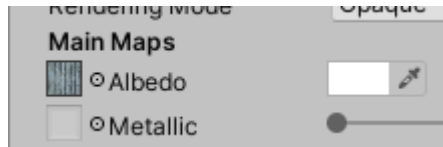
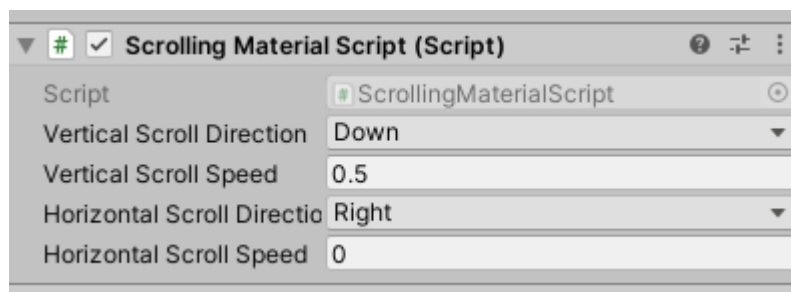


Instanced Scrolling Material

The first step is to create a material and add the texture that you would like to scroll. This can be done by clicking the 'Albedo' text and choosing a texture from your assets.



Drag this material onto your object, along with the 'ScrollingMaterialScript.cs' script. This script has four different variables you can change.



Vertical scroll direction changes the direction that the material will scroll vertically. You can choose between up, down and stationary.

Vertical scroll speed changes how fast the material scrolls in the chosen vertical direction.

Horizontal scroll direction changes the direction that the material will scroll horizontally. You can choose between left, right and stationary.

Horizontal scroll speed changes how fast the material scrolls in the chosen horizontal direction.

The script is the part of the object that makes the material scroll, and does not change the material. If you would like multiple objects with the same scrolling, you will need to add the material and the script to all objects.