

Cozy Environment Scripts - Quick Start Guide

Overview

This documentation covers all scripts included in the Cozy Environment package, providing detailed information about their functionality, setup, and customization options.

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Script Details

BokehDustEffect

Location: Attached to the main camera

Description

Creates a dynamic bokeh dust particle effect in the camera view, perfect for adding atmosphere and depth to your scenes.

Key Features

- Customizable particle distribution and movement
- Depth-based focus effects
- Shimmer and flicker effects
- Dynamic fade system

Inspector Parameters

- **Distribution Settings**
 - **Distribution Volume**: Controls particle spawn area size
 - **Volume Offset**: Adjusts particle system position relative to camera
 - **Volume Scale**: Controls distribution shape along each axis
- **Particle Settings**
 - **Particle Count**: Total number of dust particles
 - **Min/Max Size**: Particle size range
 - **Base Speed**: Upward drift speed
 - **Sway Strength/Frequency**: Controls particle movement patterns
- **Visual Settings**
 - **Dust Material**: Material for particle rendering
 - **Dust Color**: Base color and opacity
 - **Shimmer Speed/Strength**: Controls brightness variations
 - **Focus Curve**: Adjusts depth-based size changes

BubblesMovement

Location: Attached to "cozy_environment_layers.psb"

Description

Adds gentle, floating movement to objects using Perlin noise for natural-looking motion.

Key Features

- Smooth, randomized movement
- Multiple object support
- Runtime object management

Inspector Parameters

- **Objects To Animate**: List of GameObjects to affect
- **Turbulence Intensity**: Movement amount (0-10)
- **Turbulence Speed**: Movement speed (0.1-5)

Runtime Methods

```
csharp
void AddObject(GameObject obj)
void RemoveObject(GameObject obj)
```

EyeBlinkController

Location: Attached to the main camera

Description

Manages realistic blinking behavior for character eyes with customizable timing and patterns.

Key Features

- Natural blinking patterns
- Configurable sleep/wake cycles
- Debug logging system

Inspector Parameters

- **Eye Sprite References**
 - **Eye Pieces**: List of eye GameObjects
- **Sleep Settings**
 - **Is Sleeping**: Toggle sleep state
 - **Min/Max Sleep Duration**: Sleep duration range
 - **Min/Max Awake Time**: Awake duration range

Public Methods

```
csharp
void StartSleeping()
void WakeUp()
```

FloorFlowerWindMovement

Location: Attached to "cozy_environment_layers.psb"

Description

Creates realistic wind movement effects for flora elements.

Key Features

- Multi-axis rotation
- Customizable wind patterns
- Individual axis control
- Runtime object management

Inspector Parameters

- **Objects To Animate**: List of affected objects
- **Wind Speed**: Movement speed
- **Max Rotation Angles**: Maximum rotation per axis
- **Turbulence**: Random movement factor
- Axis toggles for X, Y, and Z rotation

Runtime Methods

```
csharp
void AddObject(GameObject obj)
void RemoveObject(GameObject obj)
```

GodRays

Location: Attached to objects in VFX_GRP "GodRay"

Description

Creates customizable light ray effects for atmospheric lighting.

Key Features

- Adjustable ray properties
- Animation support
- Sorting layer control

Inspector Parameters

- **Ray Settings**
 - **Ray Texture**: Texture for the rays
 - **Ray Length**: Length of light rays
 - **Ray Color**: Color and opacity
 - **Global Scale**: Overall size multiplier
- **Animation**
 - **Enable Animation**: Toggle animation
 - **Opacity Min/Max**: Opacity range
 - **Length Pulse Strength**: Intensity of length animation

Public Methods

```
csharp
void StartSleeping()
void WakeUp()
```

FloorFlowerWindMovement

Location: Attached to "cozy_environment_layers.psb"

Description

Creates realistic wind movement effects for flora elements.

Key Features

- Wave-based movement
- Edge fading system
- UV animation

Inspector Parameters

- **Length/Width**: Steam dimensions
- **Length/Width Divisions**: Mesh detail
- **Wave Amplitude/Frequency**: Movement properties
- **UV Tiling/Animation Speed**: Texture animation
- Edge fading controls for start and end

Runtime Methods

```
csharp
void AddObject(GameObject obj)
void RemoveObject(GameObject obj)
```

SteamGenerator

Location: Attached to objects in VFX_GRP "Steam"

Description

Generates dynamic steam effects with customizable properties.

Key Features

- Adjustable steam dimensions
- Wave-based movement
- Edge fading system
- UV animation

Inspector Parameters

- **Ray Settings**
 - **Ray Texture**: Texture for the rays
 - **Ray Length**: Length of light rays
 - **Ray Color**: Color and opacity
 - **Global Scale**: Overall size multiplier
- **Animation**
 - **Enable Animation**: Toggle animation
 - **Opacity Min/Max**: Opacity range
 - **Length Pulse Strength**: Intensity of length animation

Public Methods

```
csharp
void StartSleeping()
void WakeUp()
```

Setup Guide

1. Scene Setup

- Ensure all scripts are attached to their respective objects as specified
- Check that required assets (textures, materials) are assigned

2. Performance Considerations

- Adjust particle counts and mesh divisions based on target platform
- Use debug options for optimization

3. Common Issues

- If effects aren't visible, check sorting layers and render queue settings
- Verify all required components are properly referenced

Support

For additional support or questions, please contact us through the Unity Asset Store.