Volumetric Lines

Volumetric Lines for the Standard (Built-In) Render Pipeline

1. Dependencies

The original **Volumetric Lines** package is a standalone package and does not have any dependencies.

2. Package Overview

The package contains:

- **Example Scenes**
  (along with example content)
- **Materials**
  Six different pre-configured materials which are ready to use; Three for single lines, and three for line strips; each type with different looks
  - SingleLine-LightSaber
  - SingleLine-TextureAdditive
  - SingleLine-TextureAlphaBlended
  - LineStrip-LightSaber
  - LineStrip-TextureAdditive
  - LineStrip-TextureAlphaBlended
- **Prefabs**
  There are six Prefabs which represent ready-to-use GameObjects, with script and materials properly assigned. For each of the predefined material types, there is one Prefab:
  - SingleLine-LightSaber
  - SingleLine-TextureAdditive
  - SingleLine-TextureAlphaBlended
  - LineStrip-LightSaber
  - LineStrip-TextureAdditive
  - LineStrip-TextureAlphaBlended
- **Shaders**
  The shaders have been ported to versions that are compatible with the URP.

3. Usage

Drag and drop one of the Prefabs into a scene.

More detailed usage instructions can be found under the following Unity forum thread:
[RELEASED] Volumetric Lines

4. Contact (for Troubleshooting etc.)

Unity Forum: [RELEASED] Volumetric Lines
Mail: volumetriclines@gmail.com
GitHub: https://github.com/johannesugb/VolumetricLinesUnity/
        (Report Issues there!)