

## Sci-Fi Line VFX Shader (URP)

**Version:** 1.0

**Unity Version:** 2021.3+

**Render Pipeline:** Universal Render Pipeline (URP)

### Table of Contents

1. Package Contents
2. How to Use
3. Shader / VFX Graph Properties
4. Tips
5. Tested On

### 1. Package Contents

- VFX Graph Shader: SciFi\_Line\_Shader.vfxgraph
- Prefab: SciFi\_Line\_Shader.prefab
- Demo Scene: DemoScene/Sci-fi\_Demo.unity
- (Optional) URP Renderer Feature & Volume Profile for bloom effect

### 2. How to Use

1. Open the demo scene: DemoScene/ Sci-fi\_Demo.unity
2. Drag and drop SciFi\_Line\_Shader into your own scene.
3. Adjust shader properties in the Inspector to customize the effect:
  - Frequency
  - Velocity
  - Line Count
  - Direction (Vector3)
4. For best glowing effect, enable Bloom using the included Volume Profile.

### 3. Shader / VFX Graph Properties

- **Frequency:** Controls the repetition speed or pattern of the effect.
- **Velocity:** Adjusts the movement speed of the lines.
- **Line Count:** Number of visible lines in the effect.

- **Direction (Vector3):** Controls the flow direction of the lines.

*(Tweak these to match your desired sci-fi look!)*

#### 4. Tips

- Works best with Bloom effect enabled in URP.
- Prefab is ready to drag & drop into any scene.
- Organized folders for clean integration into your project.

#### 5. Tested On

- Unity 2021.3 LTS
- URP 12.x

Enjoy creating with this sci-fi shader!