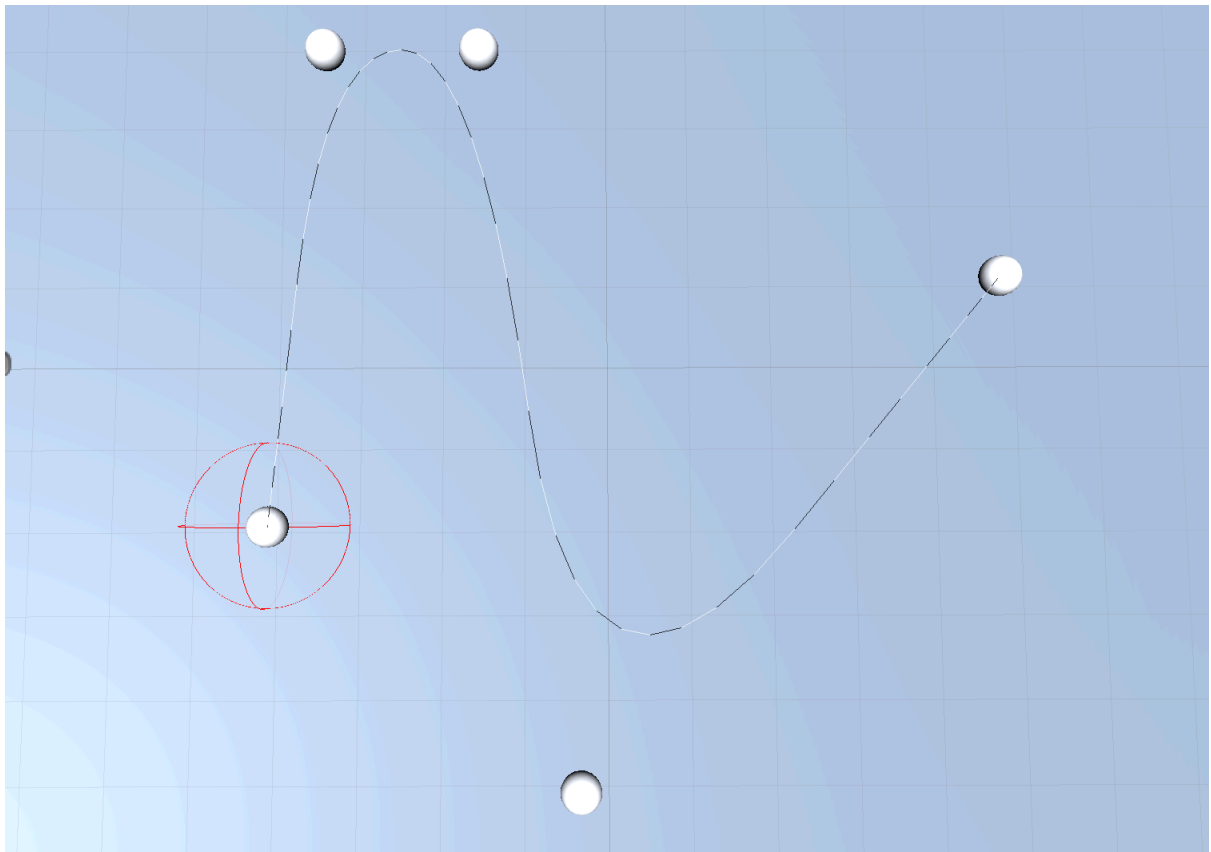


# B-SplinePath

Timeline Controllable  
Path Curve Animation Tool

Version 1.0.0



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# Installation

"B-Spline Path" adds scripts in your project.

## **Example/**

"B-Spline Path" example scene. **You can delete this folder.**  
Characters, Camera and Cube move along the path curve. All animation is controlled from Timeline.

## **Scripts/**

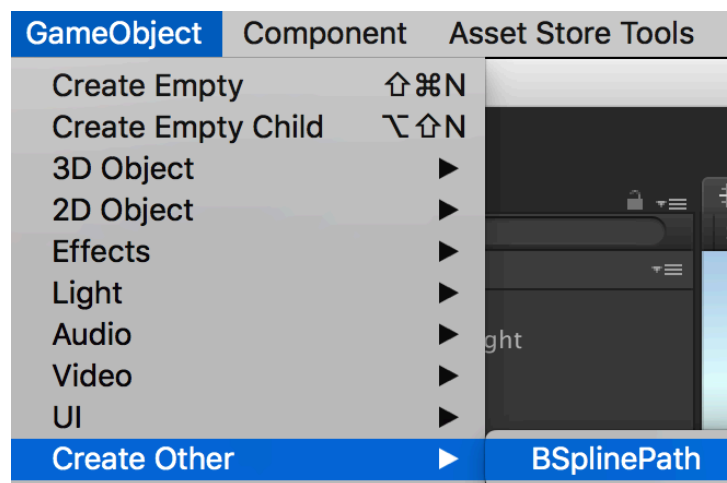
B-Spline Path scripts.

# QuickStart

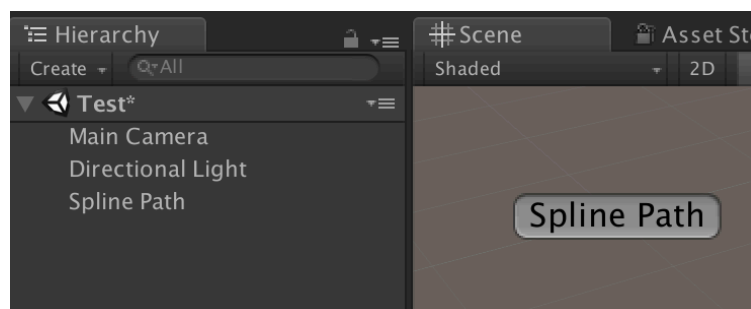
## Spline Path Creation

### Create Path

**GameObject -> Create Other -> BSplinePath**



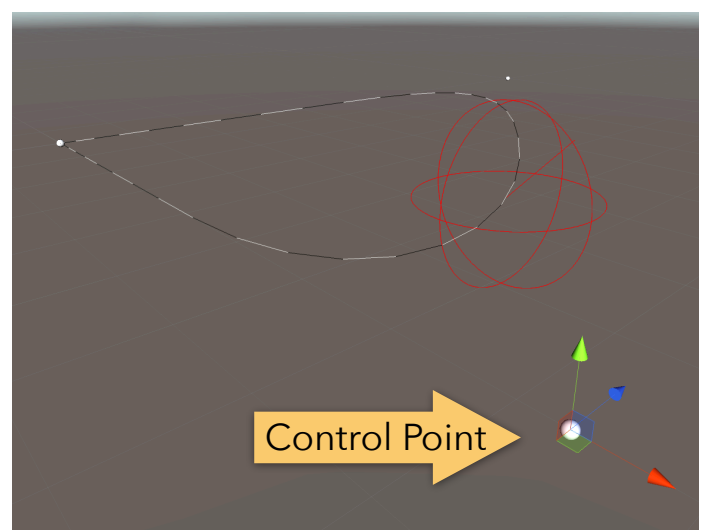
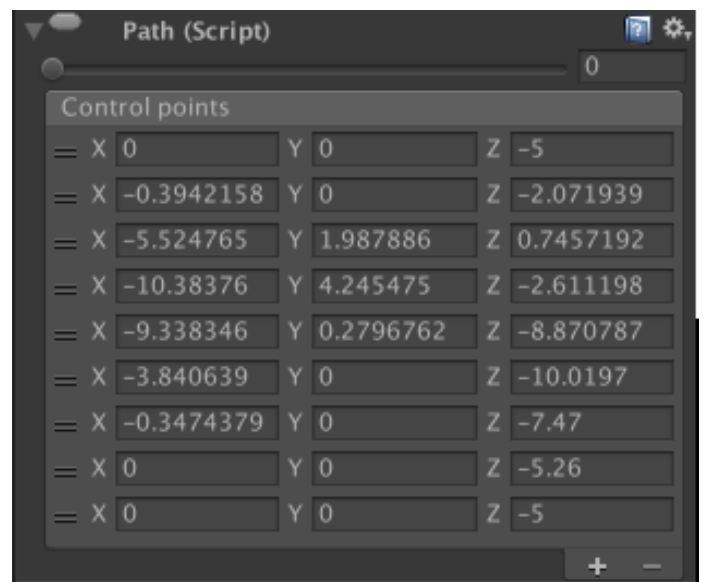
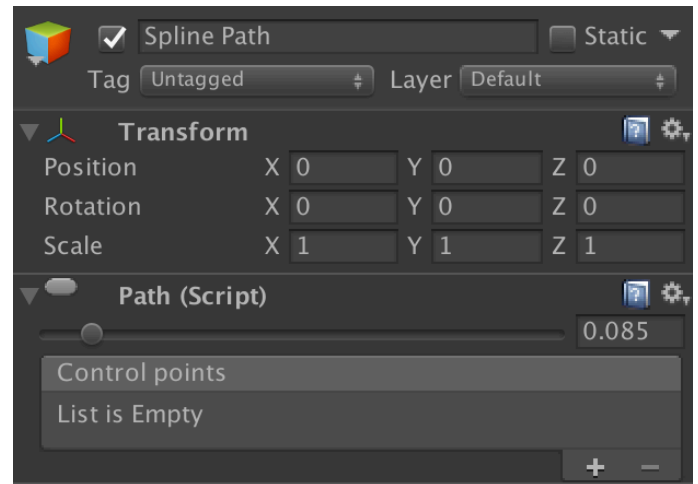
Then, Spline Path Object is placed In Hierarchy.



## Add Curve

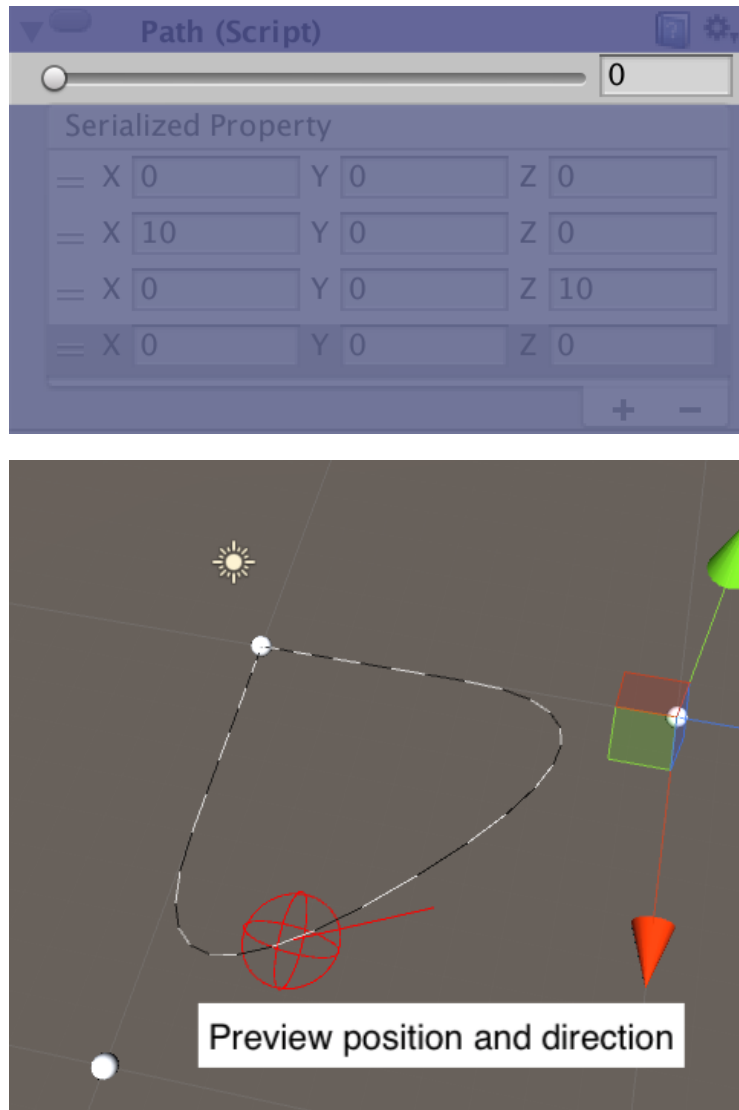
1. Select the Spline Path GameObject
2. Add control points in Inspector Window by Click [+]
3. You can edit control points in scene view.

Control point is figured by white sphere. Click the sphere and move positions.

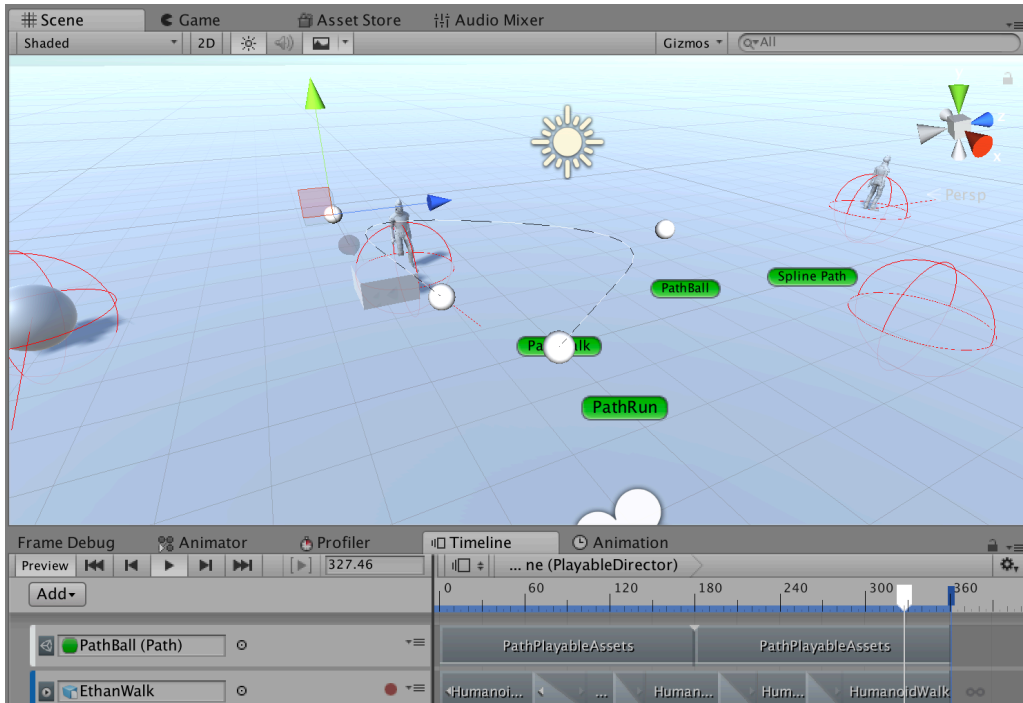


## Preview Path Movement

Slide top slider in Inspector Window, and red wire sphere moves along path. Red line is move direction.

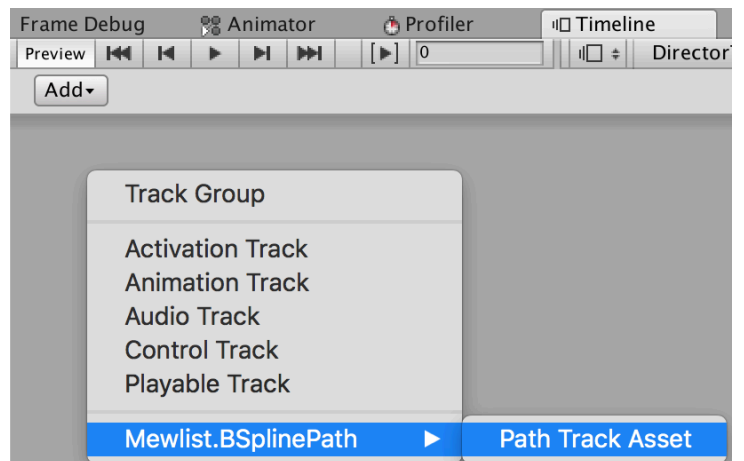


## Move Object by Timeline



B-Spline Path can be controlled by Timeline animation.

### Create Track

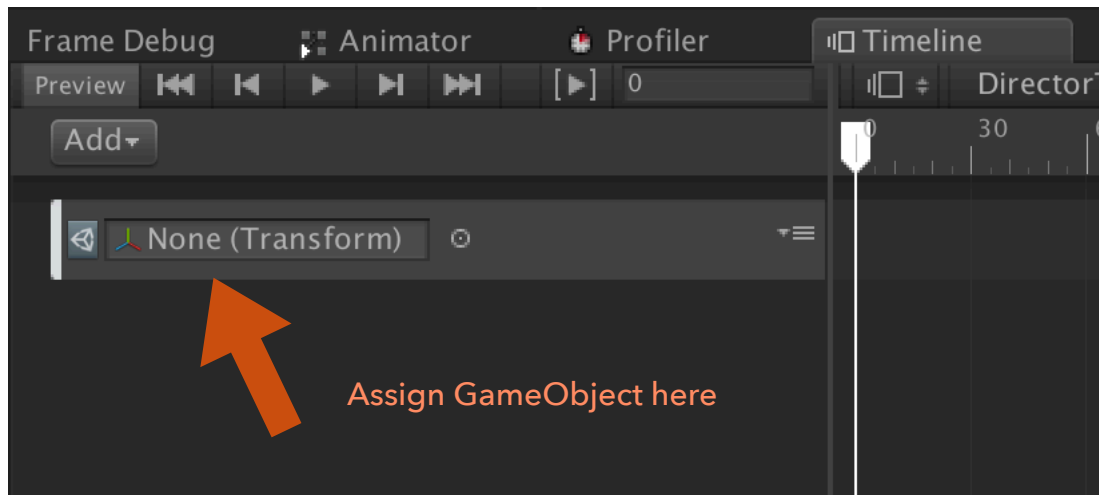


In TimelineWindow right click Menu,  
**Mewlist.BSplinePath -> Path Track Asset**

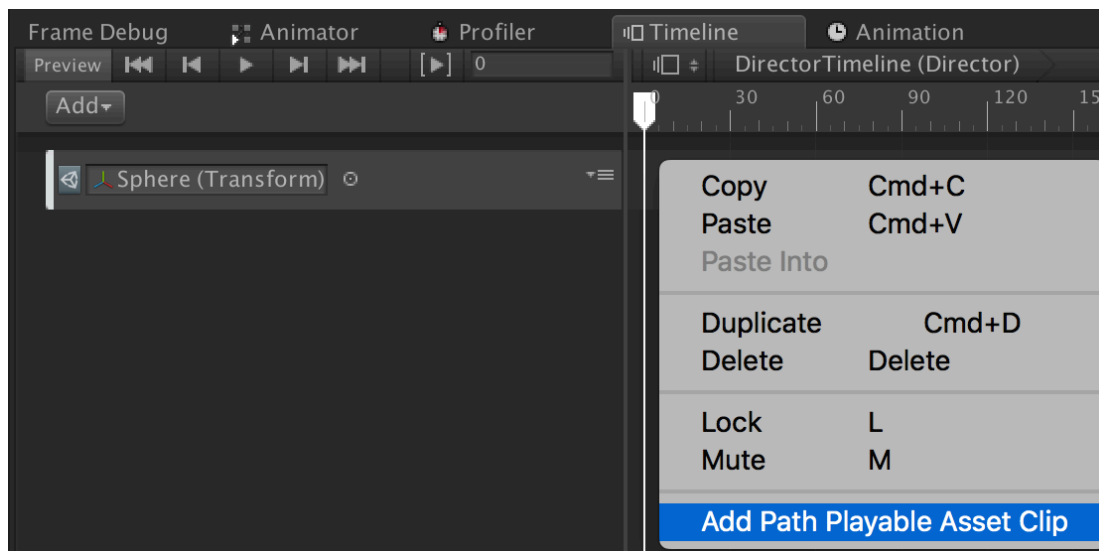
## Track Setting

**Select GameObject To Move** In Hierarchy.

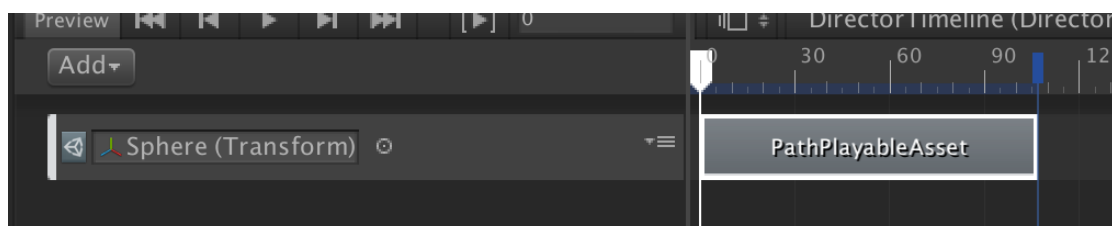
This GameObject will animate along path.



Next, add **Path Playable Assets Clip** in track by right click on track lane.



Like this.

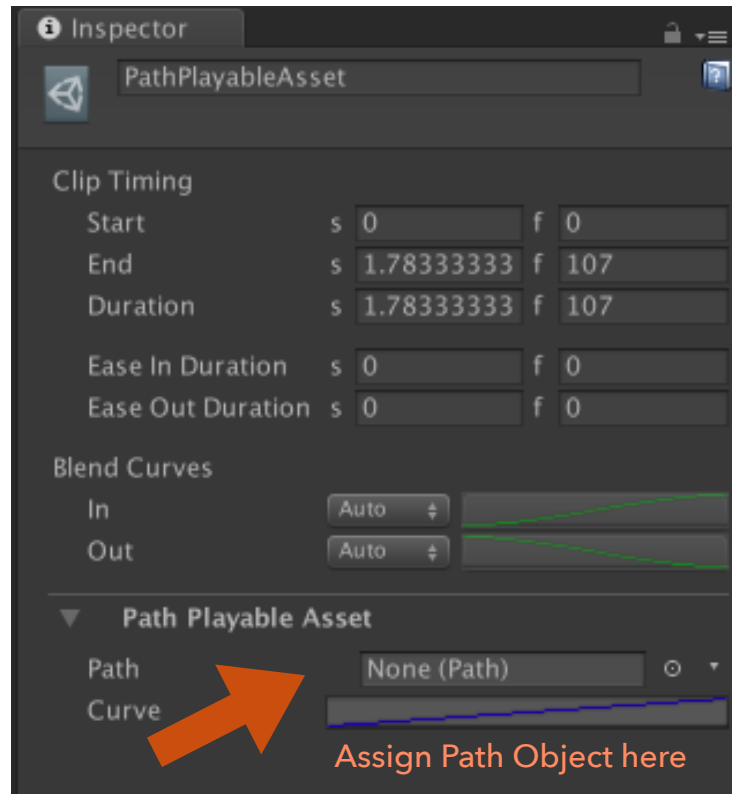




Assign a Path Object to clip.

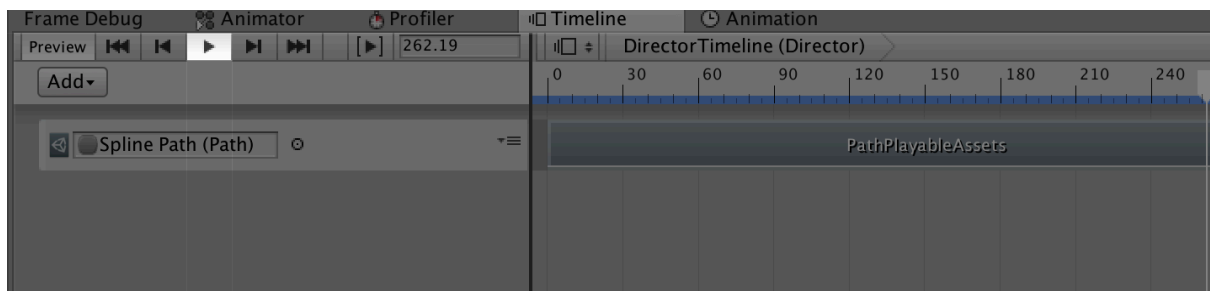
Click the clip to open Inspector Window.

Then assign a Path Object.



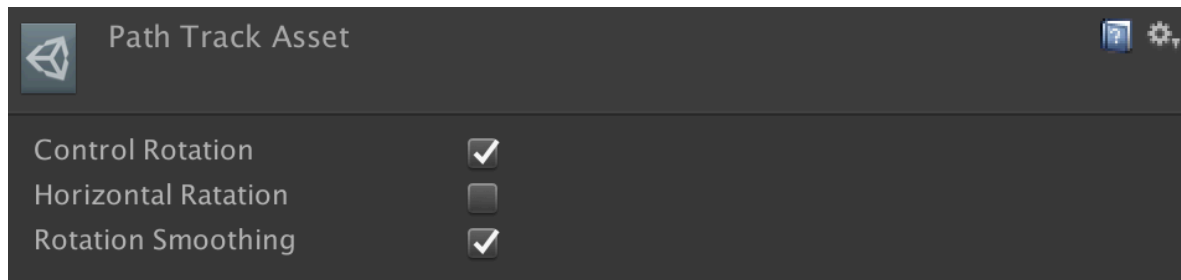
You are ready to play path animation.

Play the Timeline.



# Options

**Select the track**, show PathTrackAsset Inspector window.



## Control Rotation

If checked, game object look forward along path.

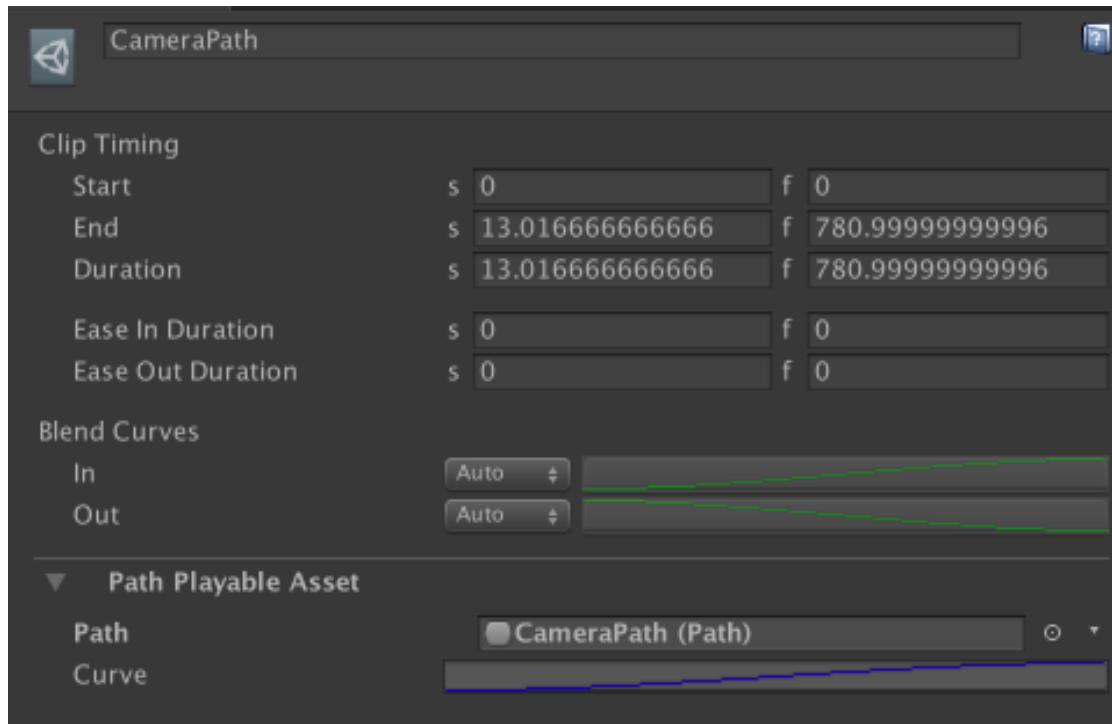
## Horizontal Rotation

If checked, rotation is affected on x-z plane.

## Rotation Smoothing

If checked, interpolate rotation at start of clip.

**Select the clip**, show PathPlayableAsset Inspector window.



## Path

Path to move along.

Assign Path Object from hierarchy.

## Curve

Default GameObject moves on path linearly.

You can customize curve of the path movement.

# Path API

You can use manually path curve interpolation simply !

## **class Path**

method

### **Point GetPoint(float t)**

Returns Path.Point in Path at **t** (0-1).

## **class Path.Point**

property

### **Vector3 Position**

Current position of point on path.

### **Vector3 Direction**

Current direction of point on path.