

FLUX TUTORIAL

OBJECTIVE

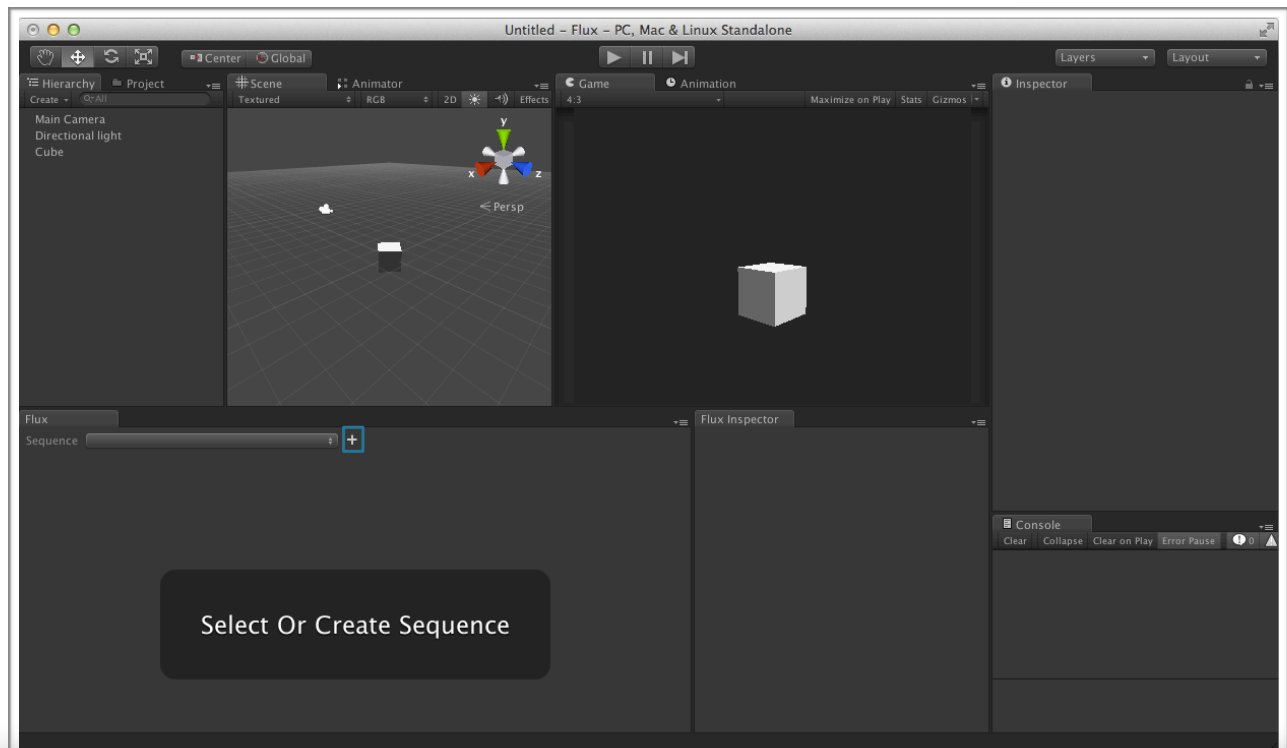
Create a sequence that is 120 frames long and changes the colour of a cube from blue to red.

You can start this tutorial from scratch - you'll need to just have an empty scene with a Cube in it -, or you can just open scene Tutorial.unity, which you can find under Assets/Flux/Tutorial/.

The finished version of the tutorial can be found on the same folder with the TutorialDone.unity.

STEP 1 - CREATE SEQUENCE

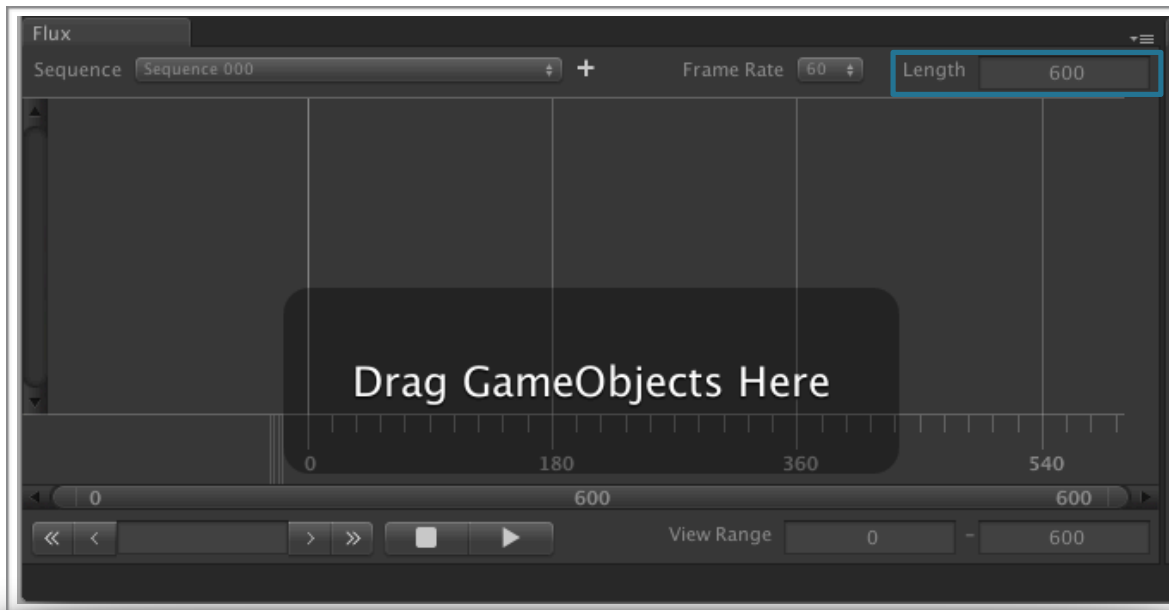
We need to open Flux editor and Flux inspector, which can be found under Window -> Flux.



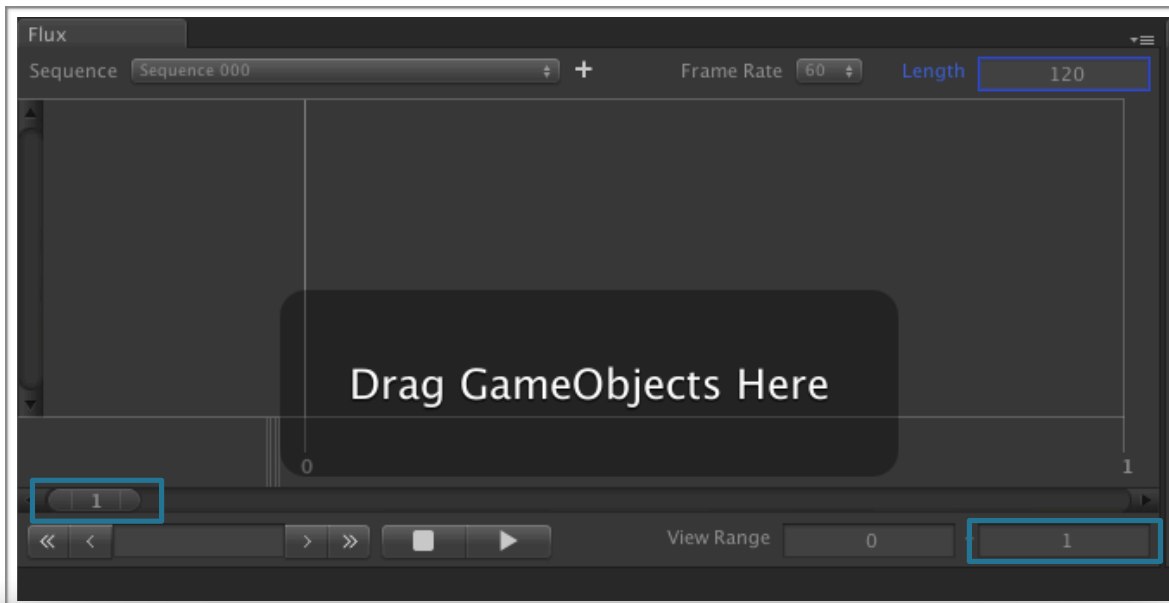
The first thing to do is to create a sequence, so go ahead and click on the + button.

STEP 2 - SET SEQUENCE LENGTH

By default, the sequence has 600 frames. To change it to 120, click on the Length field and write 120.

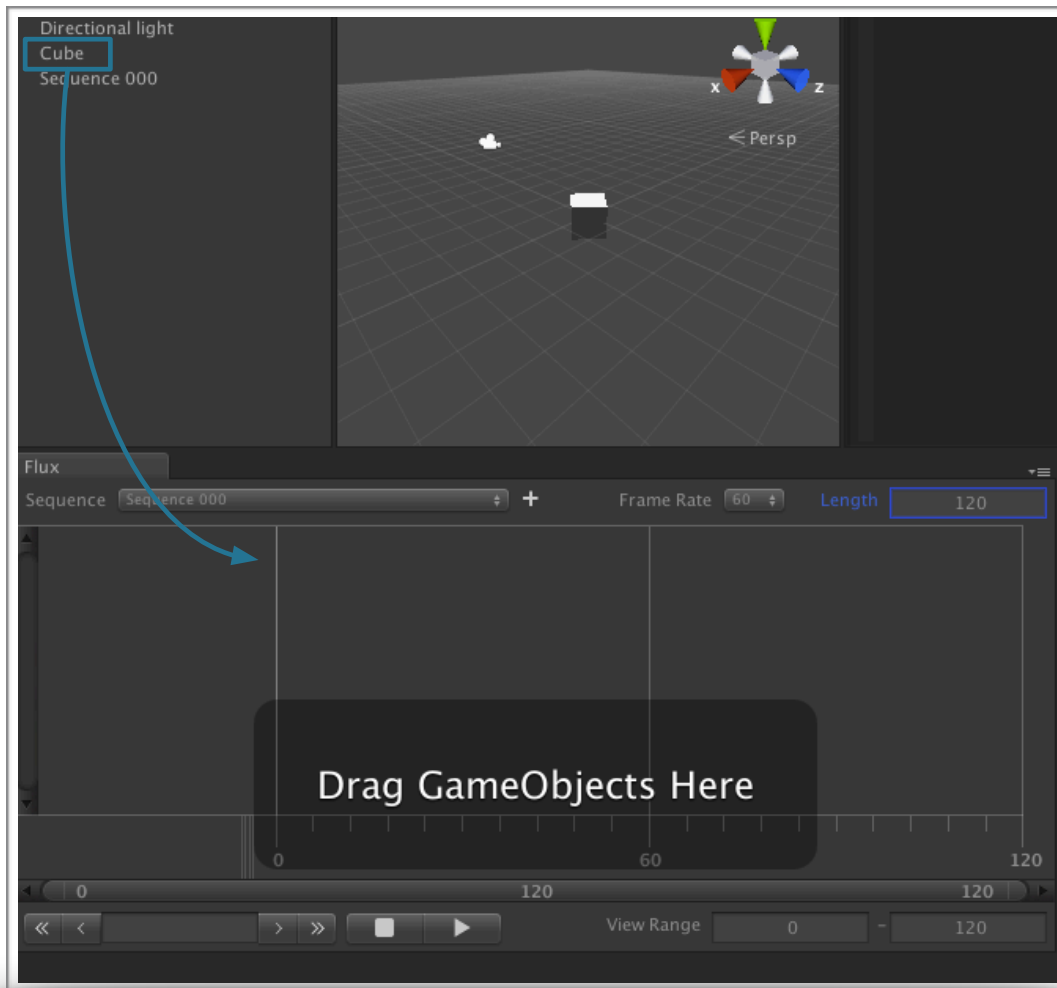


Note that the view range is now 0-1, to make it go back to the full length just double click on the view range bar, or set 120 on the right field of view range in the lower right.



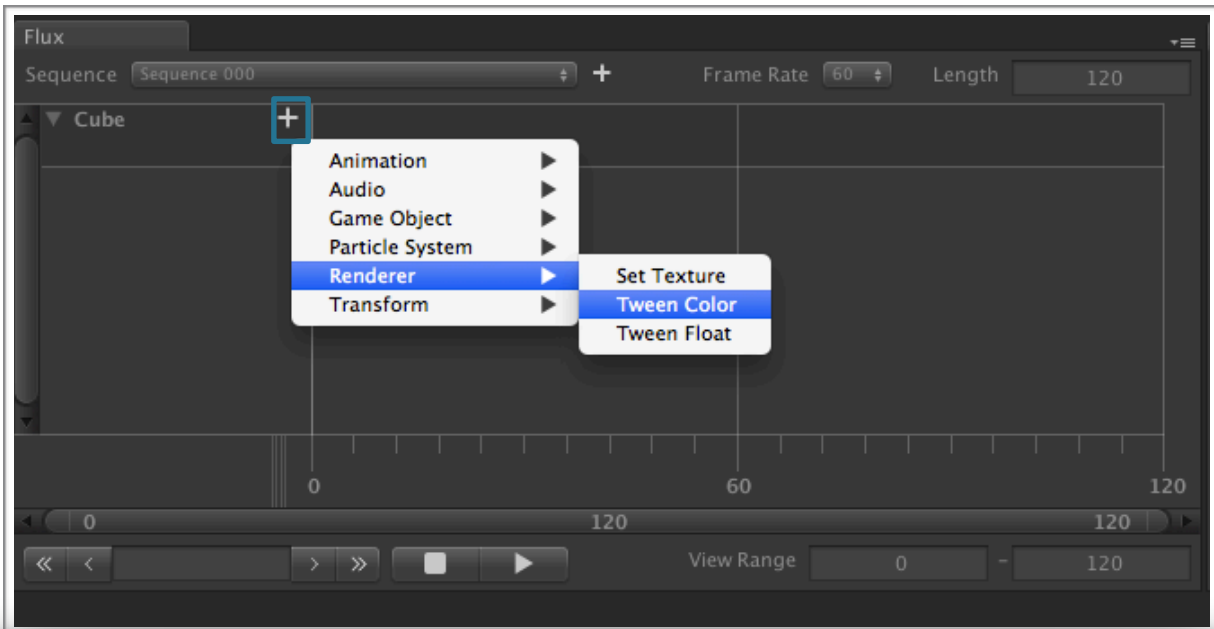
STEP 3 - ADD CUBE TIMELINE

Since we want to affect the colour of the cube, we need to create a timeline for it. To do so, simply grab it from the hierarchy and drop it in the editor window.



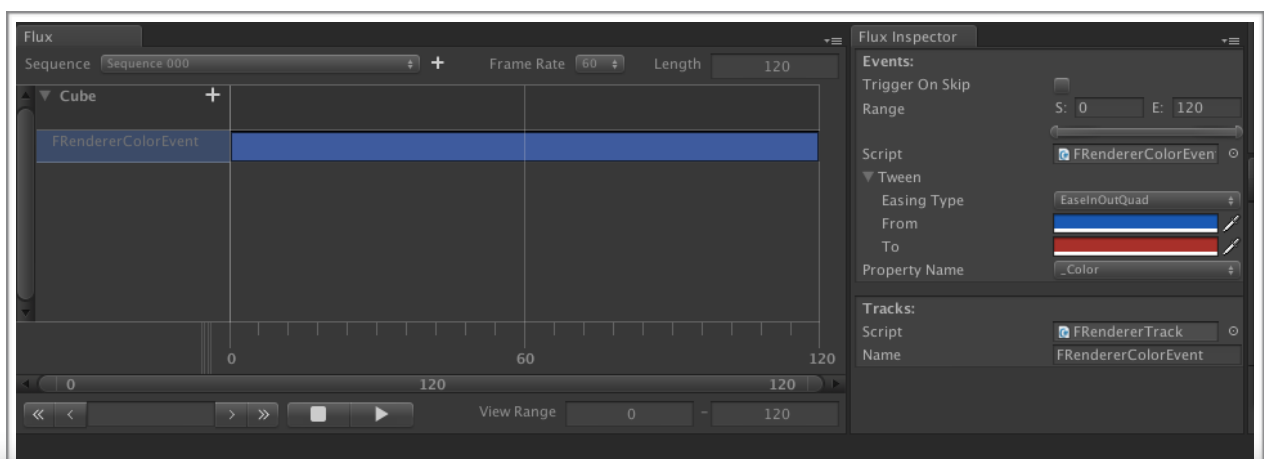
STEP 4 - ADD A TWEEN COLOUR TRACK

The timeline by itself doesn't do anything - we need to add a track that will have an event to tween the colour. To do so, click + in the timeline header and choose Renderer -> Tween Color.



STEP 5 - SETUP EVENT PROPERTIES

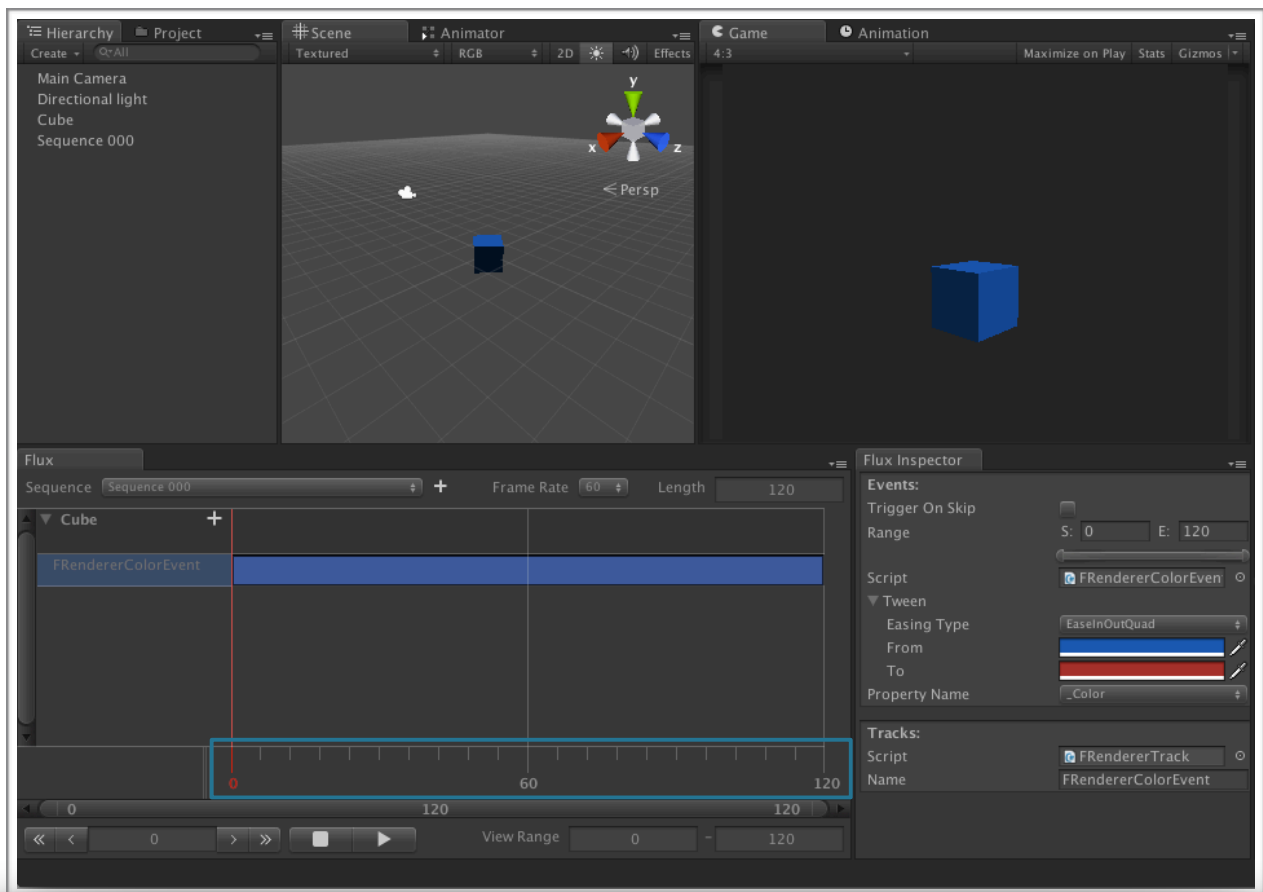
After adding a track, it will already come with an event, which is showing in the Flux inspector. Go ahead and change the properties of the event to have the colour from to be blue, and to to be red.



Exercise: Try resizing the event to only have 100 frames. You can change it in the inspector, or by grabbing its edges directly in the editor if it is selected.

STEP 6 - PREVIEWING

By default, just having the event set up doesn't affect the object. To preview the sequence, simply drag on the time scrubber.

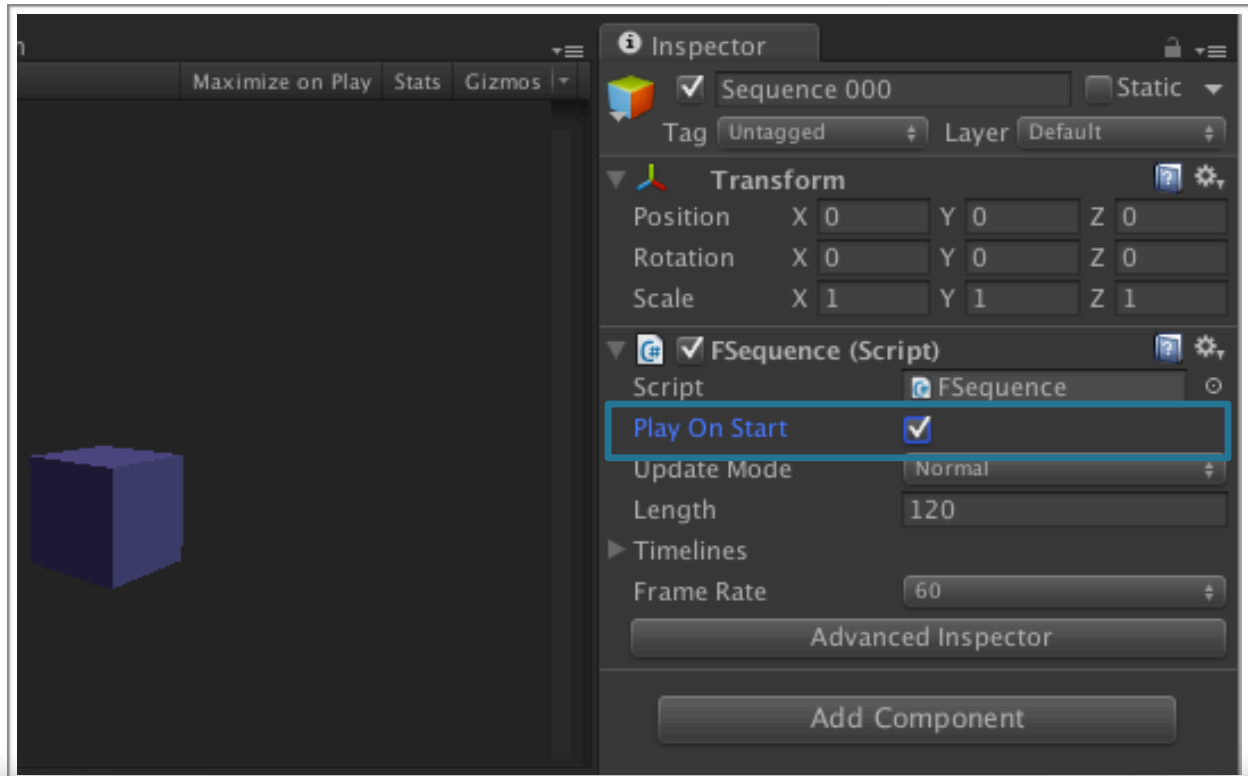


If you click play button, it will loop through the sequence. Try resizing the view range, and notice how the preview keeps confined to the view range.

Exercise: Try adding another event in the sequence that will fade the colour from red to blue. To add new events, you need to go to the time you want to add it and press K. Make sure you resize the first event in order to have room for it.

STEP 7 - RUN SCENE

Now that you have your sequence set up, we only need to make sure we can play it when we run the scene.



There's 2 ways to run a sequence, you can trigger it in code, or you can simply add mark it to play on start so that it will automatically play when the scene starts running. You can set it to play automatically in the properties of the sequence, to do so select the sequence game object and check Play On Start (in the Unity inspector).

Exercise: Try adding a Transform -> Tween Position event that will move the cube around the scene.

For more information on Flux - including video tutorials - please visit <http://www.fluxeditor.com> or contact us via support@fluxeditor.com.