



-Instruction-

Aqua Parallax Maker

Code

Clean code

- 3 Scenes with Infinity animated Aqua parallax;
- The ability to create scenes directly in Unity from sprites
- 5 Parallax Planes, controlled by scripts with possibilities to make any count of planes;
- Foreground blurring on fly at level start;
- Fishes with Animator and 2 Animations. Fish controller to control fish position;
- Light controller;
- Bubbles particles;
- Ready for build for IOS and Android;

Graphic

PSD and PNG included

- 3 Seamless Horizontal Premade Scene in PSD and PNG. 100% editable, 8196 X 2048. All elements are also in PNG, ready for code.
- 15 Fishes, each about 800px tall with separate elements in PSD. All elements are also in PNG, ready for code.
- 88 Aqua Items like stones, plants and creatures in PSD. All elements also in PNG, ready for code.
- 18 Grounds in PNG, 6 Gradients, 3 Back Plans, 3 Lights and Bubble for your own design.

Note:

Aqua Items and fishes are hand drawn bitmap graphic, so not fully editable as vector.

It is complete pack for making Infinity Aqua Under Water Parallax for platformers, shooter, endless runners games or screensavers with some premade scenes and lot of fishes and items for your one design in casual, marine, shiny, colorful style for your mobile/web/video game.

PRODUCT DETAILS:

- All graphics in high resolution, ready for retina displays
- Suitable for Tablets and Phones resolutions
- All graphics in Photoshop files, no need to know other programs
- All elements also in PNG files, ready for code
- With this asset you can create an unlimited number of you own image versions
- Working on IOS, Android and Web
- Well organized files
- Powerful and easy to use

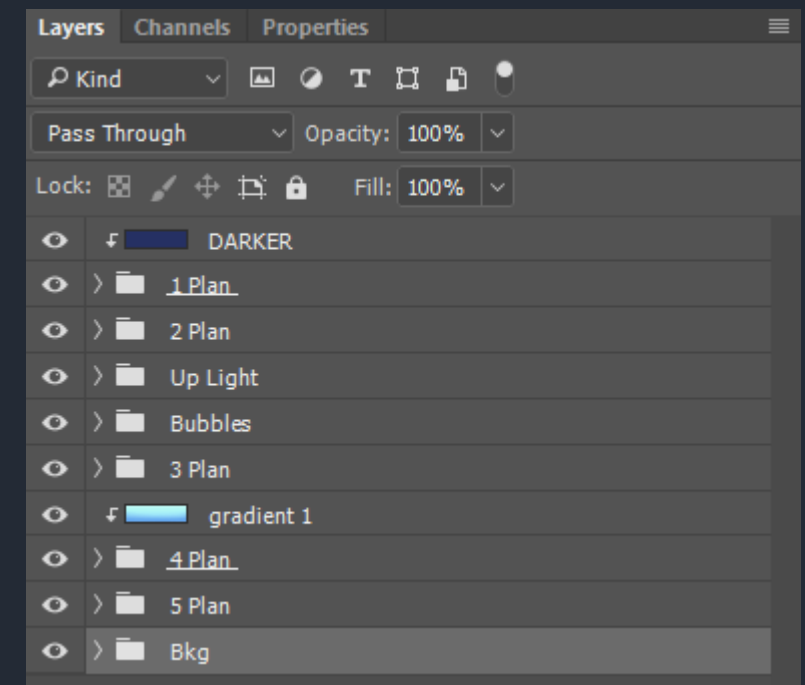
Create you project for the moment!

How to use Graphics

You can fully use all premade scenes or/and made your own. Each Scenes are seamless, so you can loop your graphic.

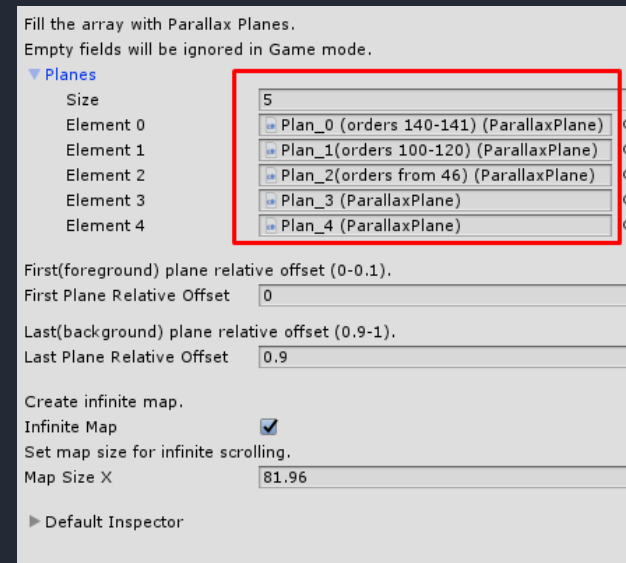
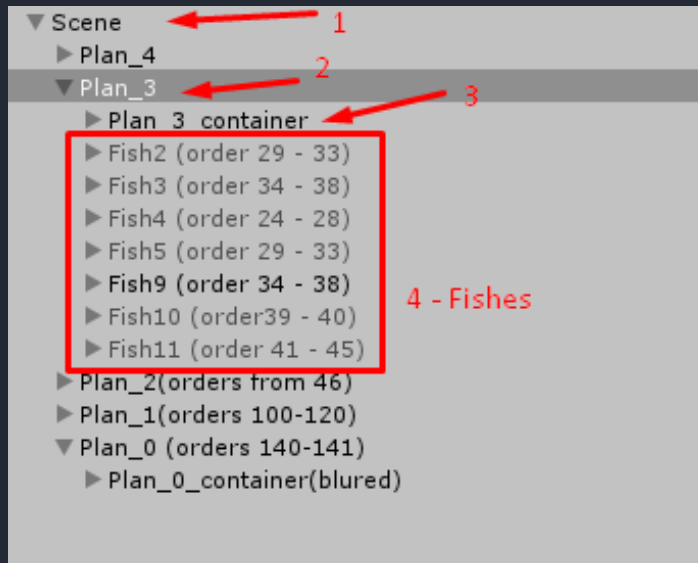
Create new Scene:

- Create a new file or start with premade Aqua Parallax Scene PSD.
- Use **Bkg** group to make backdrop of your scene.
 - Paste suitable Background Gradient 1-6 from PNG folder or make your own
 - Paste Ground 11-36 from PNG folder or make your own
 - Paste Gradient Floor 11-36 from PNG folder or make your own
 - **Note: for Background Gradient 1 use Ground 11 and Gradient Floor 11, and so on.**
- Use **5 Plan** group for paste and arrange 5PlanBack from PNG folder, as you like.
- Use **4 Plan** group for paste and Marine Items from PNG folder, as you like. I also recommend you to use the same gradient as on the back with this plan.
- Use **3 Plan** group for paste and arrange Marine Items from PNG folder, as you like.
- Use **Bubbles** group for choose bubbles or draw your own.
- Use **Up Light** group for paste and arrange Light Beam from PNG folder, as you like.
- Use **3 Plan** group for paste and arrange Marine Items from PNG folder, as you like.
- Use **2 Plan** group for paste and arrange Marine Items from PNG folder, as you like. I also recommend you to increase this items to 150%.
- Use **1 Plan** group for paste and arrange Marine Items from PNG folder, as you like. I also recommend you to increase this items to 200%, Blur with 10px and use Darker layer.
- Your own Scene is ready!



Note: In this asset released the ability to create scenes directly in Unity from sprites. All effects like Darken, Blur, increasing elements also released in Unity, so you can create PSD just for preview your scene.

Functionality description



SpriteParrallax – main script, that moves all Parallax planes.

```
for (int i = 0; i < length; i++)
{
    plane = planes[i];
    if (!plane) continue;
    plane.transform.Translate(new Vector3(camOffset * planeOffset[i], 0, 0), Space.World);

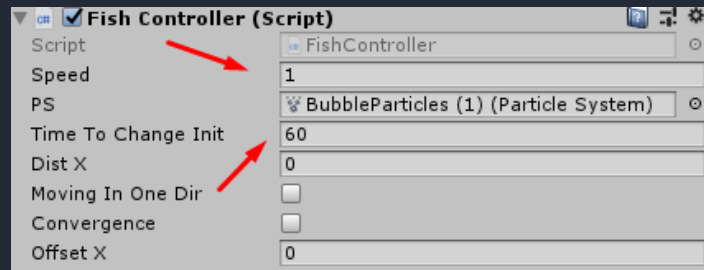
    if (infiniteMap) plane.UpdateInfinitePlane(camPos.x);
}
```

Parallax plane (pos 2) contain main container (pos 3) with sprites.

If you use infinite map, the main container will be duplicated automatically by script and set according to camera position.

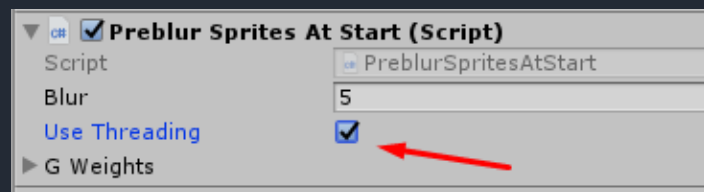
For creating infinite map we use two containers in each parallax plane : main and duplicated. Each parallax plane moves according offset (Foreground 0 - 0.1, BackGround 0.9 - 1) proportional to camera movement.

Functionality description



Fishes are not inserted into the container. They are not duplicated. They move freely, periodically swimming in the visibility of the camera. Each fish controlled with FishController.cs script.

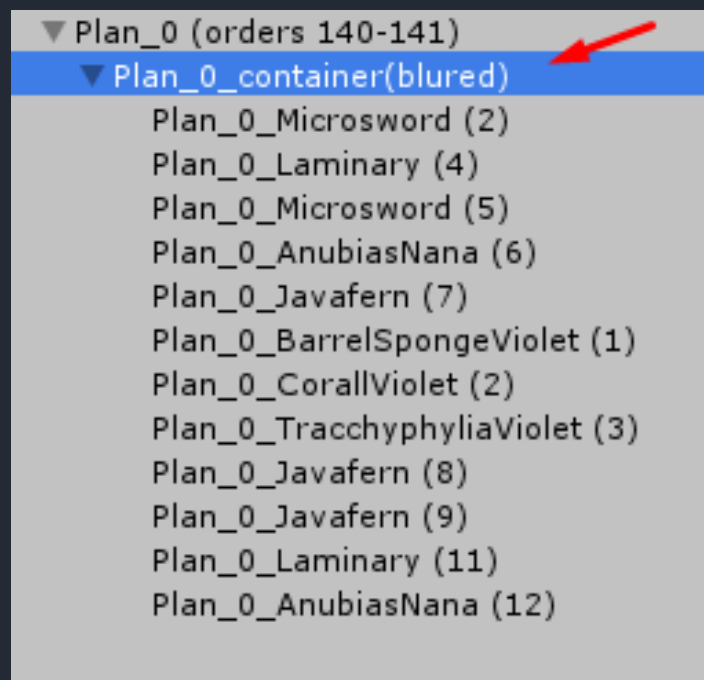
You can set manually speed for fish "+" right direction "-" left direction.



TimeToChangeInit - initial timespan to change invisible fish behavior.

Each fish has the animator with 2 animations.

Each game scene has all fishes. But not all fishes are enabled (only for design).



The foreground is blurred by the script, when you start the game. This slightly increases the load time of the level. Check Use Threading for best performance. This does not affect on the frame rate during game play.



Thanks!

Master Key Company

Create you project for the moment!

Please rate our item, if you like it!

It is also possible to fix some features or to sell new GUI and theme designs. If you are interested, please contact us individually.

Homepage : www.mkeystudio.com

Email: melanitta83@gmail.com