

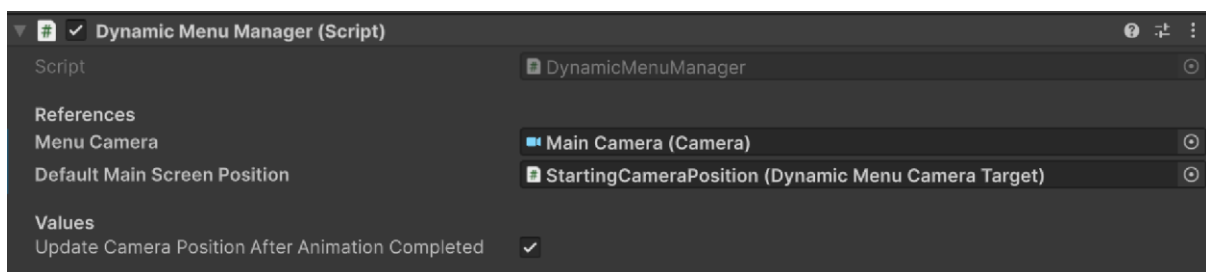
3D Dynamic Menu – A Camera & Canvas Animation System BrierleyGames

For A video Guide follow this Link:

https://www.youtube.com/watch?v=PuR_yKg2JiM

DynamicMenuManager

- Required In Scene
- 1 Max in scene



Inspector Variables:

Menu Camera – Reference of the camera to be animated in the scene.

Default Main Screen Position – Reference of the Dynamic Menu Camera Target object in the position of where the camera will start in the scene.

Update Camera Position After Animation Completed – Boolean that will control if the camera continues updating its position to the target when the animation completes. Only required if the Dynamic Menu Camera Target object has movement not controlled by this asset package.

Events Invoked:

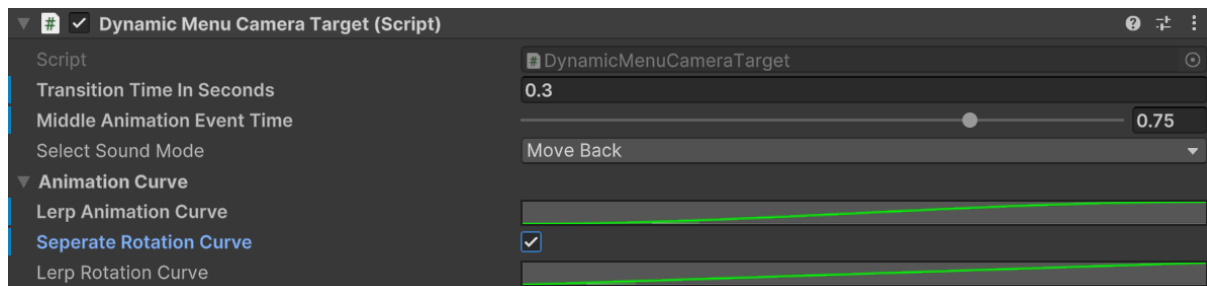
UnityEvent<DynamicMenuCameraTarget> Event_CameraAnimationStarted – Event called when a camera animation is to be started. The target Dynamic Camera Target object will be passed through the invoked event.

UnityEvent<DynamicMenuCameraTarget> Event_CameraAnimationMidCall – Event called when a camera animation has hit the specified mid-point of the animation set on the targeted Dynamic Camera Target object. The target Dynamic Camera Target object will be passed through the invoked event.

UnityEvent<DynamicMenuCameraTarget> Event_CameraAnimationMidCall – Event Called when the camera animation has completed. The target Dynamic Camera Target object will be passed through the invoked event.

DynamicMenuCameraTarget

- Required In Scene
- No limit to the number in the scene



Inspector Variables:

Transition Time in Seconds – Float used as the total time the animation will run for

Middle Animation Event Time – Float clamped between 0 and 1, used to set the point the mid animation event will be called based on the animation’s percentage.

Select Sound Mode – Enum drop down to select sound to be played when the animation begins.

Enum options:

- **Move To** – uses move to audio on DynamicMenuAudioManager.
- **Move Back** – uses move back audio on DynamicMenuAudioManager.
- **Silent** – Does not use sound.
- **Custom** – uses a random sound from array set up below.

Custom Sounds – Option will only appear in the inspector when sound mode is set to custom. Array of audio clips that will select a random sound to play when the camera is animating to this position.

Lerp Animation Curve – Animation curve to update the lerp “Journey” value to add in custom animation movements. Affects both movement and rotation unless Boolean below is selected. If the Separate Rotation Curve Boolean is selected this animation curve will only affect the cameras movement.

Separate Rotation Curve – Boolean that will affect whether the rotation lerp will use the combined animation curve above or its own specified curve below.

Lerp Rotation Curve – Option will only appear in the inspector if the Separate Rotation Curve is set as True. Animation curve that will modify the Rotation lerps “journey” value to add in a custom rotation animation.

Events Invoked:

UnityEvent Event_AnimationStart – Event called when the camera begins animating to this point.

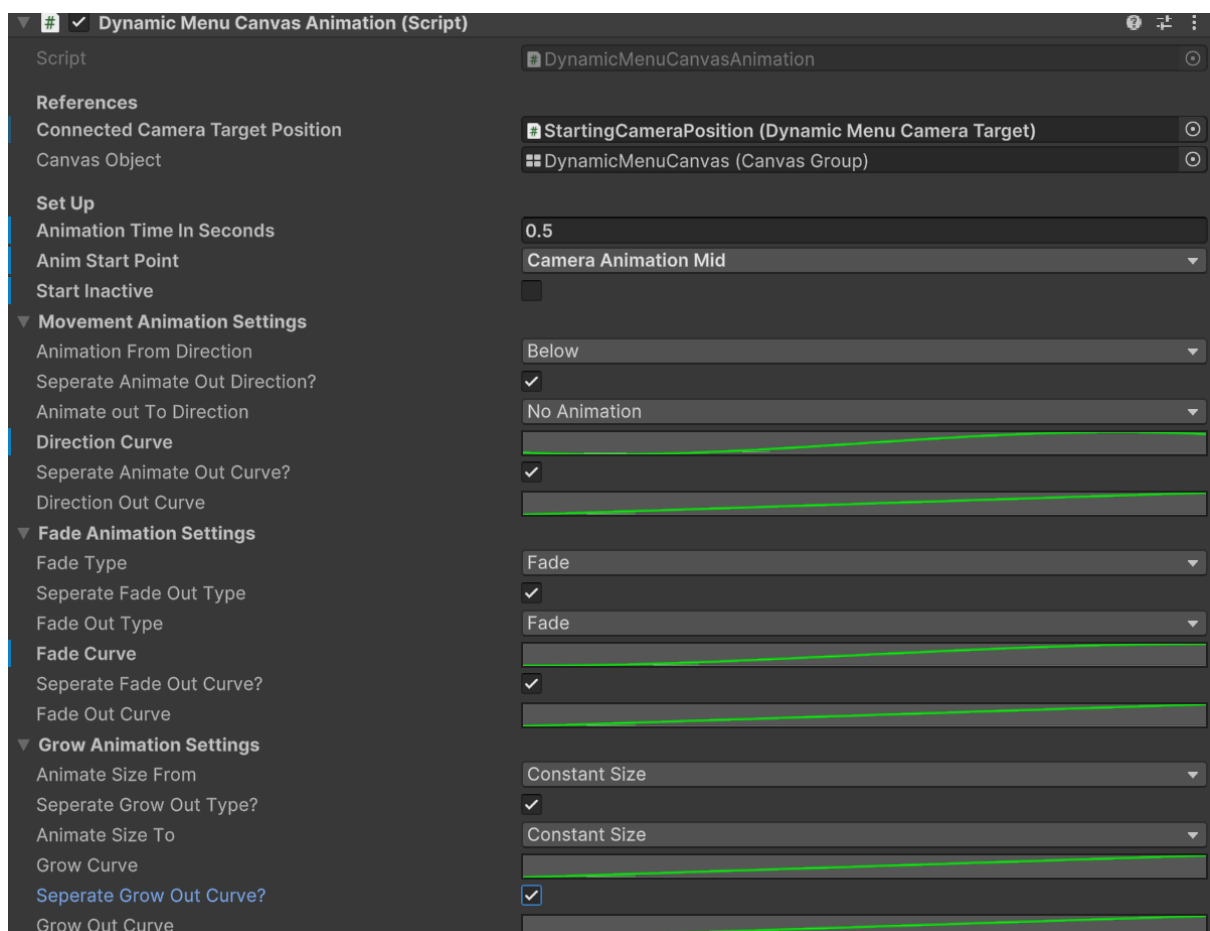
UnityEvent Event_AnimationMid – Event called when the camera is animating to this point and hits the set mid-point event time.

UnityEvent Event_AnimationEnd – Event called when the camera finishes its animation to this point.

UnityEvent Event_HideCanvasPanel – Event called when the camera begins animating but is not animating to this camera point.

DynamicMenuCanvasAnimation

- Not Required, highly suggested to add animations to a canvas
- No limit to the number in the scene



Inspector Variables:

Connected Camera Target position – reference dynamic menu camera target object that this object will listen and animate corresponding to the cameras move to state.

Canvas Object – reference to canvas object attached to this object

Animation Time in Seconds – Float that will determine the time (in seconds) that this object will animate for

Anim Start point – Enum that will allow the user to select at what point this canvas will begin animating into the scene

Enum Options

- **Camera Animation Start** – will begin animating this canvas into position when the camera begins its animation.
- **Camera Animation Mid** – will begin animating this canvas into position when the camera animation hits the mid-point specified on the connected DynamicMenuCameraTarget object.
- **Camera Animation End** – will begin animating this canvas into position when the camera finishes its animation.

Start Inactive – Boolean to determine if this canvas will start in the active state or inactive state. Should be true for all canvas' that do not appear on the initial screen.

Animation From Direction – Enum selection for Direction in which this canvas will begin from and animate into its active position. If Separate Animate Out Direction Boolean is set to false, this is also the direction the canvas will animate to when animating out of its active state.

Enum Options

- **No Animation** – Will not animate position.
- **Left** – Will move to/from the canvas' relative left.
- **Above** – Will move to/from the canvas' relative upward direction .
- **Right** – Will move to/from the canvas' relative right.
- **Below** – Will move to/from the canvas' relative downward direction.
- **Forward** – Will move to/from the canvas' relative forward direction.
- **Backward** – Will move to/from the canvas' relative backward direction.

Separate Animate Out Direction – Boolean to separate the animation into and out of the active state.

Animate Out Direction – Will not appear unless Boolean Separate Animate Out Direction above is set to true. Enum selection for Direction in which this canvas will animate to when animating out of its active position.

Enum Options

- *Same as Animation from Direction Enum Values above.*

Direction Curve – Animation curve to modify the movement of this canvas.

Separate Animate Out Curve – Boolean to separate above curve into an in and out curve.

Direction Out Curve – Will only appear in Inspector when Separate Animate Out Curve is set to true. Animation curve to control the movement of the canvas when it is moving out of its active position.

Fade Type – Enum selection to set how the canvas will animate its opacity when animating into and out of the Active position, Will not affect animating out of active position if below Boolean Separate Fade Type is set to True.

Enum Options

- Fade – Smoothly fade in and out from 0% and 100% opacity.
- Instant – Instant change opacity value.
- No Fade – Always remain at full Opacity when animating.

Separate Fade Type – Boolean to separate the animated in and out fade.

Fade out Type – Will only appear in the Inspector when Boolean Separate Fade Type above is set to true. Enum selection to set how the canvas will animate its opacity when animating out of the active position.

Enum Options

- *Same as Fade Type Enum Values above.*

Fade Curve – Animation curve to modify the rate at which the canvas will animate its opacity.

Separate fade out Curve – Boolean to separate fade curve above into and animate in and out curves.

Fade out curve – Will only appear in the inspector when above Boolean Separate Fade out Curve is set to true. Animation curve to modify the rate at which the canvas will animate its opacity when animating out of position.

Animate Size from – Enum selection to set how this canvas will animate its scale when animate into and out of the active position. Will not affect animating out of active position if below Boolean Separate grow out type is set to true.

Enum Options

- **Constant Size** – Do not animate this canvas scale.
- **Larger** – Animate from/To a larger scale when animating into/out of active position.
- **Smaller** – Animate from/To a smaller scale when animating into/out of active position.

Separate Grow Out Type – Boolean to separate scaling animation when animating in and out of position.

Animate Size To – Will only appear in inspector when above Boolean Separate Grow Out Type is set to True. Enum selection to set how this canvas will animate its scale when animating out of its active position.

Enum Options

- *Same as Animate Size from Enum Values above.*

Grow Curve – Animation curve to modify the rate at which this canvas will animate its scale.

Separate Grow Out curve – Boolean to separate scale curve above into animate in and out curves.

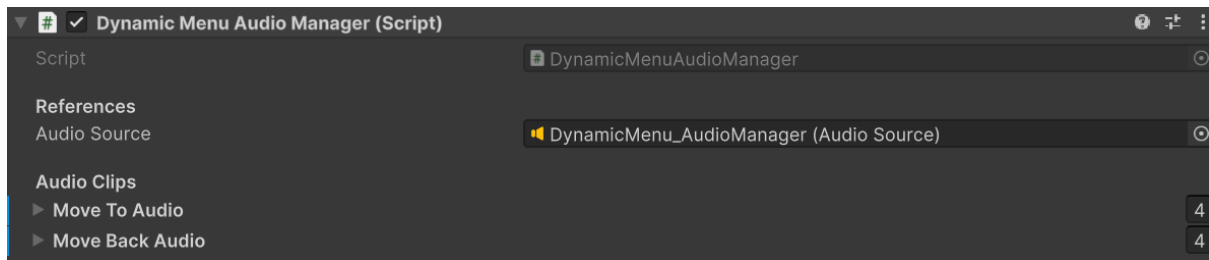
Grow Out Curve – Will only appear in the inspector when above Boolean Separate Grow out Curve is set to True. Animation curve to modify the rate at which this canvas will animate its scale when animating out of its active position.

Events Invoked:

No Events are invoked from this object.

DynamicMenuCameraTarget

- Not required in scene unless sound mode is set to move to or move back for a camera target.
- 1 Max in scene



Inspector Variables:

Audio Source – Reference to self-attached component

Move To Audio – Array of audio clips that will randomly select and play when a camera begins animating to a camera target, if the camera target has its audio type set to “Move To.”

Move Back Audio – Array of audio clips that will randomly select and play when a camera begins animating to a camera target, if the camera target has its audio type set to “Move Back.”

Events Invoked:

No Events are invoked from this object.