

KTK Laser Effects Volume1: Unity Assets

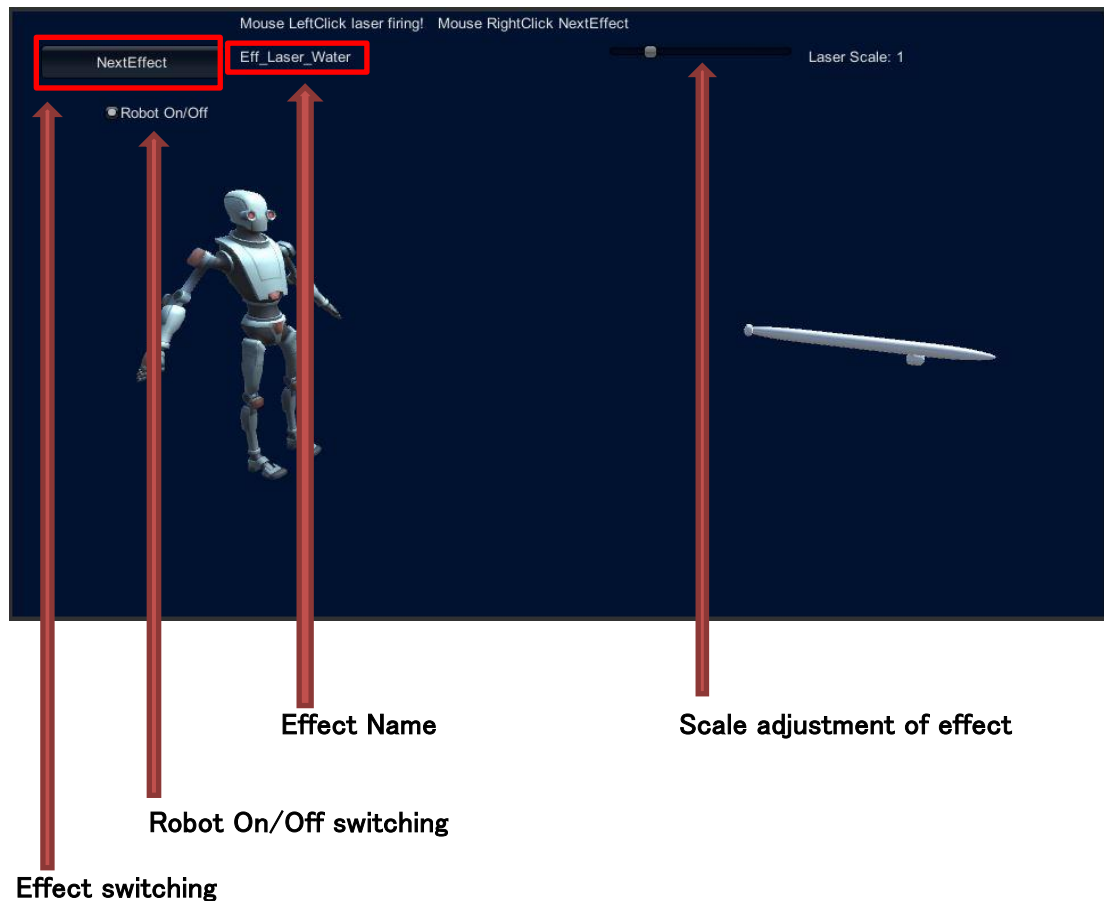
Version:2.0.0, August 12, 2017 Documents

DemoScene

Assets¥KTK_Laser_Effects_Volume1¥Scenes¥Test_Sample2.unity

Left click to play effect

Right click to switch effects



Folder Description

KTK_Laser_Effects_Volume1

L Materials

L Model

L Prefab

L old_Verion1_2_1 ← Old data

L Verion2_0_0 ← New data

L Scenes

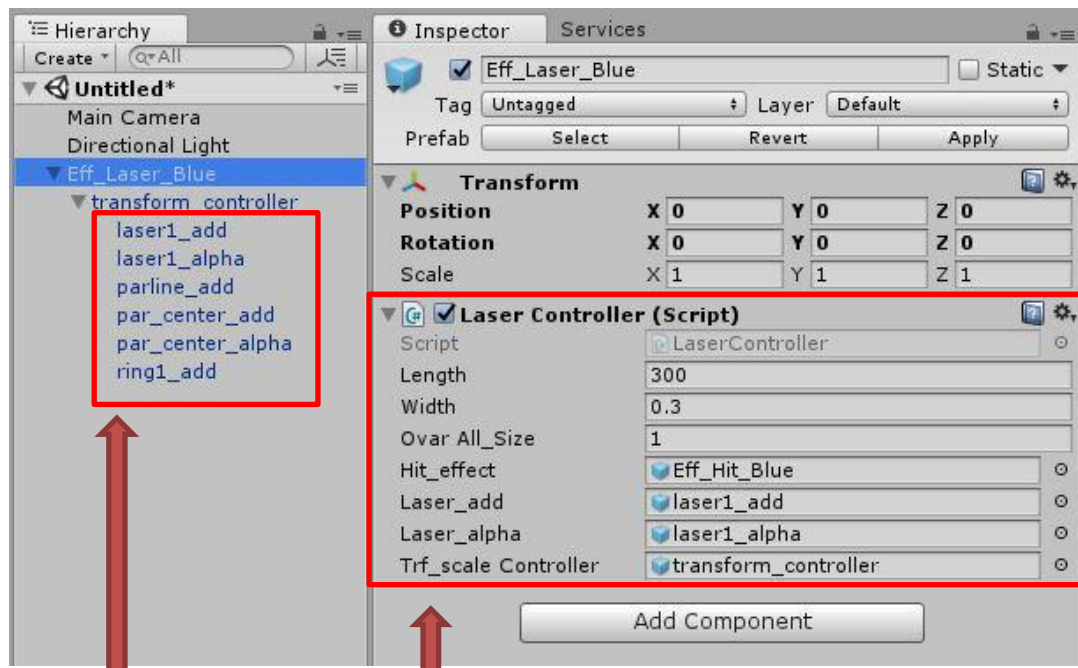
L Script

L Sound

L Textures

Prefab Description

Assets¥KTK_Laser_Effects_Volume1¥Prefab¥Version2_0_0

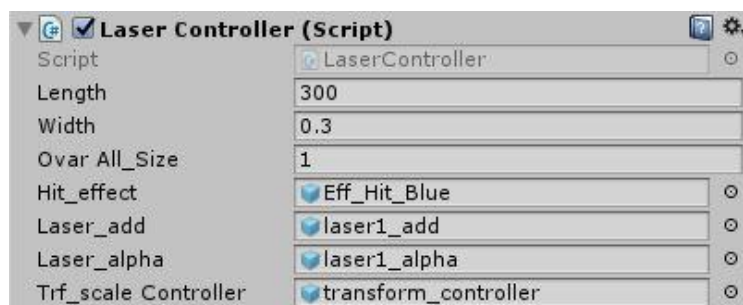


Particle Effect

Laser Effect Controller Script

Script Description

LaserController.cs



Length: The length of the laser
Width: The thickness of the laser
Ovar All_Size: The scale of the laser whole
Hit_effect: I'm going to set a popular effect.

※As far as it's possible, don't change the following.

Laser_add: add Laser effect set

Laser_alpha: alpha Laser effect set

Trf_scale Controller: Transform Scale Controlle GameObject

Quick start

The usage is very simple:

Add LaserEffect prefab to the scene hierarchy

Adjust parameters in the inspector (or from the code)

- Length

- Width

- Over AllSize

A scene is played.

