

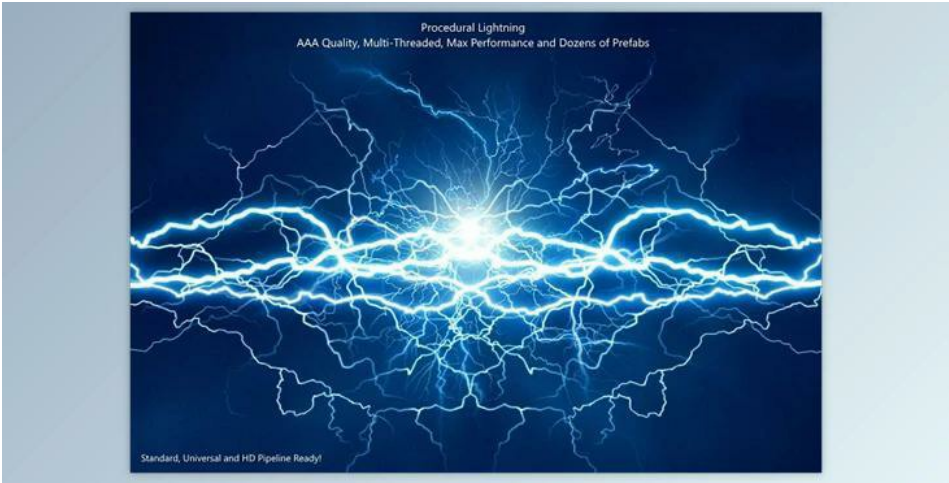


Unity Assets - Procedural Lightning - High Performance and Shocking Lightning v2.7.4

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The **Unity Assets - Procedural Lightning - High Performance and Shocking Lightning** highlights the features and capabilities of Procedural Lightning, an asset available on the Unity Asset Store.

Offering lightning effects for spells, lasers, weapons, and more, it boasts top performance and aesthetics at a competitive price. Fully compatible with URP and HDRP render pipelines, it includes optimized code, shaders, and a built-in pooling system for maximum efficiency.

"Unity Assets - Procedural Lightning - High Performance and Shocking Lightning " Samples:

The asset features a customizable lightning system with various parameters like detail, width, and duration, alongside pre-configured lightning effects like force lightning, lightning beam, and more. Additionally, it includes thunder sounds and scripts for easy integration into games, with options for manual or automatic lightning generation.

With features like branching, jittering, and growing lightning strikes, as well as a storm cloud particle system, Procedural Lightning enhances thunderstorms, spellcasting, and atmospheric effects in games. Demo scenes and advanced lighting systems further enrich the package, ensuring versatility and realism in various game environments and scenarios.



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