

ScrollableTexture

Using a scrollable texture allows you to mimic an animation of something moving, such as a road or liquids, this could be used as a background for a dodging mobile game or as a background element in a 2D Platformer

Features

A Quad gameobject with a script allowing you to change the scroll speed/direction

Installation

1. Open Unity
 2. Import package into Unity by going to Assets > Import New Package > Custom Package > (Locate File)
 3. Import all files
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Issues

If there are any issues feel free to email me at zakcronin02@gmail.com
