

DynamicPixelCloud Tutotrial

Import Package with Install/Upgrade Dependencies Automatically (recommand)

1. At the beginning of import DynamicPixelCloud package, it will popup a message window (Fig.1) with content: **“This Unity Package has Package Manager dependencies.”**. Choose **“Install/Upgrade”**, then it will install or upgrade dependencies automatically.
2. Import all in the DynamicPixelCloud package.(Fig.2)
3. In project window, goto **DynamicPixelCloud\Assets\Prefabs** folder. Select all prefabs and check their **“Addressable”** box.(Fig.3)

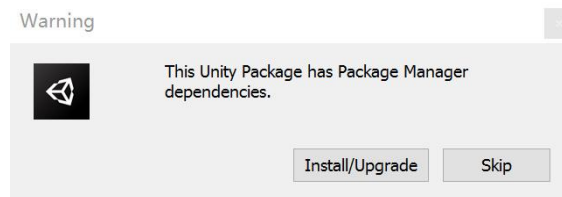


Fig.1 Install/Upgrade dependencies automatically

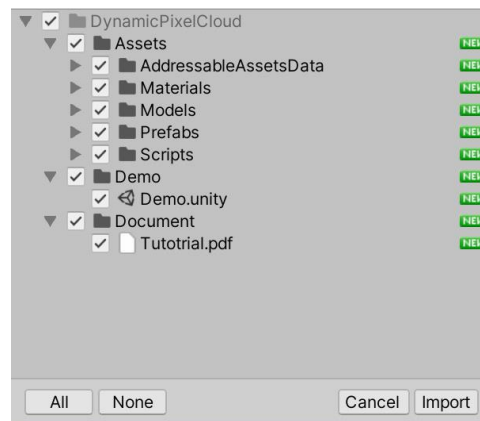


Fig.2 Package Content

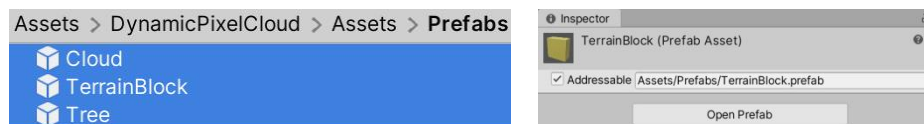


Fig.3 Set Addressable Prefabs

Import Package with Install/Upgrade Dependencies Manually

Please follow the steps given below. **The order of the steps is important to avoid errors during import package and make sure to get the best demo quality:**

1. Goto **“Window” >> “Package Manager”**, then click **“Advanced”** and select **“Show**

preview packages”;

2. In the Package Manager window, search and install “**Entities**”;
3. In the Package Manager window, search and install “**Hybrid Renderer**”;
4. In the Package Manager window, search and install “**Addressables**”;
5. In the Package Manager window, search and install “**Post Processing**”;
6. Goto “**Assets**” >> “**Import Package**” >> “**Custom Package...**”, then choose “**DynamicPixelCloud.unitypackage**”.
7. Import all in the package.(Fig.2)
8. In project window, Goto **DynamicPixelCloud\Assets\Prefabs** folder. Select all prefabs and check their “**Addressable**” box.(Fig.3)

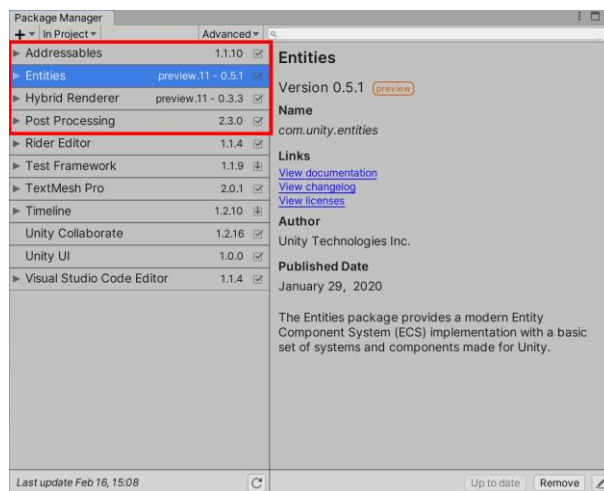


Fig.4 Install Packages

Demo Scene

In project window, goto **DynamicPixelCloud\Assets\Scenes**. Open the demo scene and Play it. There has a scene view camera inside. Drag with the right mouse button to move the camera. Drag with the middle mouse button to rotate the camera. Scroll the mouse wheel to control camera zoom in and zoom out.



Fig.5 Demo Scene

Parameters of the Cloud System

The pixel cloud system consists of many unit cubes. The unit cubes make up different shapes of the cloud. The parameters control the unit cube's behaviour and scale to determine the appearance of the entire cloud layer.

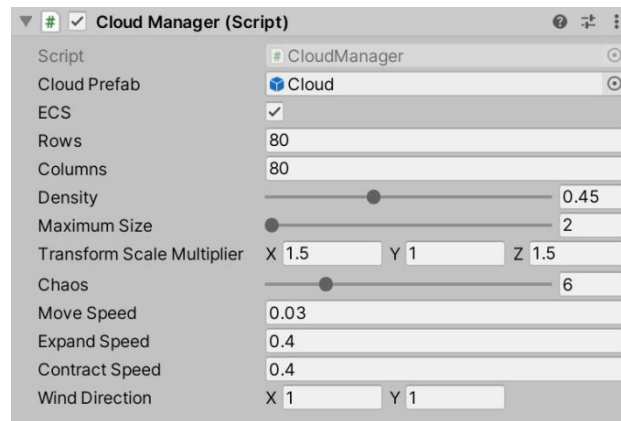


Fig.6 Parameters of the Cloud System

ECS: Checks it to let the cloud system run in ECS mode. Unchecks it to let the cloud system run in normal mode.

Rows/Columns: Determines the cloud area. Increase the rows and columns will get a larger area of clouds.

Density: Controls the density of the clouds.

Maximum Size: The maximum size that a cloud unit could expand to.

Transform Scale Multiplier: The transform scale multiplier will multiply on the scale of each cloud unit.

Chaos: Controls the chaos of the clouds.

Move Speed: Controls the cloud move speed.

Expand Speed: Controls the cloud unit expand speed.

Contract Speed: Controls the cloud unit contract speed.

Wind Direction: Controls the cloud move direction.

Please don't hesitate to contact us if you have any questions with this package!

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Unity Connect: <https://connect.unity.com/u/5c429142edbc2a001f87e04f>