

Unity Gyroscope Parallax

OpenUPM v1.4.1 Asset Store View Editor Runtime release passing

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Unity Parallax Effect

Unity Parallax based on gyroscope components. Supported fake gyroscope for simulation in Unity Editor.
Alternative version to [Unity-Mouse-Parallax](#).

Features

- ✓ Add customizable parallax effect based on sensor data
- ✓ Control object movement & rotation based on gyroscope
- ✓ Supports both *New* and *Legacy* **Input System**
- ✓ Embedded gyroscope simulator right into Unity Editor

Stability status

Unity Version	Editor test	Player test	Build test
2019.4.40f1	release passing	release passing	release passing
2020.3.48f1	release passing	release passing	release passing
2021.3.45f1	release passing	release passing	release passing
2022.3.62f1	release passing	release passing	release passing
6000.0.58f1	release passing	release passing	release passing

Installation

Option 1 - Installer

- 📄 **Download Installer**
- 📁 **Import installer into Unity project**
 - You may use double click on the file - Unity will open it
 - OR: You may open Unity Editor first, then click on **Assets/Import Package/Custom Package**, then choose the file

Option 2 - OpenUPM-CLI

- 📄 **Install OpenUPM-CLI**
- 💻 Open command line in Unity project folder

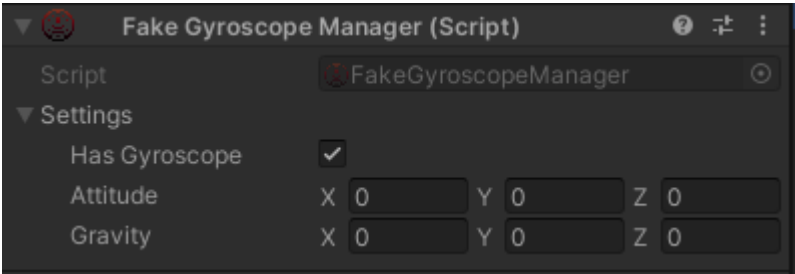
```
openupm add extensions.unity.gyroscope.parallax
```

Option 3 - Asset Store

- [▶ Open Asset Store](#)

Usage

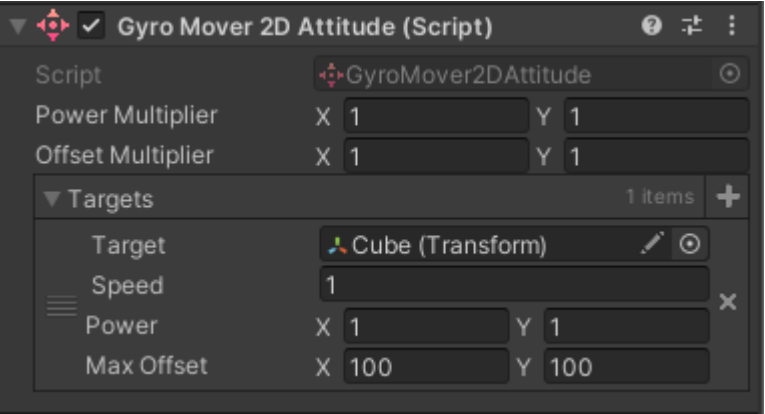
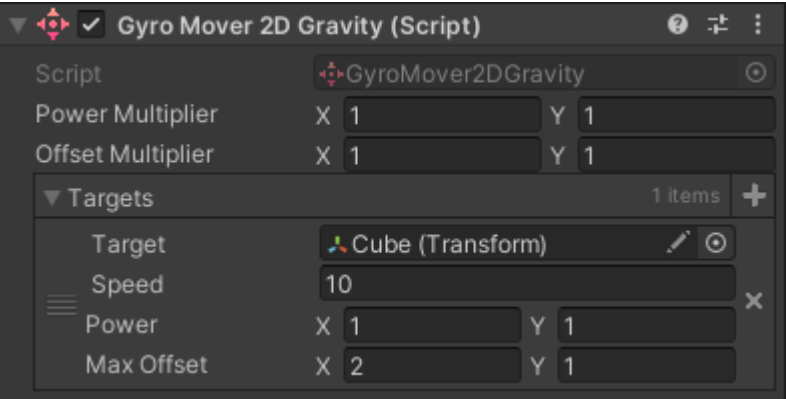
- Add needed **Gyro...** component to any GameObject
- Link Targets to list of targets
- Press 'Play' button in Unity Editor
- Find **Fake Gyroscope Manager** in **DonDestroyOnLoad** scene (appears in *Play Mode*)

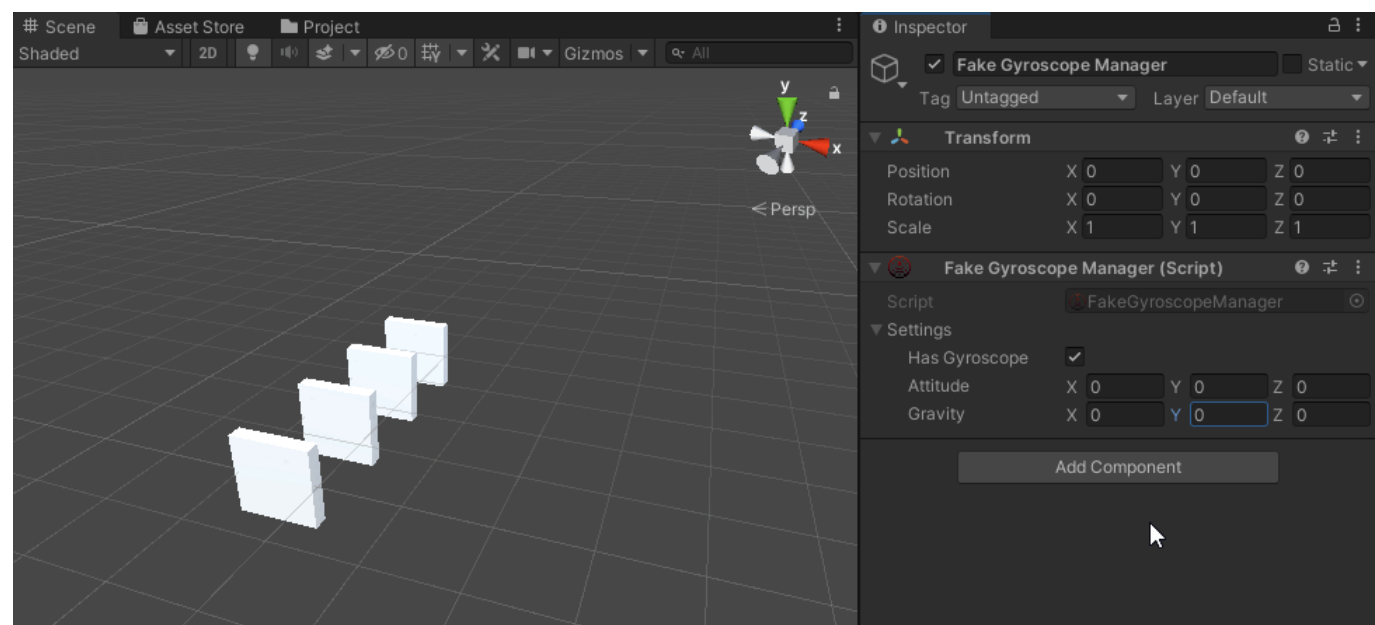


- Change XY values of **Gravity** and **Attitude** properties to simulate gyroscope in Unity Editor

GyroMover2D

Moves list of objects using gyroscope.





GyroRotator2D

Rotates list of objects using gyroscope.

