

HIGH-REZ BEAMS - WEAPON SYSTEMS PACK FOR UNITY DOCUMENTATION



RELEASE VERSION 1.0

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High-Rez Beams - Weapon Systems Pack - Overview:

Requires Unity 4.3.0 or higher.

High-Rez - Weapon Systems Pack - The High-Rez Beams - Weapon Systems Pack, has 5 high-resolution beam weapon effects and scripts: Standard Laser Beam, Lightning Beam, Ice Beam, Poison Beam, and Flame Beam. The pack also includes a demo scene showing setup and usage. These powerful beams use Unity3D's physics to push objects back. The Ice, Flame, and Poison Beams create ice, flames, and poison acid wherever then hit.

High-Rez Beams - Weapon Systems Pack Features:

- 5 High-Resolution Beam Weapon Effects
- Beams Included: Standard, Flame, Ice, Poison, and Lightning
- Easy to use scripts written in C#
- Bonus: Full High-Rez Beams Demo Scene Included

HIGH-REZ BEAMS - WEAPON SYSTEMS PACK WEBPLAYER DEMO LINK:

[Try the High-Rez Beams - Weapon Systems Pack Webplayer Demo here!](#)

High-Rez Beams - Weapon Systems Pack - Usage and Version History:

Usage and Installation:

To use this package:

- Start a new project and import the High-Rez Beams - Weapon Systems Pack Asset Package into the project.
- Open the ***hRezBeamsWSPDemo.unity*** demo scene located in the **HRezBeamPack** folder. This scene contains the 'High-Rez Beams' demo fully setup and working, complete with 5 powerful beam weapons with physics interactions.

Version History:

Version 1.0 -

- First Release Version of High-Rez Beams - Weapon Systems Pack.
- Includes a demo scene of the High-Rez Beams via physics playground like gameplay