



## Introduction

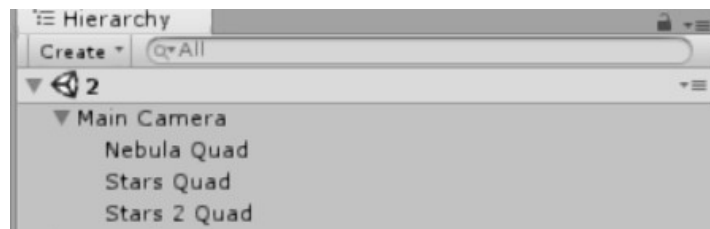
Thank you for choosing this package.

"Planets with Space Background 2.0" pack contains plenty of graphic materials and scripts that help you make spectacular visual effects.

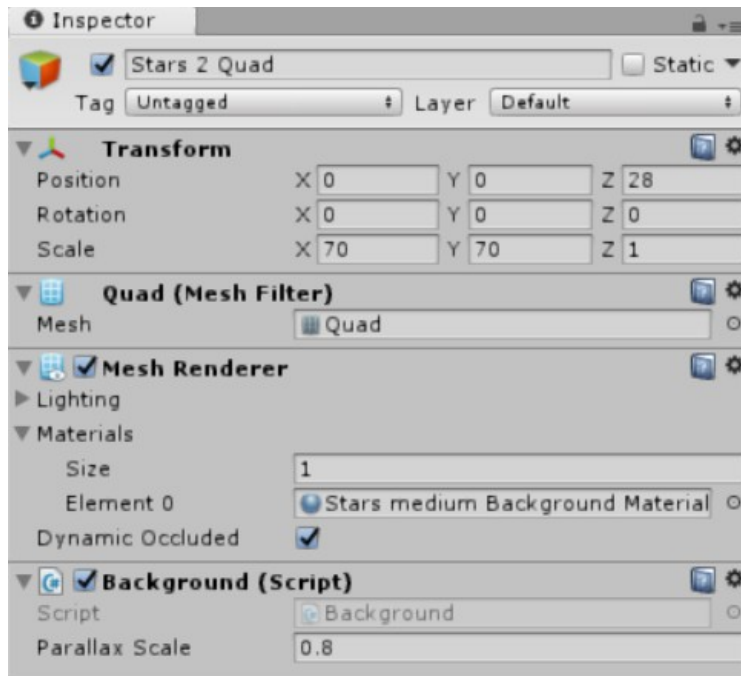
The pack contains images of different space objects, background star layers and nebula layers. You are able to use them like simple sprites or in combination with the scripts. Here we explain how to use them.

## Endless parallax background

The 'Prefabs' folder contains the object named '**Background Layers**'. It contains three layers: Nebula, Stars\_Medium and Stars\_Big. **Attach this object to your camera** and get the endless parallax background with three layers.



You can customize the background parallax scale by changing '**Parallax Scale**' parameter in the inspector window of each layer.



## Satellite flight

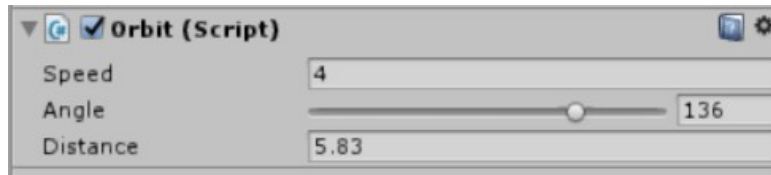
To create the 'flight on the orbit' effect, take the object named '**Satellite**' from '**Prefabs**' folder and attach it to the object around which you want the satellite to fly.



To the 'satellite' object, another object containing '**Sprite Renderer**' component is attached. Change the sprite of this component to the one you want.

*Note.* The 'flight on the orbit' effect is fully performed with the perspective camera only.

'Satellite' object contains an '**Orbit**' script component.



'Speed' determines the speed with which the satellite fly around the parent object.

'Angle' determines the satellite's orbit angle.

'Distance' determines the satellite's flight altitude.

*Note:* Do not set the distance too low because in this case the satellite will cross the planet.

### Swing effect

Attach 'Swing' script (which is located in the 'Scripts' folder) to the gameObject that you want to be swinging.

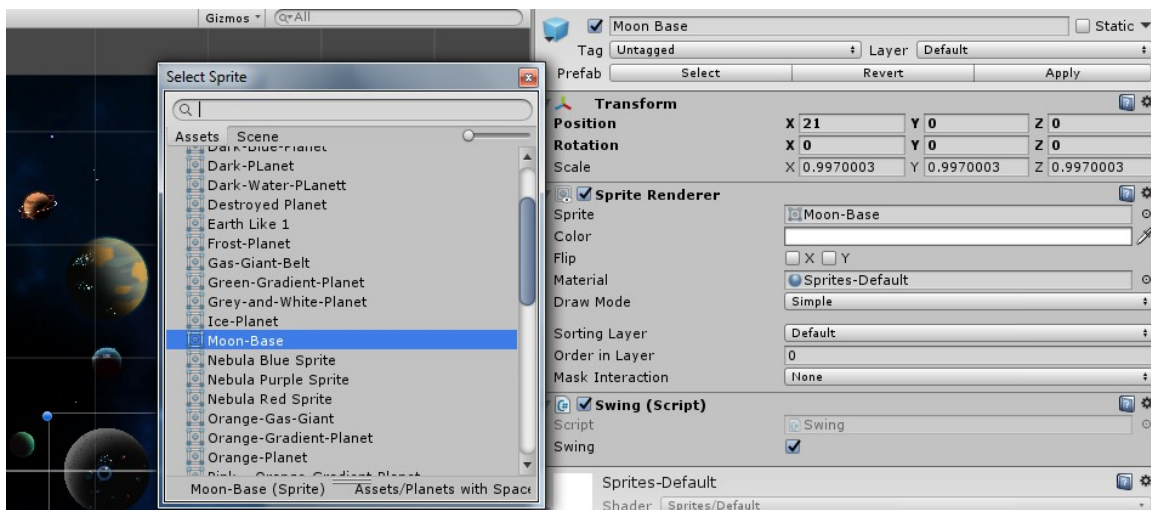


Active or inactive 'Swing' toggle to turn on and off the swing effect.

*Note:* Do not use the 'Swing' script and the 'Orbit' script on the same object.

### How to make your own Planets Compilation.

Simply choose one of the Planets Compilation prefab from the "Prefabs" folder, drag it to the scene, hit CTRL+D, and you get second game object. Change the name and the sprite of the parent object (Moon Base for example) , and do it all again for satellite 1 and satellite 2. You can hit CTRL+D on satellites if you want more than two of them.



Also, you can change the size, angle, speed and distance of satellites.

After you decided that you like what you made, simply drag and drop new compilation to the "Prefabs" folder.