

Animated Bezier Flow of Particles for Mechanim

A tutorial for Unity 4 and higher, you can watch this instruction in audio-video format with pictures here: youtube.com/watch?v=jelQTyuOuno

To create “Animated Bezier Flow of Particles” you must follow two simple steps:

1. Create new empty Game Object
2. Open Components menu, click on Effects, select MathArtCode, than “Animated Bezier Flow of Particles”

Note that a particle system component was added automatically.

In Hierarchy window you can see that two positioning control points were created automatically. Each positioning control point can have one or two curve angle related control points embedded into it in the hierarchy.

Now let’s look at the editor scene window. A curve can be seen on any of the control points. When you click on the control point a corresponding game object is selected automatically. You can change position of it to move control point it is attached to. Note that while control point is selected particle system component is not playing inside editor scene.

You can add points to the curve. New points are added in the same direction last point looked at. Each new positioning control point will create three new game objects which are required for Unity 3D animator to work. Sadly, it is the only non-programming way to achieve “in Editor” animatable curves. If speed is what you require, please acquire our Static Bezier Particles Flow Curve product – it is performance optimized in every possible way including one Game Object per curve and pre-baked rasterized flow curve, yet it is animatable only from code.

You can destroy positioning control points deleting corresponding Game Objects. You must not remove first or last positioning control point, also you must not delete angle related control points. Undo will help you at all time to restore curve state and components.

Let’s now create a simple hart alike curve composed of four positioning control points and give a red color to it.

There are two types of animations. There are legacy animations for which you must refer to Unity 3 Legacy animation tutorial. And there are modern Mechanim animations. This tutorial is focused on them.

If you deselect “Use Legacy Animations” option, “Animated Bezier Flow of Particles” will create “dot anim” file on “Create Animation Clip” button click. Animation clip name here will be used as a path.

Then you can create animator controller and add animator component to your game object hosting “Animated Bezier Flow of Particles”.

Configure your animator states and run the application.