

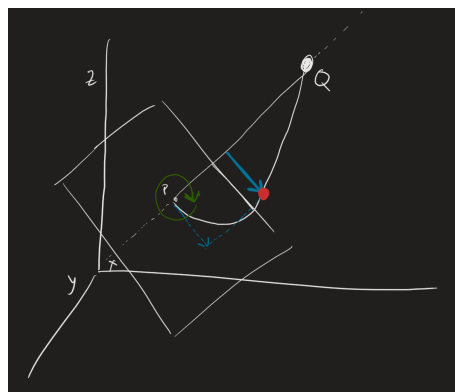
This asset let you make a 3D text with characters ordering effect. Characters will appear in random places and move to their correct position in order to form a whole text

Usage

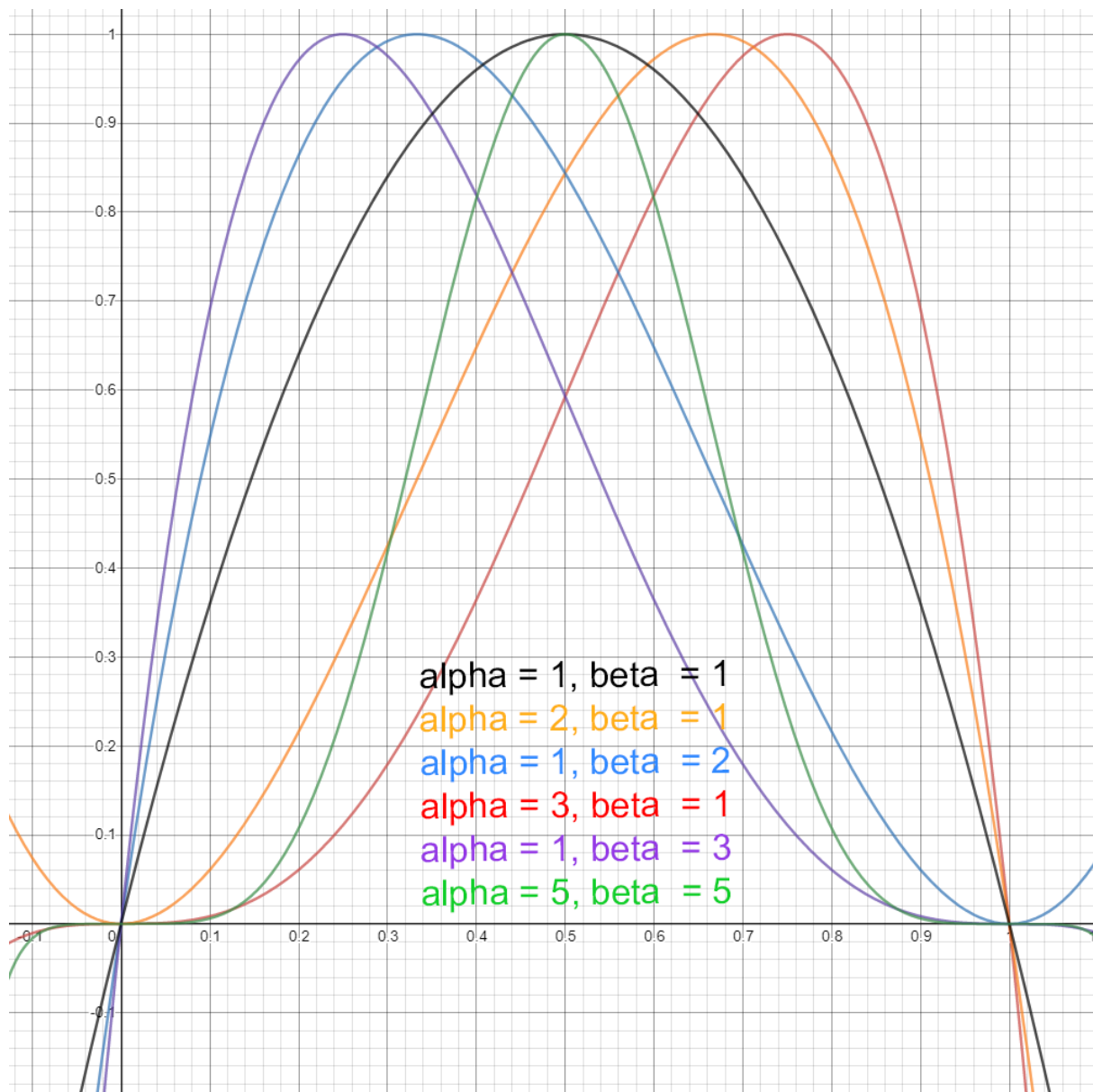
To create a text you have to create an instance of the prefab “**Orderable Text**”. You will find it in the folder **/Asset/3DTextGenerator/Prefabs**

This prefab contains a script with the same name, “Orderable Text”, which manages all the character ordering functionality. It has some **parameters** you will need to tweak.

- **Text:** write/paste the text you want to make
- **Convert text to all uppercase:** check this option to make all text uppercase
- **Space between characters:** this option let you set the space between characters. Minimum value should be 0.4. This only let you adjust the space between characters in general, for an adjustment between two specific characters see “Kerning” section
- **Line length:** sets the maximum length of a line in the text
- **Spawn sphere pivot:** pivot of the sphere where characters will appear in the beginning of the movement. This Transform is already set and childed to the Orderable Text. Move it to change where the characters should spawn
- **Spawn sphere radius:** radius of the sphere where characters will appear
- **Range random rotation min/max:** minimum/maximum values of the initial rotation of the character. For full random rotation use [-180/180]
- **Range random scale min/max:** minimum/maximum value of the scale as a vector (scale in all axis)
- **Final rotation:** sets what should be the rotation of the characters at the end of the movement
- **Final scale:** sets what should be the scale (vector) of the character at the end of the movement
- **Time between characters movements:** waiting time between movements of the characters
- **Movement duration:** time between beginning and end of a character movement
- **Arc_Amplitude:** characters will follow an arc as their path to their final position as show in the next picture. This parameter let you set the amplitude of this arc. **Use 0 for linear movement**



- **Arc_alpha** and **Arc_beta**: these parameters let you customize the shape of the arc. See next picture to see their values effect.



- **Debug**: show information about the movement and loading kerning values from file
- **Show character bounds**: show an square area for each character and visualize spaces to adjust kerning values more easily.
-

The rest of the parameters are references to models of all characters. You should not worry about them unless you plan to change them.

Kerning

In typography, kerning is the process of adjusting the spacing between characters in a proportional font, usually to achieve a visually pleasing result. Kerning adjusts the space between individual letter forms, while tracking (letter-spacing) adjusts spacing uniformly over a range of characters.

You can change the value of every pair of characters in the file “kerningPairs.json”. You will find this file in /Assets/OrderableText/.

Inside you will find json object for every possible pair, with the following parameters:

- **First:** first character of the pair, for example, in “WA” first would be “W”
- **Second:** second character of the pair, for example, in “WA” second would be “A”
- **Value:** **porcentual** correction of the space between the two characters. **Decimal values** should always be indicated with a **dot**, and never with a comma.

You will find a file called “kerningPairsTestText” in /Assets/OrderableText which contains a text with all possible combinations of character. You can copy it and paste in the text parameter of a Orderable Text instanced prefab to easily see kerning problems and help you adjust it.