

Load the Cutting_Laser_VFX.unity for an example scene or simply drag the Laser.prefab into your scene (or Laser_Circle.prefab if you want the laser animating in a circle).

The laser's orientation is controlled by the location of two elements – Laser_Start and Laser_End – and the laser is drawn between the transforms of these two GameObjects.

If you wish the cutting laser to have a longer trail, increase the Start Lifetime number on the Scorch, Scorch_Smoke, Scorch_Trail_Glow and Scorch_Trail_Black particle effects (these control the number of seconds before the trails disappear).

Please remember to add collision to your ground plane so that the sparks and debris can react to it correctly.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com