

How to Use

1. Please create a layer called "PlayerVisible". This layer is used to make sure that the border of the portal is not visible from one side of the portal. However, the portal should work even without the layer
2. Please check out the scene called "Portal". You will understand most of the things just by checking the demo scenes.
3. You can just drag and drop the prefab from the folder Dark Demon/Portal/Prefabs into your scene. Also, when you are using the portal in your scene, try to keep the portals at 180 rotation difference for best result.

Scripts Information

Portal – This script is the base of other scripts. It initializes variables and holds references to other part of the portal.

Portal Parts – It contains enum which is used to get other parts of the portal

Portal Transition – It is the script which actually implements the portal

Player Controller and Mouse Movement are used for the movement and look of the first-person controller.

For any questions, please contact on internationalqueries@gmail.com

Thank you for buying the asset :)