Easy Camera Shake

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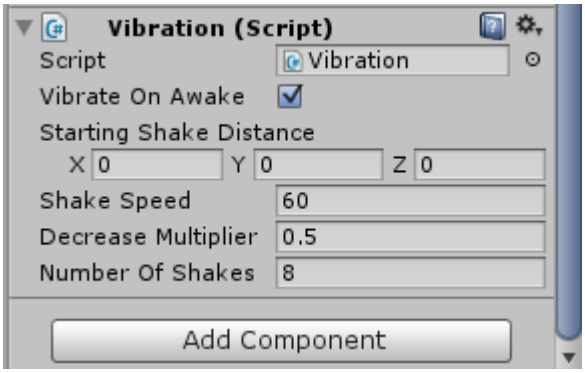
Summary:

Easy Camera Shake allows you to give vibration effects to GameObjects in Unity quickly and easily. This is ideal for effects like explosions or earthquakes where the camera should shake. Its intended purpose is for camera shaking effects, but it can be used to shake any type of GameObject. Easy Camera Shake saves you time because setup is fast and easy.

Setup:

1. Select the game object you want to shake (for example, your camera.)

2. Add the Vibration script as a new component in the inspector.



3. Adjust the Vibration settings to fit your needs. See the next section for more information about these settings.

4. If you want this GameObject to shake on Awake, then check Vibrate On Awake. Now, if you click the Play button, your GameObject will vibrate based on the values entered above. In many cases however, you will want your GameObject to start shaking only when an event occurs in one of your scripts. One way to do this is to call the StartShaking() method. In your scripts:

a. Get a reference to the Vibration component of the GameObject you want to vibrate. You can do this using GetComponent().

b. Once you have a reference to the script, simply use it to call the StartShaking() function. In C#, the following code gets a reference to the Vibration component of the GameObject referenced by the myCamera variable, and then calls the StartShaking() function on that script.

```
// This is the GameObject you want to shake.  Be sure to initialize this in the Unity Editor
public GameObject myCamera;

void Start()
{
    // Get a reference to the Vibration component on the GameObject you want to shake
    Vibration myVibration = myCamera.GetComponent<Vibration>();

    // Call the StartShaking() function on the myCamera object
    myVibration.StartShaking();
}
```

c. Now you can call the StartShaking() function wherever you want in your code. The Methods section lists alternatives to StartShaking() which can be used to provide better control over your vibration.

Settings:

Vibrate On Awake: If this is true, the StartShaking() function will be called when this GameObject's Awake() function is called.

Starting Shake Distance: Specifies the default x, y, and z amounts by which the GameObject will vibrate.

Shake Speed: Specifies how fast this GameObject will shake.

Decrease Multiplier: Specifies how fast this vibration will decrease in distance over time.

Number Of Shakes: Specifies how many times this GameObject will shake.

Shake Continous: If this is set to true, the GameObject will not automatically stop shaking on its own. If you use this and want to stop the shaking later, call the StopShaking() method.

Methods:

StartShaking(): - Makes the GameObject shake with its own default values.

StartShaking(Vector3 shakeDistance, Quaternion shakeRotation, float speed, float diminish, int numOfShakes): - Makes the GameObject shake with the specified values passed to the function.

StartShakingRandom(float minDistance, float maxDistance, float minRotation, float maxRotation): - Makes the GameObject shake with random values based off of the values passed and default values.

StopShaking(): - Stops whatever shake sequence(s) are currently in progress.