

# Easy Trail Effect (URP & LWRP)

## Introduction

If you want to use a cool trail effect in your project, then this tool is perfect for you. It can easily integrate the trail or ghost effect in the video without writing a line of code. And we also expose a lot of parameters to you, so that you can adjust more effects that are more suitable for you.

PS: Only support URP (Universal Renderer Pipeline) and LWRP (Light Weight Renderer Pipeline),

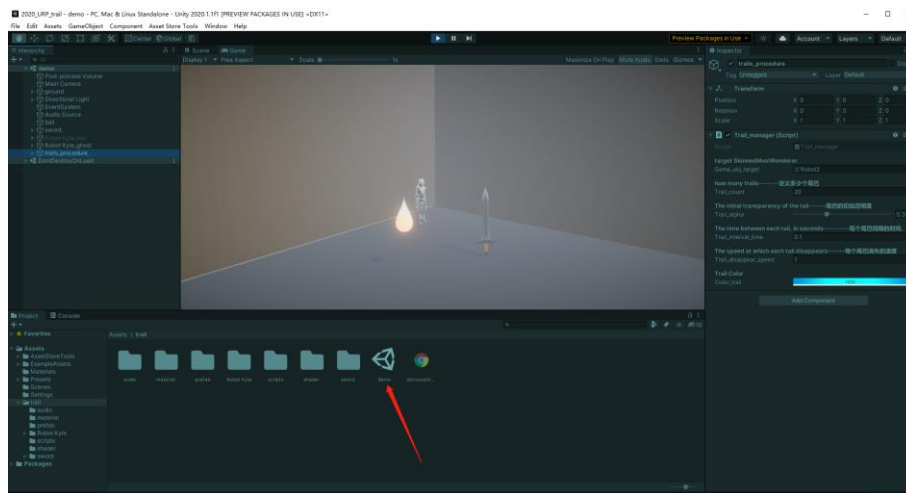
## Main Feature:

1. Very easy to integrate into your project, no need to write any shader or code
2. Only support URP (Universal Renderer Pipeline) and LWRP(Light Weight Renderer Pipeline)
3. You can modify the attributes exposed by the shader: trail color, trail account, trail disappear time, etc
4. Support SkinnedMeshRenderer
5. Support Android, IOS, Windows and other platforms
6. Complete documentation, clear demo
7. Cheap

## Instructions:

### How To Run

Find demo.unity in the package and click Run. The path address is shown in the figure below :



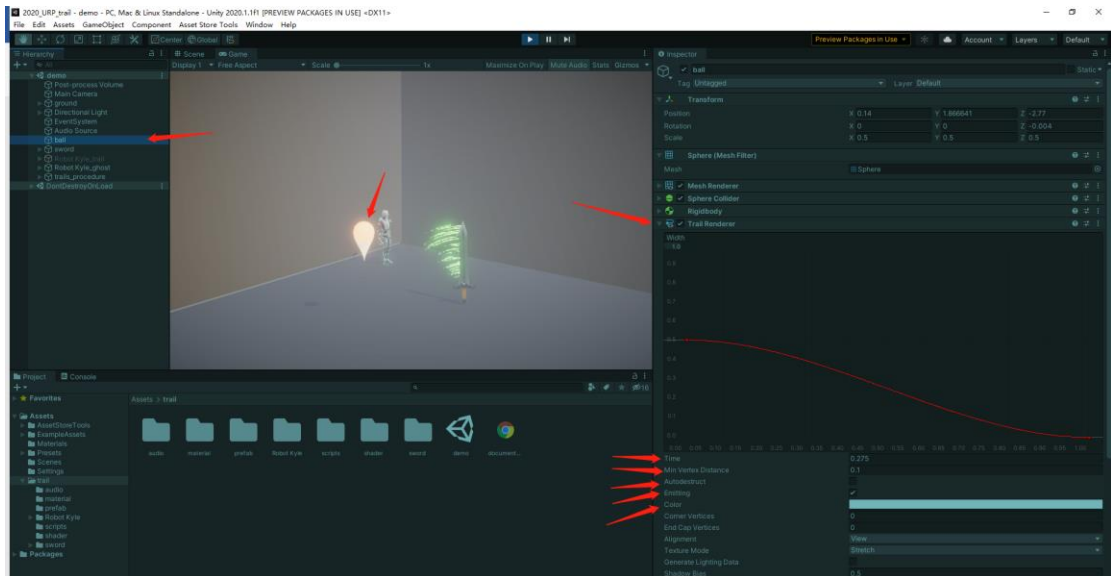
There are 4 trail effects, I will explain below

1. Ball-----gameobject
2. Sword----gameobject
3. Robot Kyle\_trail-----gameobject
4. Robot Kyle\_ghost-----gameobject

PS: Robot Kyle\_trail and Robot Kyle\_ghost Cannot active in the game scene at the same time. Because they use the same keyboard keys to control. When you active one, you must reactive the other.

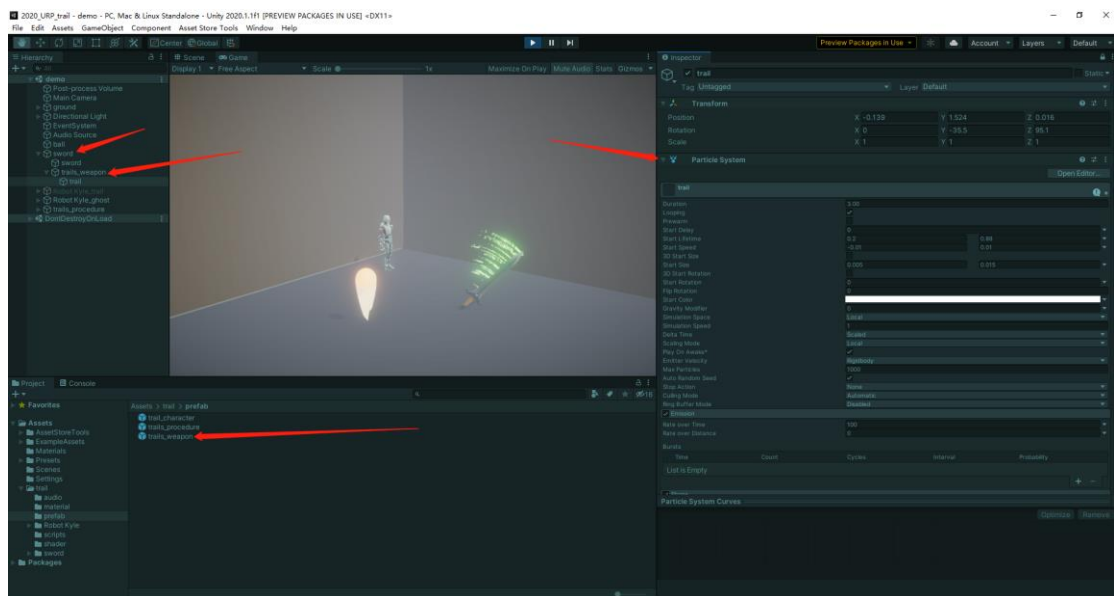
## 1. Ball trail

This trail effect used the Trail Renderer component. It is pretty. If you want use this effect. You can copy my gameobject to change it. Try to understand and change the Trail Renderer component' s attribute

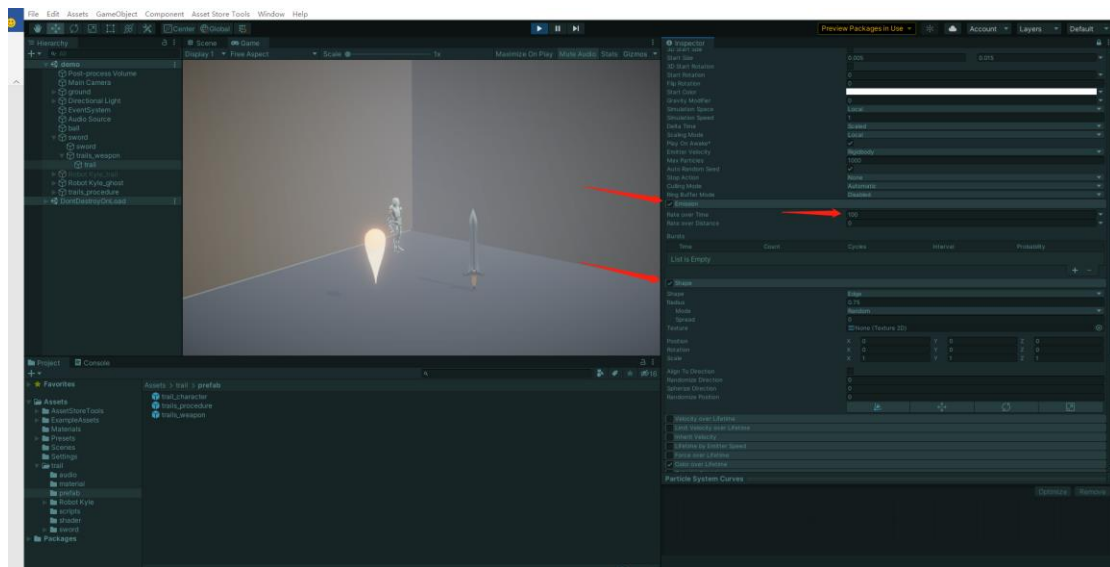


## 2. Sword trail

This trail effect used the particle system component. I create a prefab in asset. If you want use this effect. You can drag this prefab to your gameobject. And then you need change some particle system' s attribute.

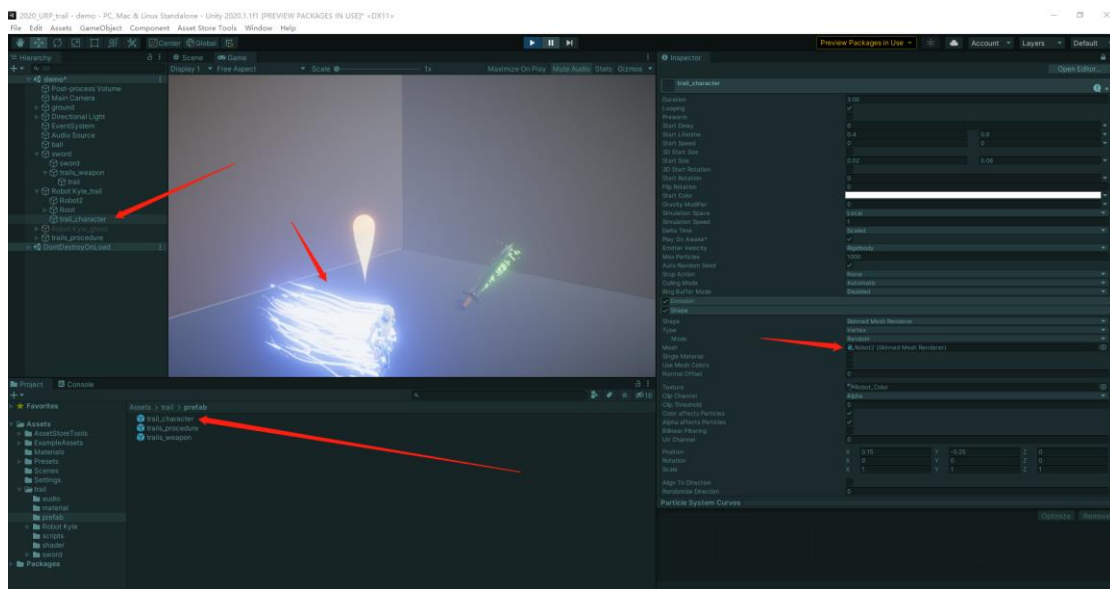


Most import is to change particle system' s shape to fit your gameobject' s size and position. And also you can change the color, emit account, particle size, trail lifetime etc. To get what you want.



### 3. Robot\_Kyle\_trail Effect

This trail effect also used the particle system component. I create a prefab in asset. If you want use this effect. You can drag this prefab to your gameobject. And then you need change some particle system' s atttribute.

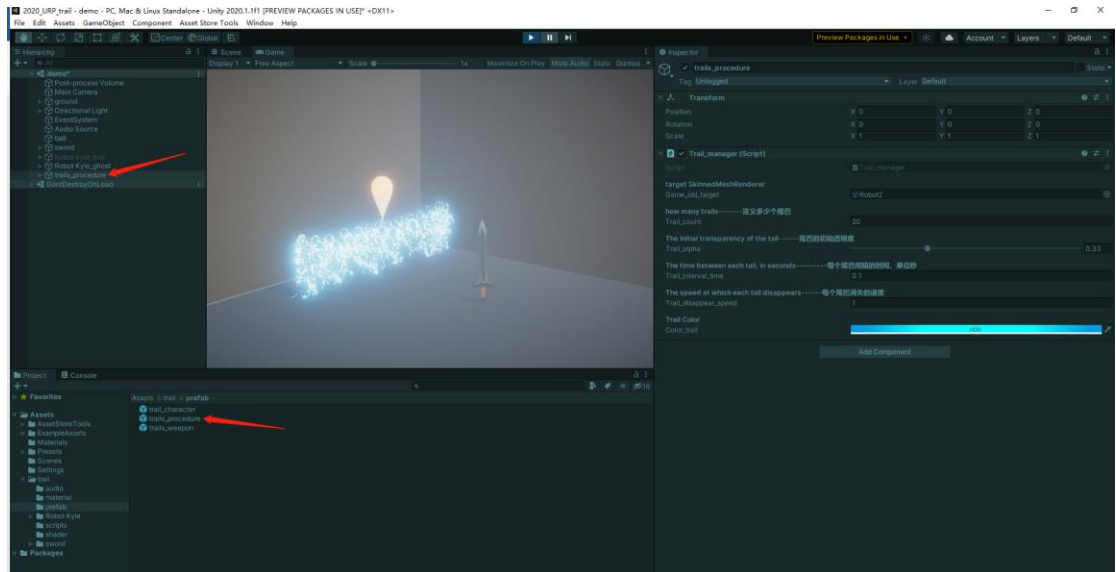


Most import is to change particle system' s shape' s mesh. You must choose your gameobject' s mesh of here. And also you can change the color, emit account, particle size, trail lifetime etc. To get what you want.

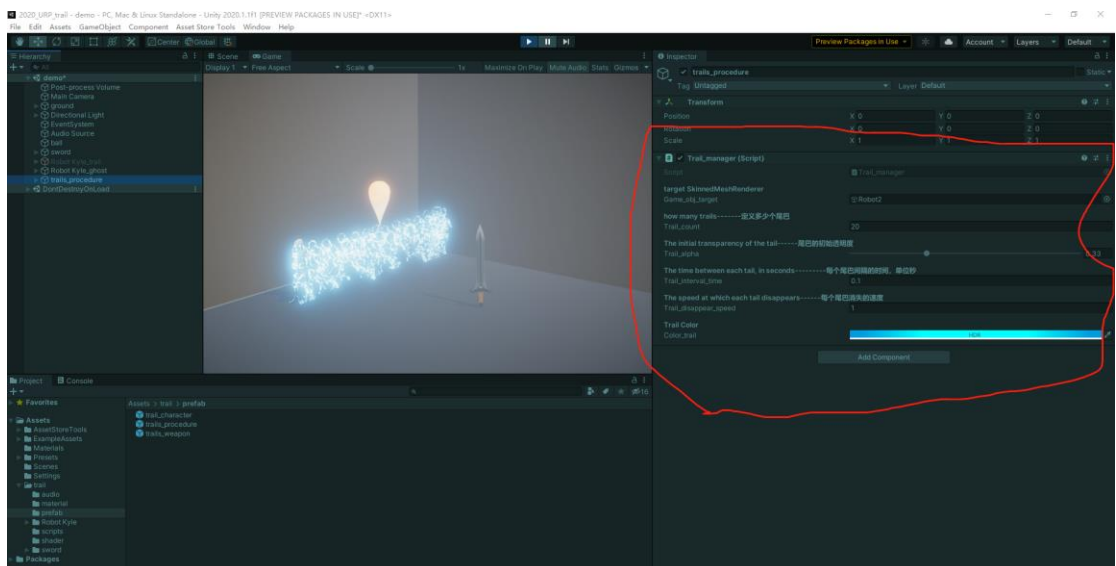
#### 4. Robot Kyle\_ghost Effect

This effect is different from the above. It is done more by program, so it will be very different to use. If you want use this effect.

1. drag "trails\_procedure" prefab to your game scene.(Not any gameobject' s child)



2. Configuration properties, You must choose a skinnedmeshrederer which you want use trail effect. For other attributes, the comments are very clear, you can understand at a glance.



- 3.

PS: If you find the effect is different after downloading. It may be caused by different versions of post processing. Choose the post processing you can use.

#### Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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