

# 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

### 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

- `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

## 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.