3D BOOK SYSTEM

Scenes	

Animated	This is the original version of this 3D Book asset. The book in this scene uses rigged and animated pages.
Rigid	The book in this scene is made up of basic shapes. The pages are rigid and not animated but have the advantage of allowing the use of animated textures, different fonts etc. This style of book would work well for web/mobile games that may have restrictions on rigged/animated meshes and number of used textures.
Tabs	The tabs example uses the same rigid page setup. Tabs will also work with animated pages but they would need to be modeled into the rigged pages etc. Clicking tabs just changes the page number and the book animates accordingly.
Vertical	The vertical example also uses the rigid setup for simplification. Simply turning the book GameObject on it's side by 90 degrees gives a very different effect like a small notebook etc.

Scripts	

The following table alphabetically lists all of the C# scripts used in this project and a brief explanation of the functionality and usage/location in the game. To further understand any particular script, please open it in the Unity inspector and read through the code. All scripts supplied with this asset are written in a self documenting style and should therefore be easy to read and understand.

Book.cs	This C# script controls the book and all of it's pages. For scripting purposes, the BookFront and BookBack are also considered pages. Page animations and sound effects are played when appropriate.
BookControl.cs	This script uses keyboard inputs and mouse/touch swipes to control the book. Messages are sent upwards to the book object to initiate animations and sound effects.
MenuButton.cs	Used on the menu buttons of the Menu scene and each of the 'X' buttons in the example scenes. Clicking these buttons loads the scene with the same name.
Music.cs	Used on the Music GameObject in the Menu scene. This script allows the music to continue playing between scenes.
PageTurn.cs	This script is attached to the two TurnPage game objects. When clicked with the mouse, this script sends a message to the book to turn the pages in the appropriate direction.

Fonts

The Freeware fonts used in this package were downloaded from [here](#).

Music

The Royalty Free music heard throughout the demo is included with this package as a muted .mp3 file due to licence restrictions. However, the full music track may be downloaded from [here](#).

Thank You

Thank you very much for purchasing this asset from the Unity Asset Store. Please consider leaving a rating and/or review. If you have any problems with this package or need help in any way then please feel free to contact me via any of the following:

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This asset was designed and created by [John Adams](#).
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