How to Use?

Method 1: Drag and Drop complete Laser Beam setup

- **Prefabs Directory:** Navigate to the **Prefab → LaserBeamCompleteEffect** folder.
- **Drag and Drop Integration:** Simple drag laser beam prefabs into your unity scene.
- **Direction Control:** Adjust the direction and orientation of laser beams according to your project requirements.

Method 2: Use Laser Beam Effect and Hit Effect separately through code

- **Prefabs Directory:** Navigate to the **Prefab → LaserBeamWithoutHitEffect** and **Prefab → HitEffect** folder.
- **Integration:** Simple drag and drop Laser Beam Effect prefab and its Hit Effect into your script one by one where you will be use both effects in your scipt.
  - **Laser Beam Effect:** Instantiate Laser Beam Prefab using a script, and set the firepoint where the laser will spawn.
  - **Hit Effect:** Spawn the hit effect prefab when laser beam hit the gameobject.
- **Direction Control:** Adjust the direction and orientation of laser beams according to your project requirements.

Customization:

- **Color and Intensity:** Easily change the color and intensity of laser beams to match your desired aesthetic.
- **Length and Thickness:** Modify the length and thickness of laser beams for diverse visual effects.

Shader GRAPH:

You can easily customize the following properties of shader graph to ehance the effects of Laser beam.

_MainTexture: Texture of laser beam

_Color: Texture color of beam

_Speed: Speed in which laser beam appear

_Mask: Texture mask of laser.

_NoiseScale: Scale of noise

_NoiseSpeed: Speed in which noise will create.

_NoiseAmount: Amount of texture noise

_NoisePower: Power of texture noise

_DissolveAmount: amount in which the noise will dissolve