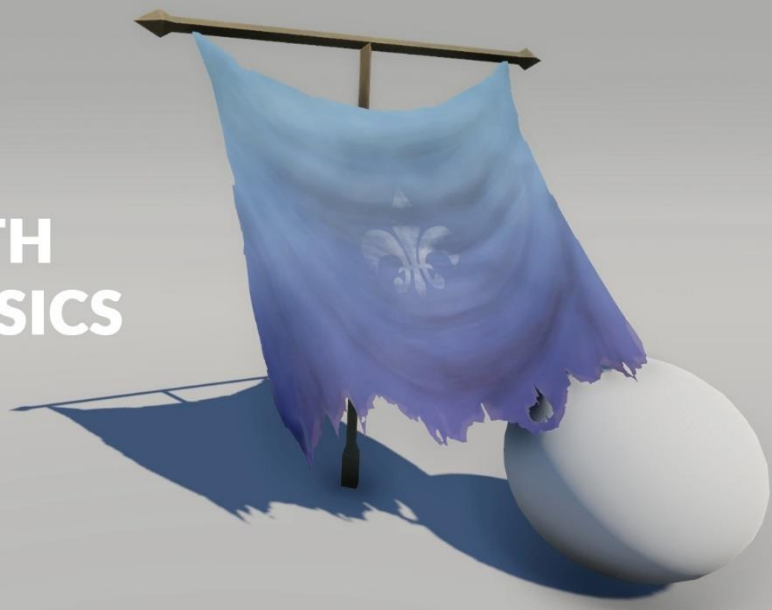


FLAG WITH CLOTH PHYSICS



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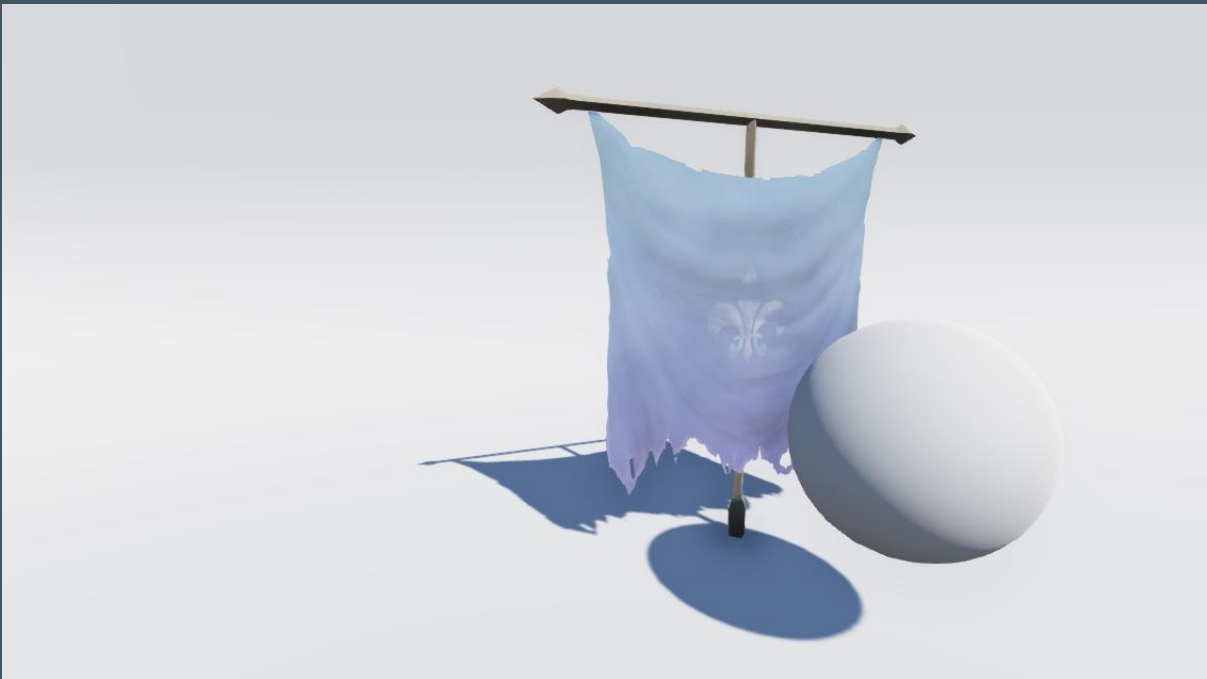
Follow me on **Twitter** to see what I'm working on right now:

<https://twitter.com/lmhpoly>

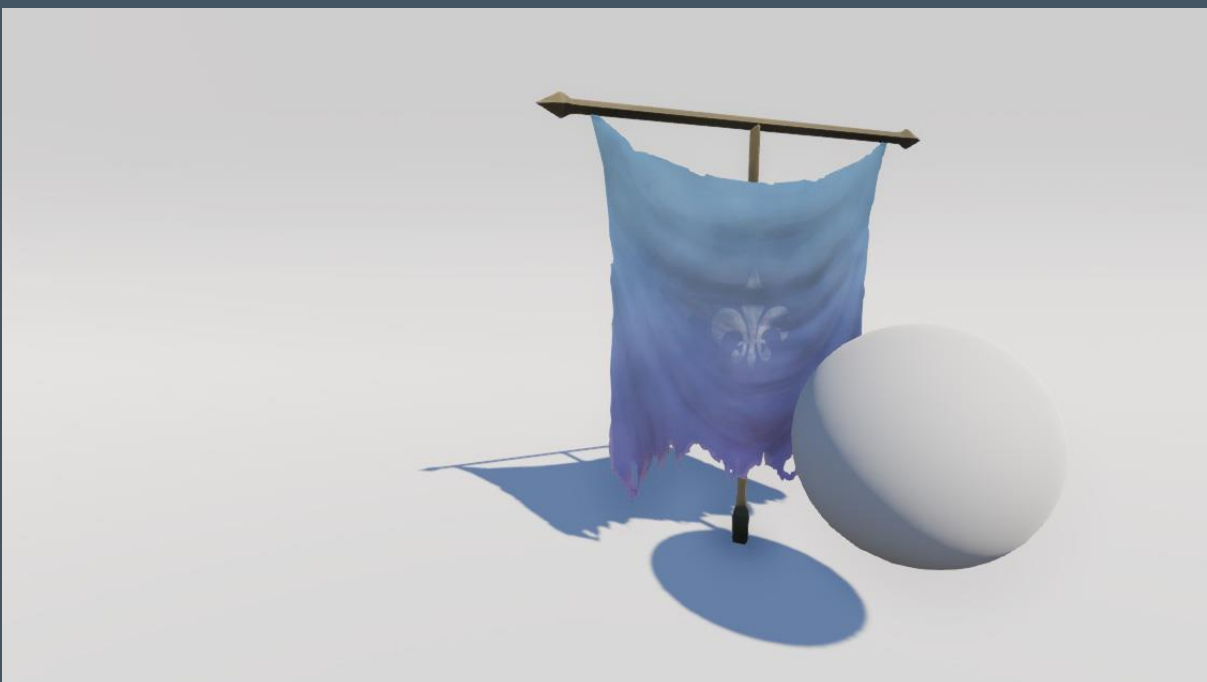
Once you import „**Flag With Cloth Physics.unitypackage**“ to Unity (5.6 and up) project, go to **Scene** folder and open **Demo** (wait until light maps build up quickly - bottom right corner blue loading bar).



Your scene in the **Game** view should look a bit too bright, like this:



To fix that go to *Edit > Project Settings > Player* and set **Color Space*** to **Linear**. Now the scene in the **Game** view should look like this:



Press **Play** and enjoy!

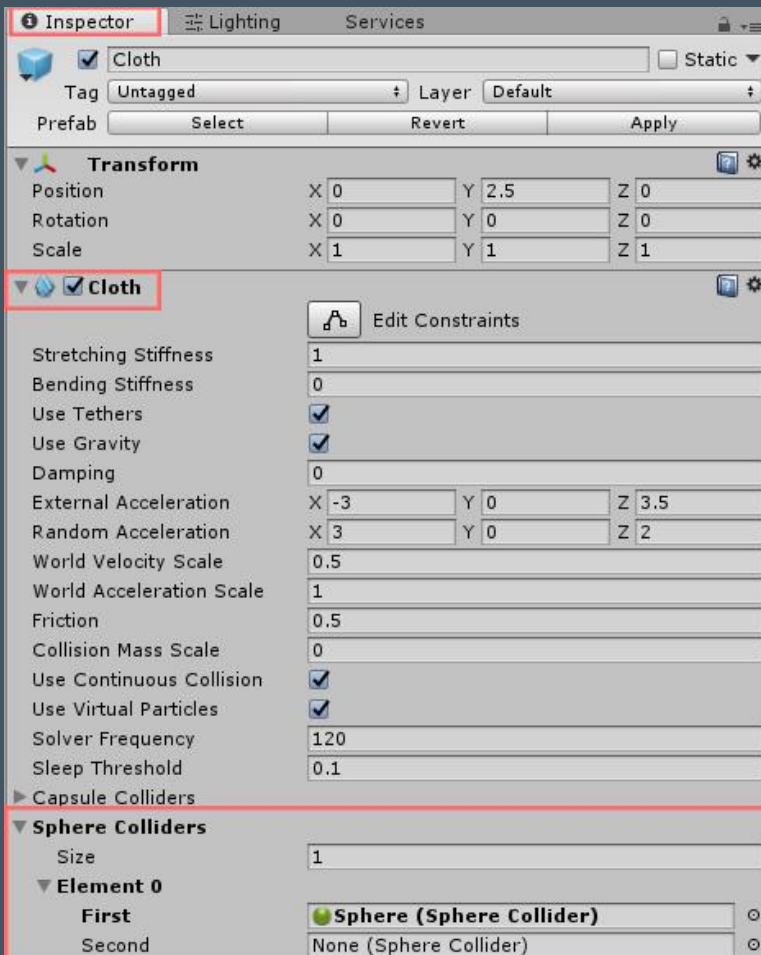
HOW TO USE A FLAG PREFAB

You can easily drop a Flag prefab to your scene. Go to **Flag With Cloth Physics** > **Prefab** folder, drag and drop **Flag** to your **Scene**.

The Flag will not collide with other objects at first. You need to attach one or more objects which will collide with the flag. To do that, inside **Hierarchy** open the **Flag** and select the **Cloth** child object.



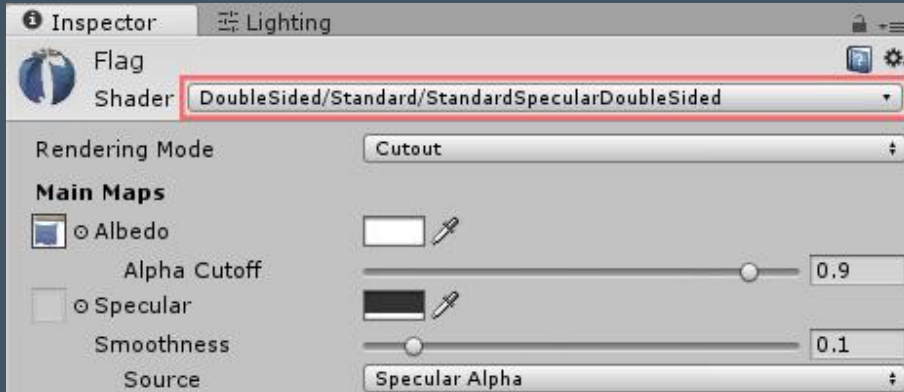
Now inside **Inspector** search for **Sphere Colliders** (or **Capsule Colliders**), and expand that tab. Here you can set the **Size** of how many objects you want the Cloth to collide with. I set it to **1** and inside **Element 0** > **First** I add a Sphere GameObject which has **Sphere Collider** attached to it.



Now **Sphere**(with Sphere collider) and **Cloth** will collide with each other.

DOUBLE SIDED SHADER

If you want to see the flag cloth from both sides, you need to use Double Sided Shader! For my video preview and PC build, I've used Double Sided Shader from Unity Asset Store (**Double Sided Standard Mobile Legacy Shaders**). My flag shader setup:

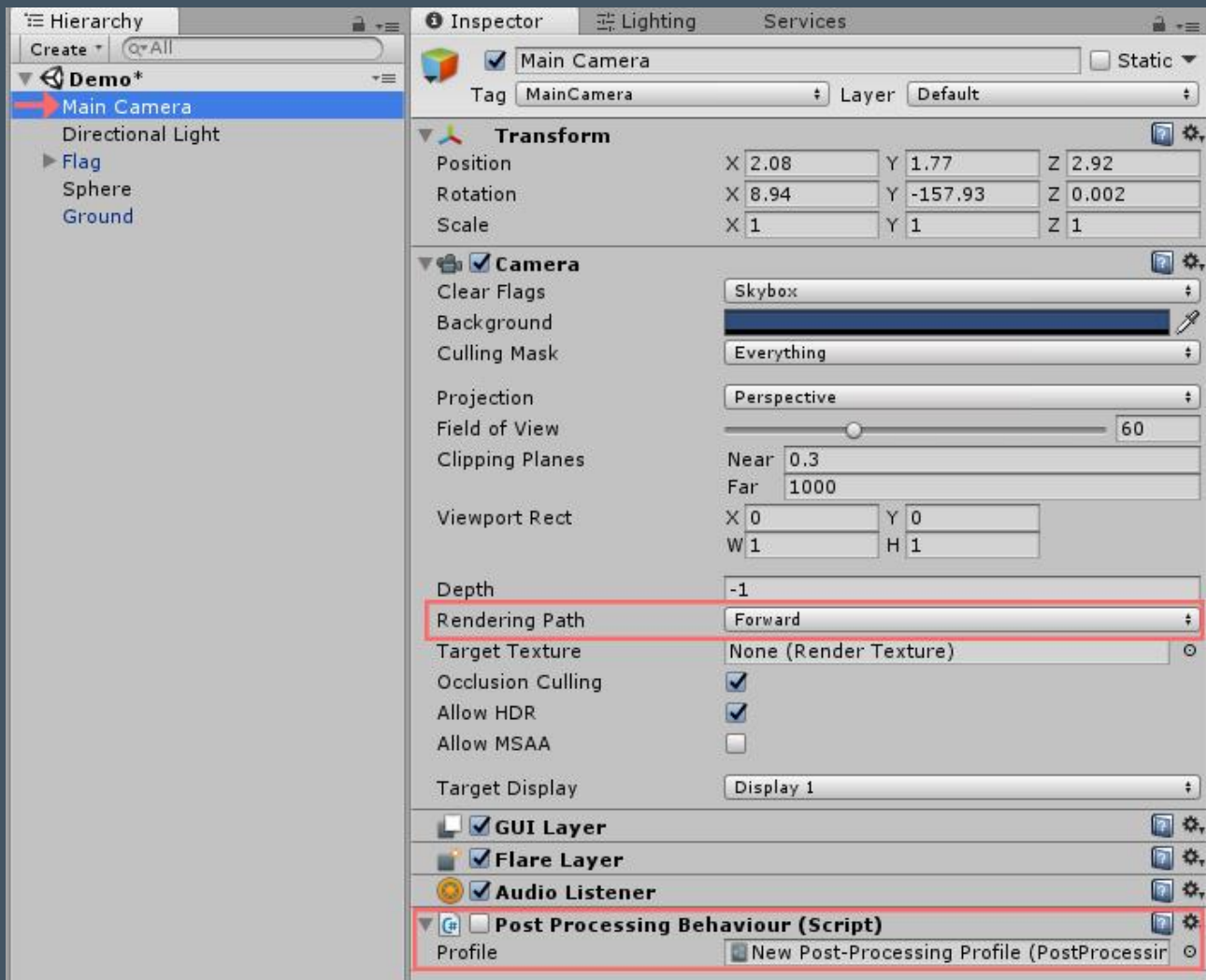


I recommend to choose from these 2 Double Sided Shaders:

- **Double Sided Standard Mobile Legacy Shaders** (*I highly recommend this shader. The best double sided shader for the best performance*).
- **Double Sided Shaders**

FOR MOBILE DEVICES

If you want to setup **Demo** for mobile devices, you need to disable **Post-Processing Stack** image effects. So, inside **Hierarchy** select the **Main Camera** and disable **Post Processing Behaviour (Script)**. Also, set **Rendering Path** to **Forward**!



-**Post-Processing** image effects impact performance on mobile devices a lot!

-The game can lag a lot on mobile if **Rendering Path** is set to **Deferred**!

Movement.cs script was made only for keyboard W, A, S, D keys!

GAME ASSET TUTORIAL – Creating a Flag Using Unity 5 Cloth Physics



This Flag asset is a result of this step by step video tutorial on How to Create a Flag using Blender and Unity. So if you are interested in the whole process of making this flag and maybe you want to make it by yourself, watch this video **TUTORIAL!**

CONTACTS

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