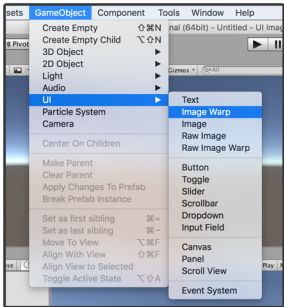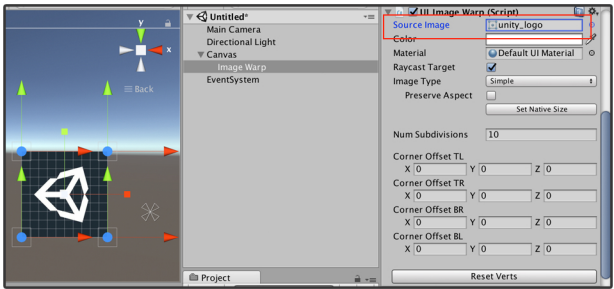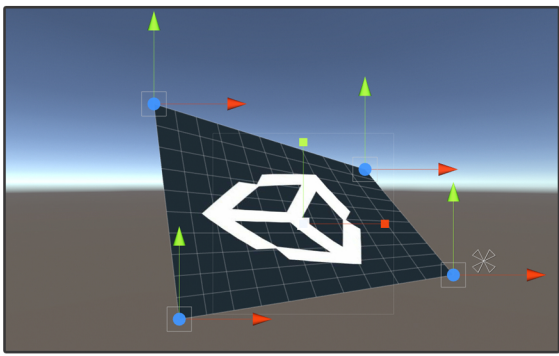@fenderrio
fenderrio@gmail.com
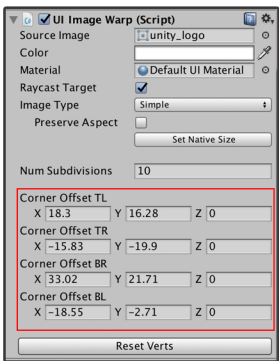
Create a New Image Warp Object

Assign a Sprite/Texture

Warp it by dragging the corner handles directly in scene!

Or change the values precisely in the inspector.

Scripting With Image Warp

- Include the "Fenderrio.ImageWarp" namespace.
- Keep a reference of an ImageWarp component in your scene.
- Call to change the corner offsets and number of mesh subdivisions via the Properties provided.

```
1  using UnityEngine;
2  using Fenderrio.ImageWarp;
3
4  public class ImageWarpTest : MonoBehaviour {
5
6      public ImageWarp m_imageWarper;
7
8      void Start ()
9      {
10         m_imageWarper.cornerOffsetBL = Vector3.zero;
11         m_imageWarper.cornerOffsetTL = new Vector3(-20f, 20f, 0);
12         m_imageWarper.cornerOffsetTR = new Vector3(20f, 20f, 0);
13         m_imageWarper.cornerOffsetBR = Vector3.zero;
14
15         m_imageWarper.numSubdivisions = 12;
16     }
17 }
```

Thanks for buying Image Warp! :)