The Chaos Transform Component

This component will automatically rotate or scale a GameObject randomly. This is useful for star coronas, where you want the rotation to be unpredictable.

Seed

This is the random seed used by both the rotation and the scale.

Note: The random seed will change during runtime every time the rotation or scale targets get changed.

Rotation

If you enable this, then your GameObject will be constantly rotated at a set velocity, but the axis of rotation will randomly change.

Period

This changes how fast this object will rotate, in revolutions per second (e.g. a value of 0.5 means it will take 2 seconds to rotate 360 degrees).

Change Delay

This changes how often the target rotation axis will be changed, in seconds. (e.g. a value of 2.0 means the target rotation axis will be changed every two seconds).

Dampening

This changes how fast the rotation axis will change to the target value.

Scale

If you enable this, then your GameObject will randomly change in size.

Min

This sets the minimum scale of your GameObject.

Max

This sets the maximum scale of your GameObject.

Change Delay

This changes how often the target scale will be changed, in seconds. (e.g. a value of 0.5 means the target scale will be changed twice a second).

Dampening

This changes how fast the scale will change to the target value.