

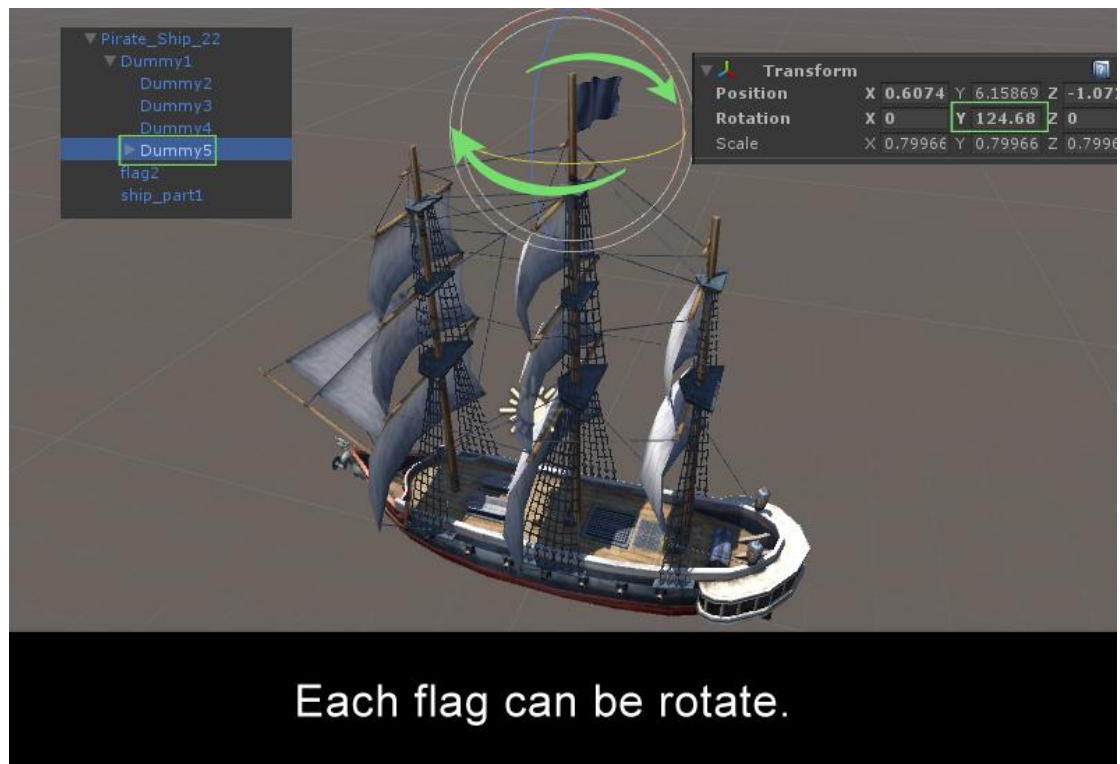
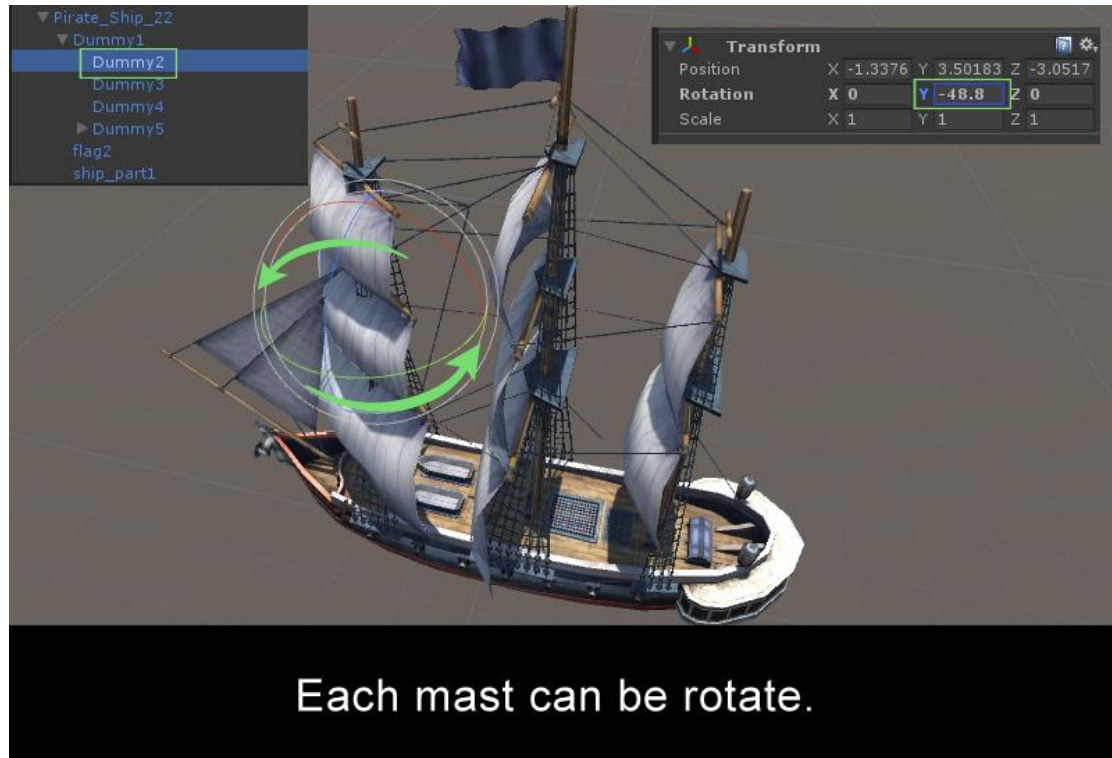
Rotation Controller for Masts and Flags

All masts and flags have been bound with " Dummy " objects.

Drag a ship prefab into the scene.

Select a " Dummy " object of ship prefab in " Hierarchy " panel.

Rotate a mast or flag by change the value of Y-axis.



Flag Animation

Each ship model has a flag animated file.

" Loop time " option for animation has been checked.

You can preview the flag animation in the Animation Clip Inspector.

Play animation in the scene

Each ship prefab has been given an Animator Controller.

Drag a ship prefab into the scene.

Click on the Gameplay button to preview the animation in the Scene View and the Game View.

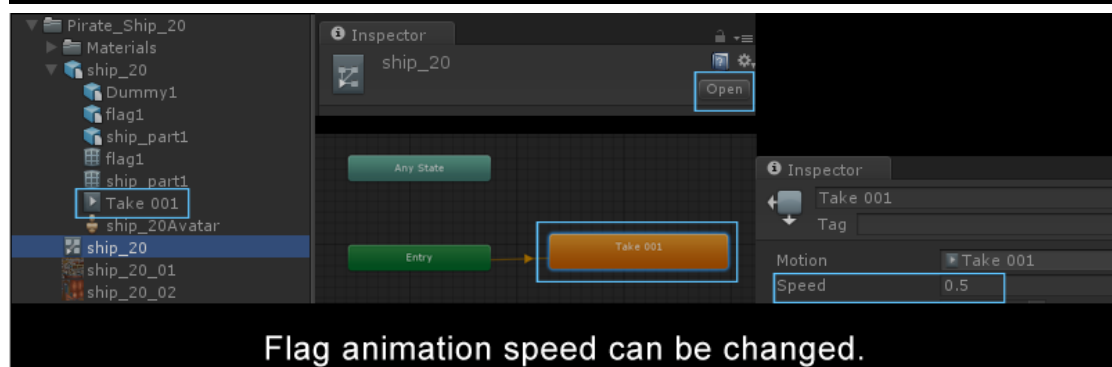
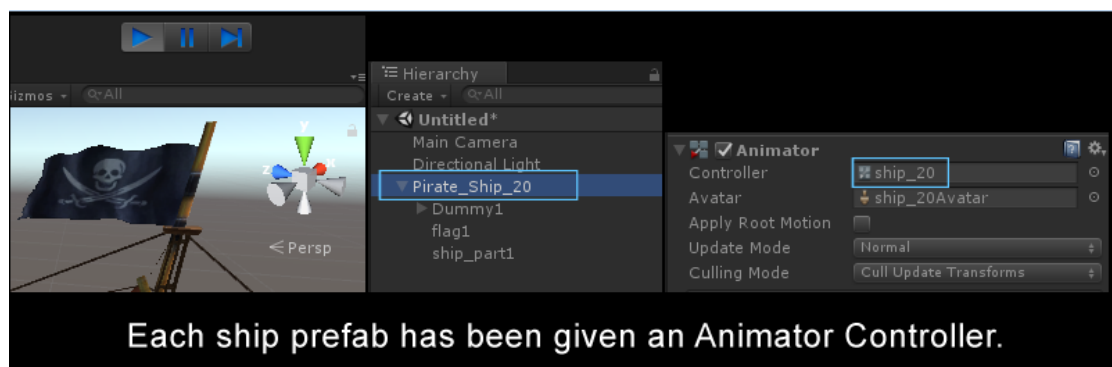
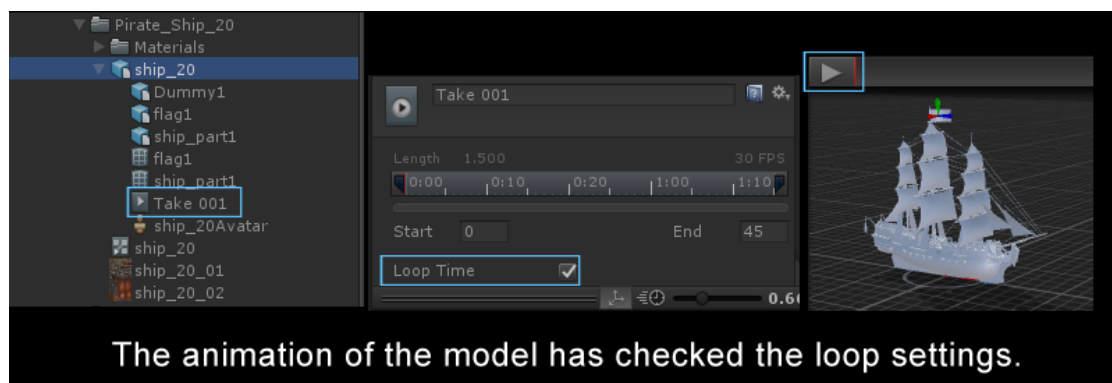
Change animation speed

Select an Animator Controller file in the Project panel.

Click the Open Button to open the Animator Window.

Click on the Yellow Status Label and you can see the Speed Values in the Inspector panel.

Change the speed of animation by changing the Speed Value.



Play the DemoScene

There are four Scenes with animation and VFX.

Click on the Gameplay button to run in the Game View.

It's just some of my ideas.

I hope you enjoy! :)

Scene Include:

Ship VFX

Changable Sky Style

Sea Surface And Spray Effect

Ship Swing Script

Sky Flashing Script

Rain Effect

Distance Island

