KTK_FireWorks_Effects_Volume1: Unity Assets

Version 1.1, September 14, 2016

■The folder explanation

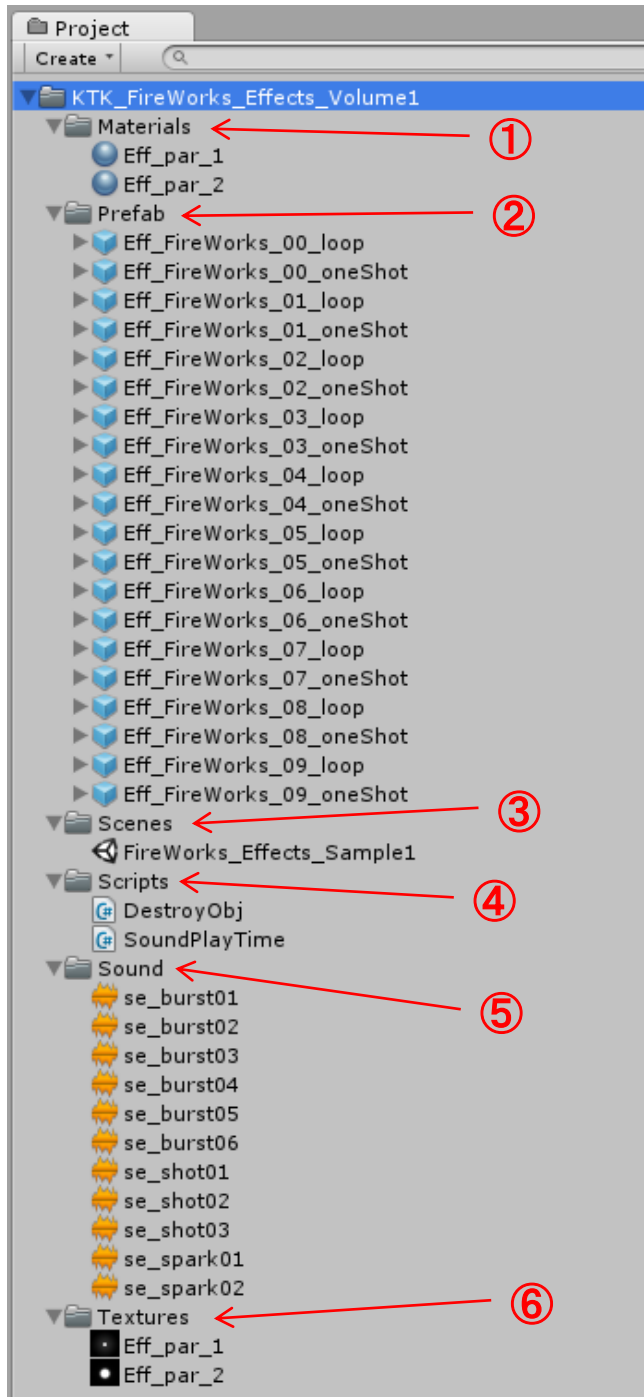**Project**

Create ▼

▼ KTK_FireWorks_Effects_Volume1
  ▼ Materials ← ①
    Eff_par_1
    Eff_par_2
  ▼ Prefab ← ②
    ▶ Eff_FireWorks_00_loop
    ▶ Eff_FireWorks_00_oneShot
    ▶ Eff_FireWorks_01_loop
    ▶ Eff_FireWorks_01_oneShot
    ▶ Eff_FireWorks_02_loop
    ▶ Eff_FireWorks_02_oneShot
    ▶ Eff_FireWorks_03_loop
    ▶ Eff_FireWorks_03_oneShot
    ▶ Eff_FireWorks_04_loop
    ▶ Eff_FireWorks_04_oneShot
    ▶ Eff_FireWorks_05_loop
    ▶ Eff_FireWorks_05_oneShot
    ▶ Eff_FireWorks_06_loop
    ▶ Eff_FireWorks_06_oneShot
    ▶ Eff_FireWorks_07_loop
    ▶ Eff_FireWorks_07_oneShot
    ▶ Eff_FireWorks_08_loop
    ▶ Eff_FireWorks_08_oneShot
    ▶ Eff_FireWorks_09_loop
    ▶ Eff_FireWorks_09_oneShot
  ▼ Scenes ← ③
    ◁ FireWorks_Effects_Sample1
  ▼ Scripts ← ④
    DestroyObj
    SoundPlayTime
  ▼ Sound ← ⑤
    se_burst01
    se_burst02
    se_burst03
    se_burst04
    se_burst05
    se_burst06
    se_shot01
    se_shot02
    se_shot03
    se_spark01
    se_spark02
  ▼ Textures ← ⑥
    Eff_par_1
    Eff_par_2

figure：①
KTK_FireWorks_Effects_Volume1/Materials
  A material is included.

figure：②
KTK_FireWorks_Effects_Volume1/Prefab
  Prefab of an effect is included.
  Loop effect and one shot effect
  xxx_loop : Loop effect
  xxx_oneShot : One shot effect

figure：③
KTK_FireWorks_Effects_Volume1/Scenes
  Damascene is included.
  10 kinds of effect of fireworks
  can be confirmed.

figure：④
KTK_FireWorks_Effects_Volume1/Scripts
  A script is included.

figure：⑤
KTK_FireWorks_Effects_Volume1/Sound
  A sound is included.
  The explosive tone and
  the tone of the lift-off.
  The sound a drumstick drumstick hears

figure：⑥
KTK_FireWorks_Effects_Volume1/Textures
  A texture is included.

"KTK_FireWorks_Effects_Volume1/Prefab"
Data is made at Particle System and GameObject for sounds.

▼ Eff_FireWorks_00_oneShot
　▼ oneShot1　←
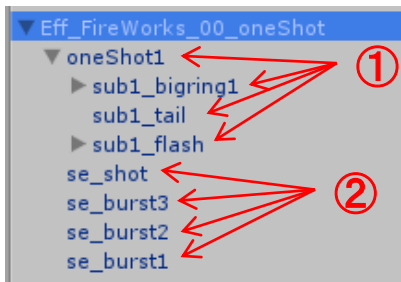　　▶ sub1_bigring1
　　　sub1_tail
　　▶ sub1_flash
　　se_shot
　　se_burst3
　　se_burst2
　　se_burst1

①

②

figure : ①
　　Particle System

figure : ②
　　GameObject for sounds

Sound is being rung by a component of Audio Source and "Sound Play Time".

Inspector

☑ se_shot　　　　　　□ Static ▼
Tag [Untagged ⬍]　Layer [Default ⬍]
Prefab　[Select]　[Revert]　[Apply]

Transform
Position　X 0　Y 0　Z 0
Rotation　X 0　Y 0　Z 0
Scale　　X 1　Y 1　Z 1

☑ Audio Source　←　①
Audio Clip　　🔊 se_shot01　　◎
　　　　　　This is a 2D Sound.　②

Mute　　　　　　　　　□
Bypass Effects　　　　□
Bypass Listener Effe □
Bypass Reverb Zone □
Play On Awake　　　□
Loop　　　　　　　　□

Priority　　　　　　　　　　128
Volume　　　　　　　　　　0.5
Pitch　　　　　　　　　　　1

▶ 3D Sound Settings
▶ 2D Sound Settings

③ **☑ Sound Play Time (Script)**　←
Script　　　 ⓒ SoundPlayTime　　◎
④ Play On Awake　☑
⑤ Loop Check　　　□
⑥ Wait Time　　　0
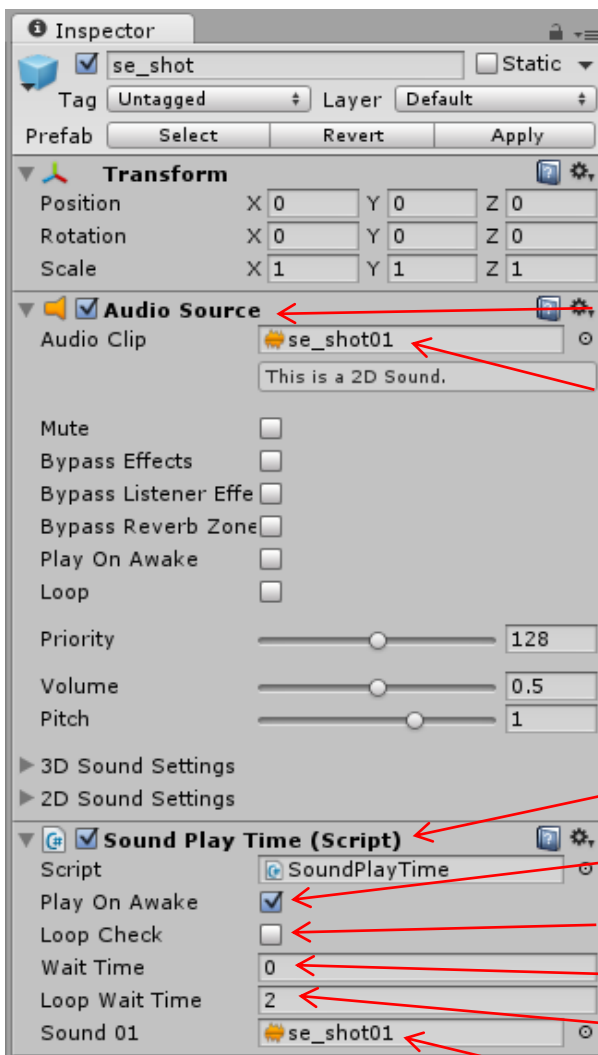⑦ Loop Wait Time　2
⑧ Sound 01　　　🔊 se_shot01　◎

figure : ①
　　Audio Source

figure : ②
　　The phoneme material I'd like to ring

figure : ③
　　The script to ring sound

figure : ④
　　At the time when I'd like to
　　ring sound immediately, On.

figure : ⑤
　　At the time when I'd like to
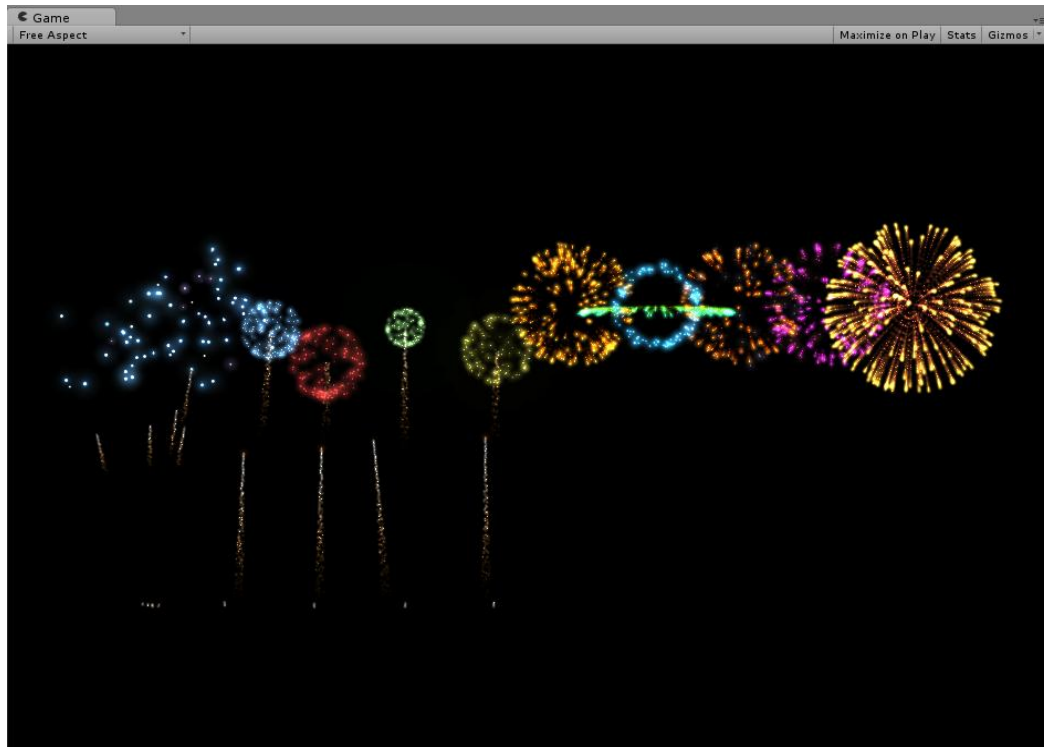　　loop and ring sound, On.

figure : ⑥
　　Time until sound starts, and rings

figure : ⑦
　　The interval where LoopCheck
　　loops at On

figure : ⑧
　　The phoneme material I'd like to ring

"KTK_FireWorks_Effects_Volume1/Scenes/FireWorks_Effects_Sample1.unity"

The effect of fireworks by which 10 kinds loop can be confirmed.

Version: 1.0 (Jan 06, 2015)
　　　　　Release

Version: 1.1 (September 14, 2016)
　　　　　Sound addition