Scan Line Tool

     Scan Line Tool is a powerful Unity plugin designed to help developers easily achieve scan line effect. You can use this tool to scan your game scene or game objects. It is really easy to use. And supports URP, HDRP, Built-in rendering pipeline.

Key Features:

   Effortless integration with existing projects.

   Optimized for performance with minimal impact on frame rates.

   The thickness, moving speed, color and brightness of the scan line can be adjusted easily.

   Support URP. HDRP, Built-in render pipeline.
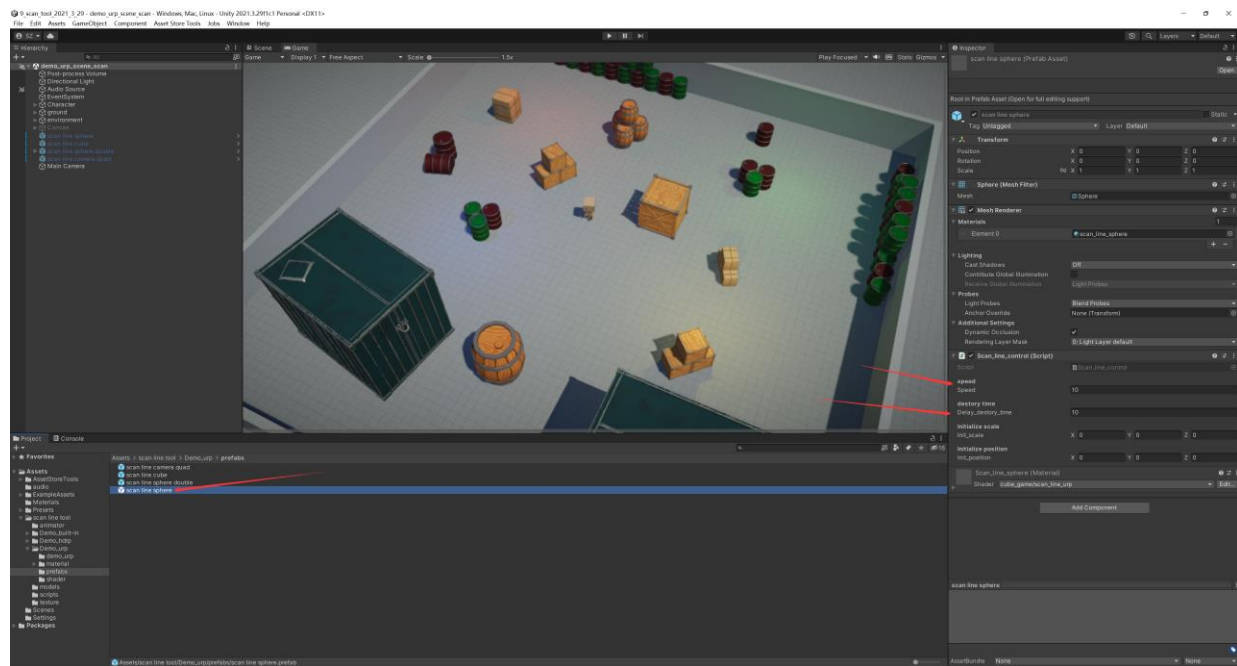
   Clear Demo.

   Good after-sales service.

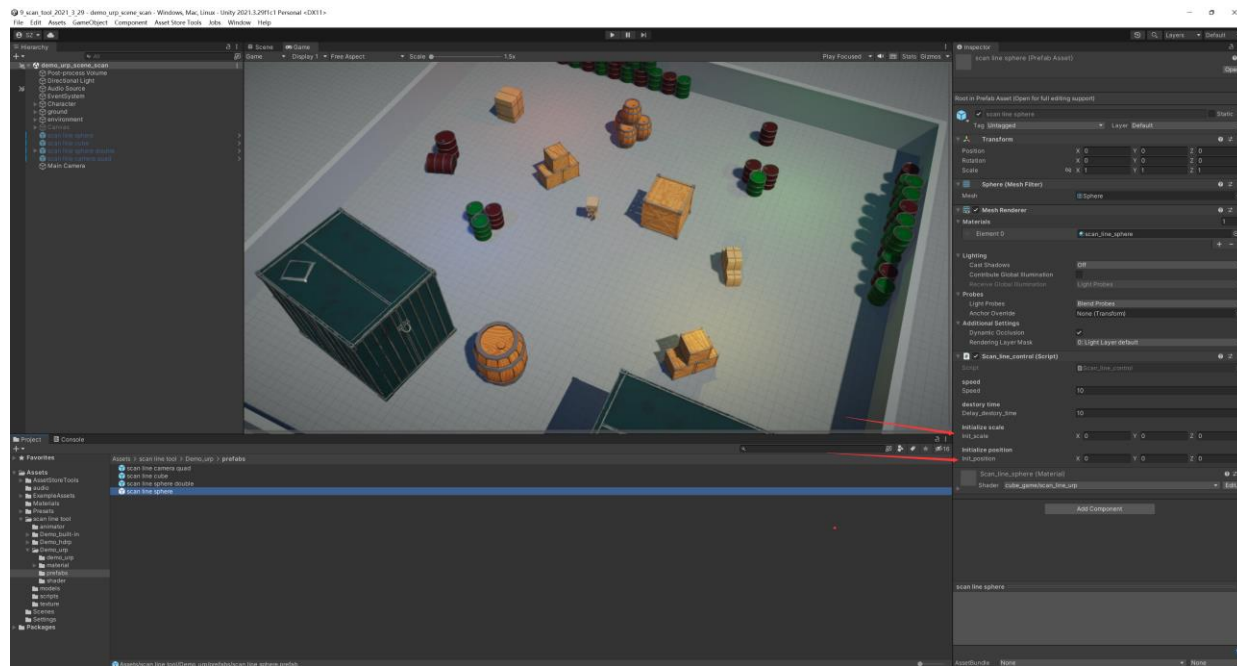## How to Use it：

How to scan a scene

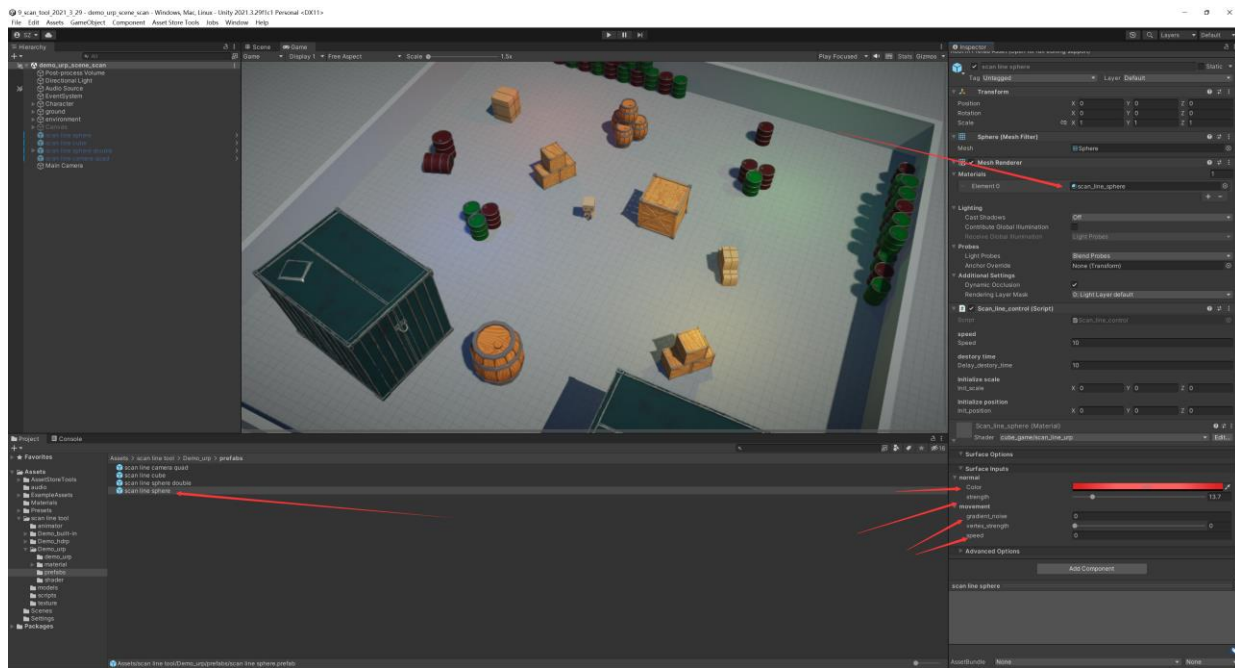   1.   Instantiate any of the four prefabs in the figure below.
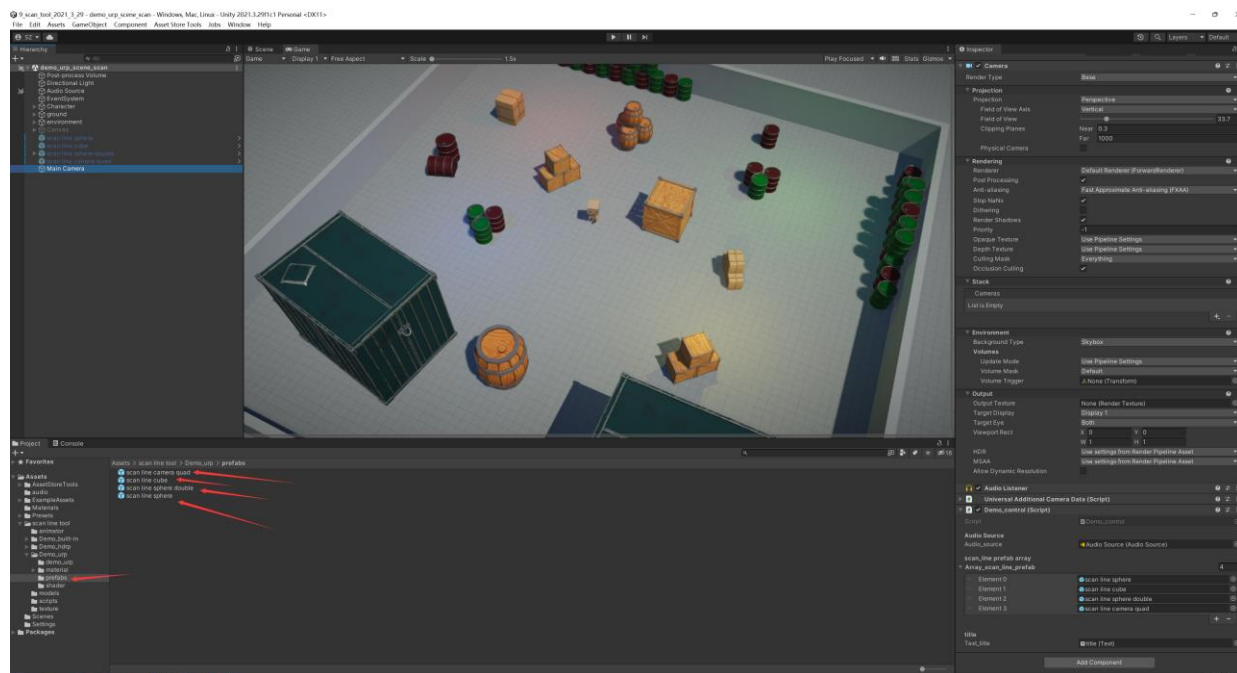
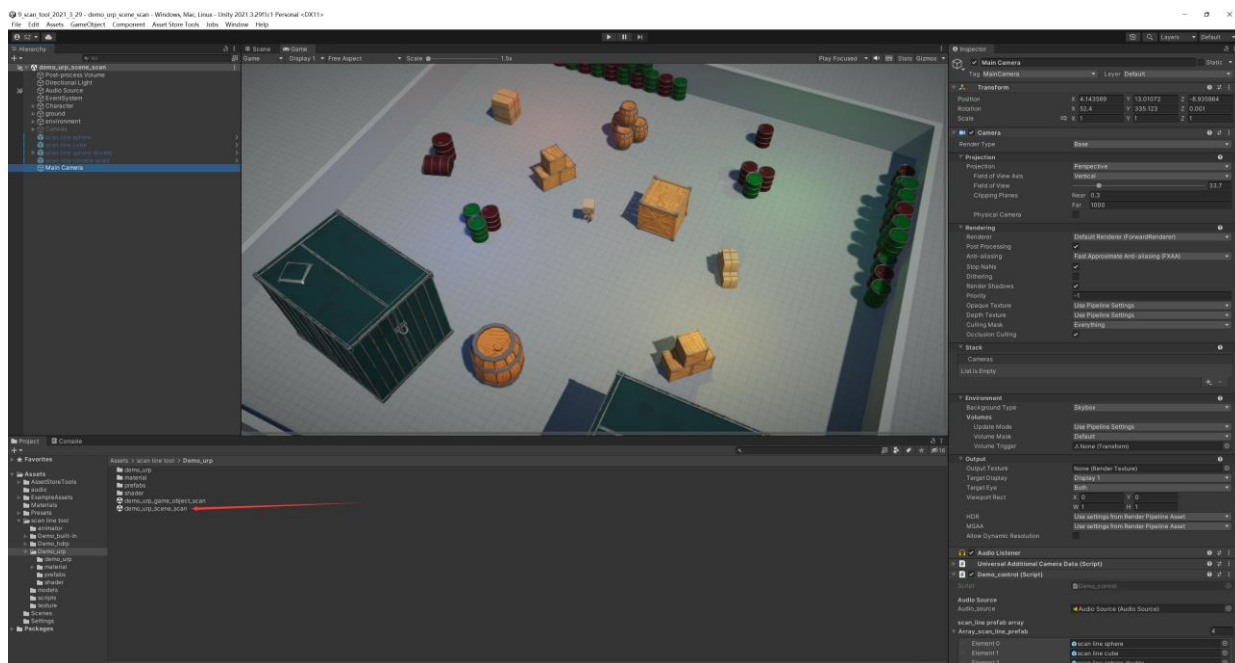2. Set the scan line's movement speed and destruction time

3. Set the position and size of the scan line when it is generated

4. Set the color, brightness, and thickness of the scan line through the material
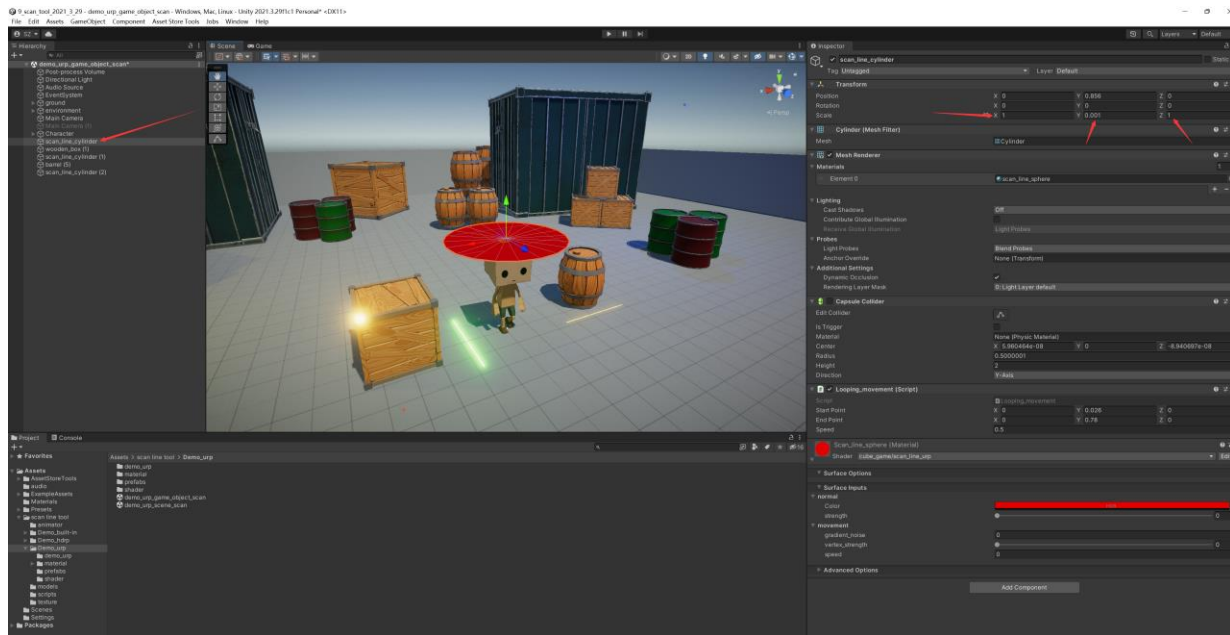

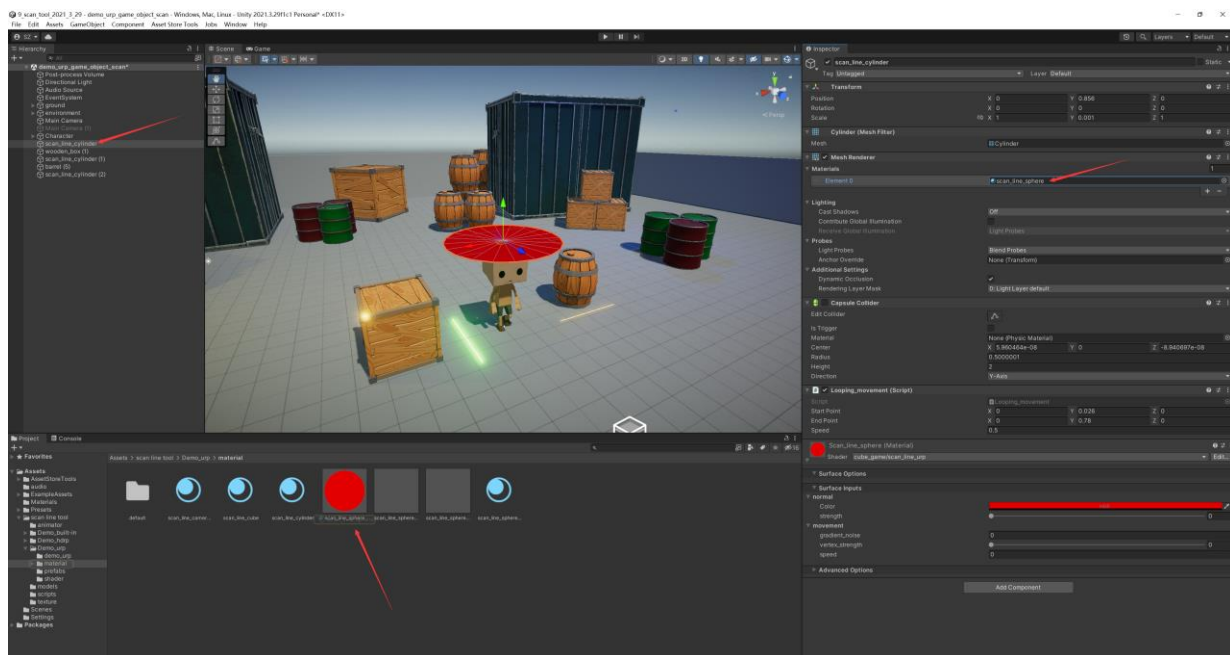5. Please refer to the usage in the "demo_urp_scene_scan" scene
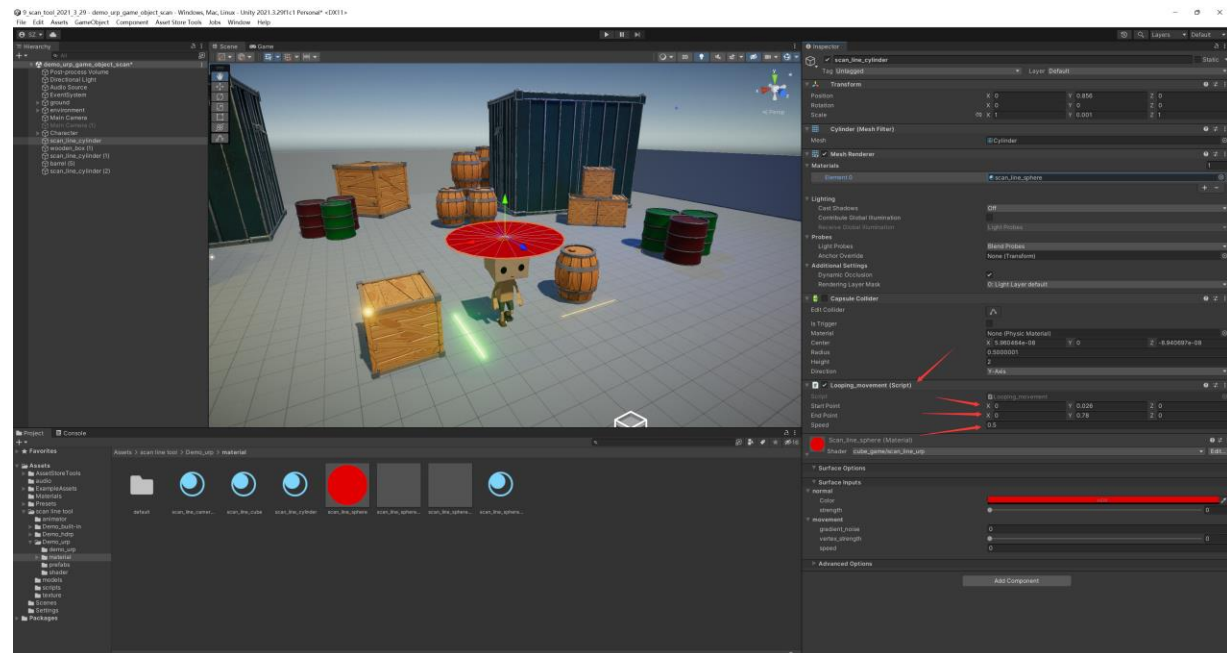
How to scan a game object

1. Create a new Cylinder object and set its scale to new vector(1,0.001,1)
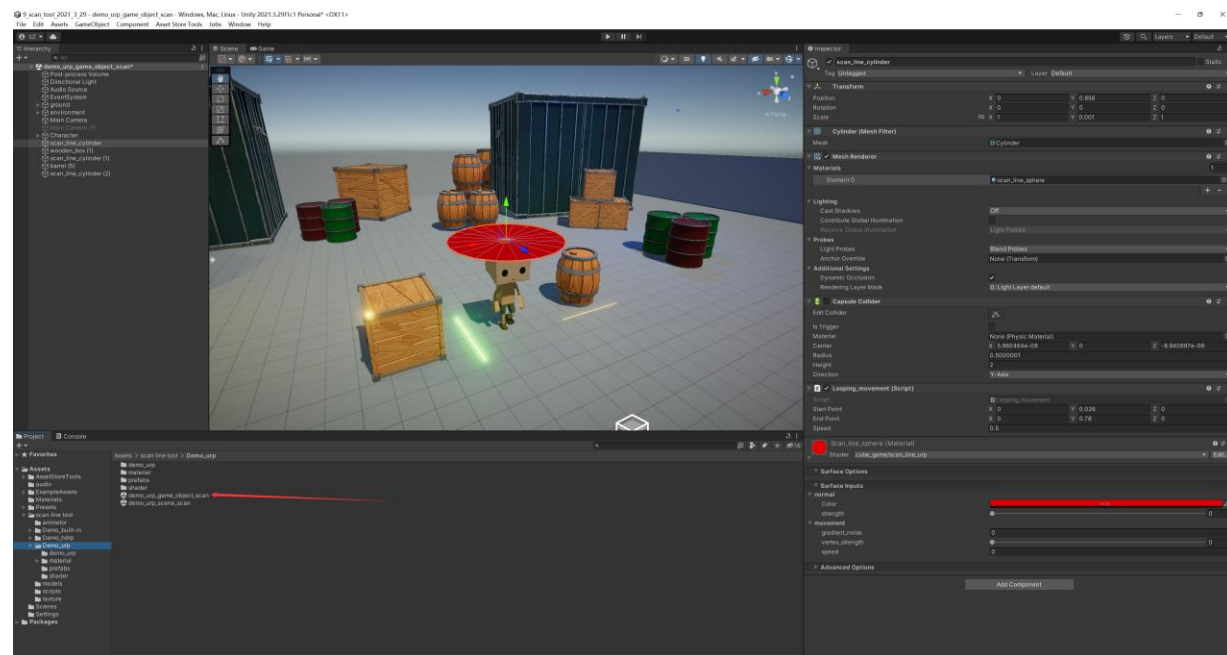

2. Added "scan_line_sphere" material

3. Add the "Looping_movermnet" script and set the speed and position of movement.

4. Please refer to the usage in the " demo_urp_game_object_scan" scene

Contact me:

If you have any questions, please feel free to contact me.
E-mail: gcube0623@gmail.com