

## Brief 2 Documentation: Instanced Scrolling Material

Adding the *Scrolling* script to an object in your scene will make the material attached to the object scroll. The wrap mode of the image of the material must be set to repeat for the scrolling to work. When the script is added to an object, the scrolling speed and direction can be adjusted in the inspector under the script component. The scroll speed on the x- and y-axes are set to public floats and can also be changed within the script under the public floats of scrollX and scrollY.

The *MaterialInstancer* script in the Editor folder works with the Unity editor and the mesh renderer. Any object in the scene that has a mesh renderer and is assigned a material will use an instance of the original material. For example this allows two objects to have the “same” material scroll in different directions. The new instanced material is deleted after play is finished. This has been checked in the Profiler.