on your scene



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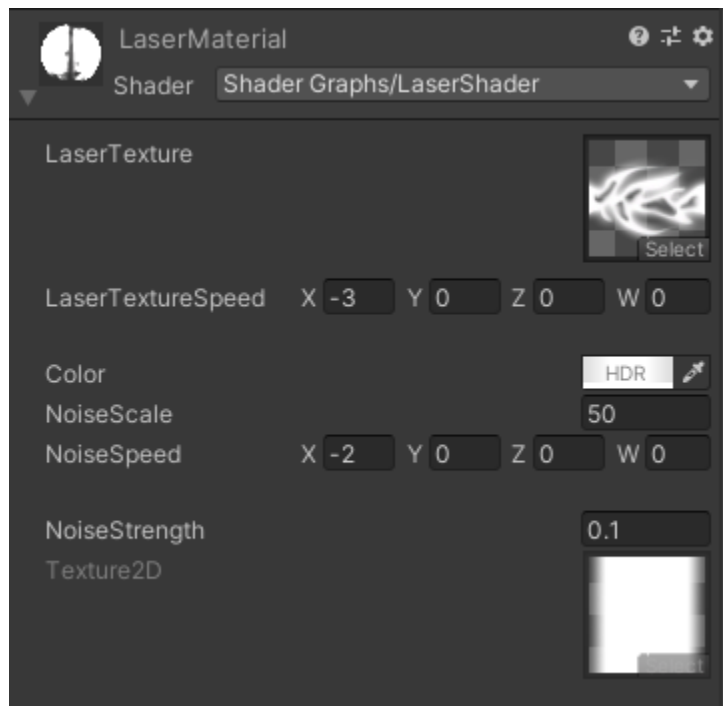
This laser beam system uses multiple components to deliver laser stunning visual effect.

- Supports URP or HDRP
- Uses Line Renderer to determine the length of the line and gradient color of laser.
- Totally controllable shader graph for the laser beam
- Script to control shooting the laser and detects the collision
- 2 Particle Systems: one for laser shooting and 1 for laser hit.
- Simple script for moving the character (left + right + jump)
- HDR color intensity for nice bloom post processing effect.
- Laser SFX.
- Demo scene included

### Shader Graph Properties

This shader graph has the following properties exposed and can be adjusted easily from inspector:

- Laser Texture
- Laser Texture Speed
- Laser Color intensity (Main color gradient controlled from the line renderer)
- Laser noise Scale
- Laser Noise Speed
- Laser Noise Strength



## Screenshots

