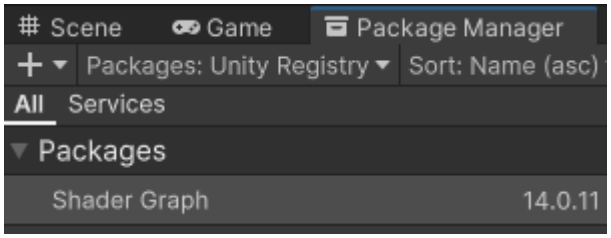
Documentation “Triangle Ripple Effect”

Version: 1.0

Requirements:

- Shader Graph from Unity Technologies Inc. (URP and HDRP should have this)



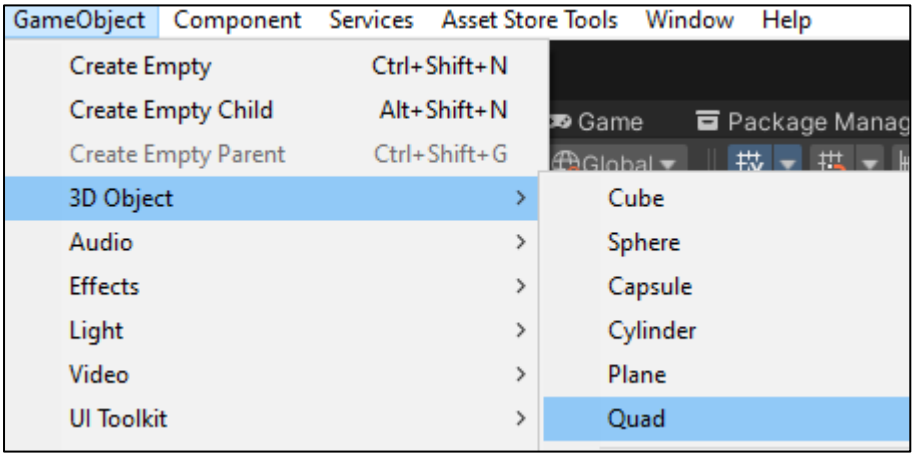
- our shader “TriangleTileShader”
- our C# script “TriangleController”
- our C# script “TriangleTileScript”
- a texture

Demo scene:

There are 3 demo scene – one scene for each renderer pipeline.
In the demo you can test the “Triangle Ripple Effect” on four quads. We add a capsule with a simple user control (movement and jump).

Using:

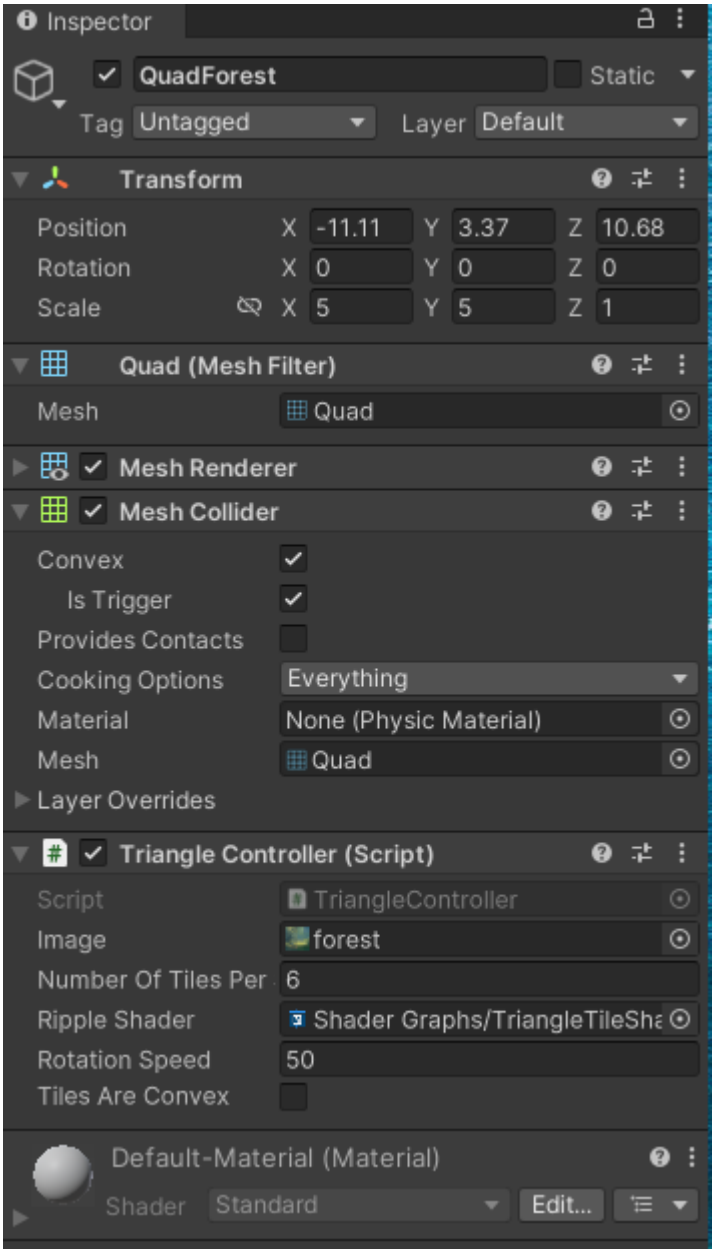
First you must create a quad.



In the inspector of your quad:

- set the Mesh Collider parameter “Is Trigger” to “on”
- add the script “TriangleController”

When you change the scale of the quad you should set Z to 1 because we use the Collider to start the ripple effect. The material of the quad doesn’t matter because we will disable the “Mesh Renderer”.



In the parameters of our script, you must set some values:

- an image
- the numbers of tiles per side -> we cut the image for the effect in little tiles and create a game object for each tile (as child from the quad). You will get more tiles if you choose a big number like 10 or less if you choose a number like 3
- our shader
- rotation speed -> this for the rotation of each triangle
- you can choose if the tile should be convex or not