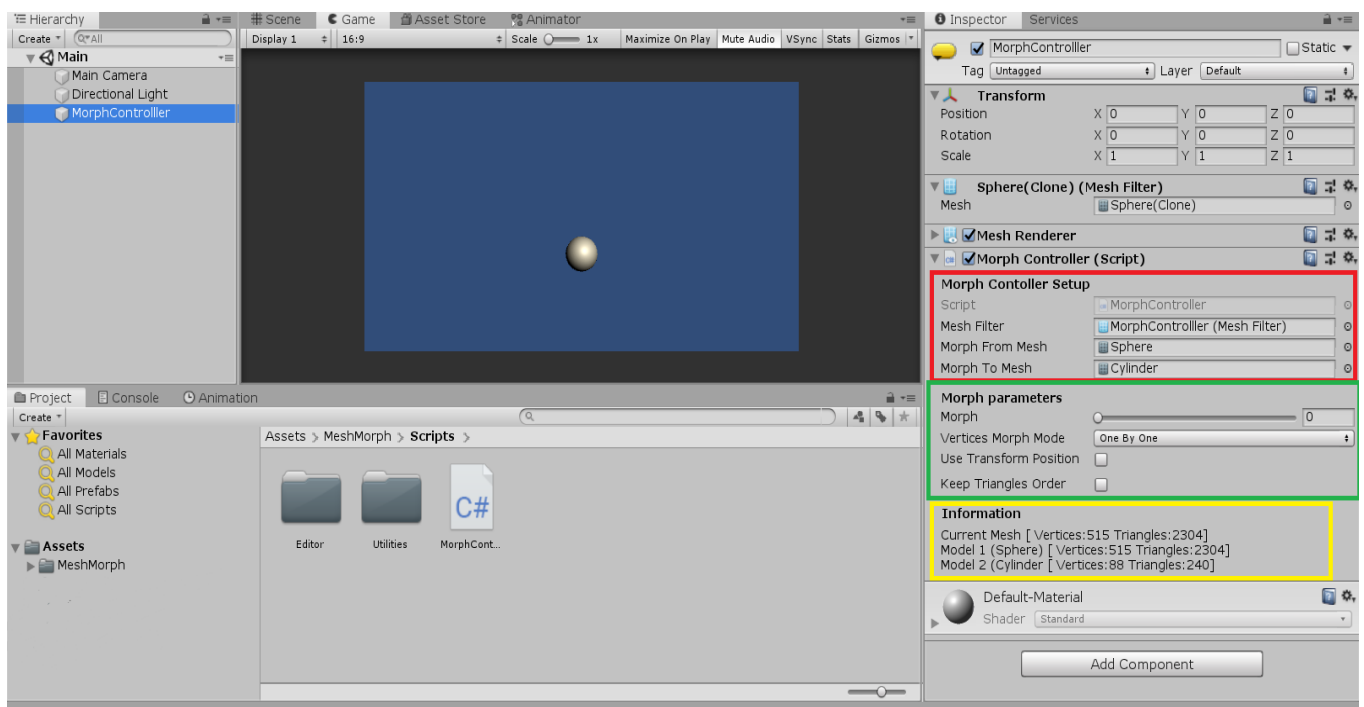


Morph Controller

Overview - Inspector

Morph Controller asset is controlled by one script “MorphController.cs”. Its small class controlling everything what is happening in that package. Below description of available parameters in inspector



There are 3 sections in Morph Controller inspector.

1. **Morph Controller Setup** – All parameters there cannot be null, meshFilter of morphedMesh and then Mesh from we interpolate and Mesh which we interpolate to.
2. **Morph Parameters** - This section defines how ‘morphing’ will look like. Morph slider is exact value in what state morph is right now (1 is already morphed fully, 0 is not morphed at all, 0.5 is half morphed). Vertices Morph Mode defines how vertices will be interpolated (sequence). Use Transform position toggle turns on that vertices will appear from one position (transform position) or from multiple positions (positions of previous vertices). KeepTrianglesOrder does not affect morph visually but make it much faster. If we do not keep triangles order (so vertices in triangles are in order but triangles in array are shuffled) the calculation is much faster.
3. **Information** - Small part displaying information about current models, it uses “Morph Controller Setup” section for it. Mostly used for debugging.

Overview - Script

In 'MorphController.cs' script you can find methods to set meshes from script and SetMorphValue (with Coroutine to do it in time). There are no 'balancing' calculations implemented for multiple morph controllers morphing in the same time (If there would be need for it, I will implement it) so be careful with using a lot of morphControllers and lerp'ing them in time in the same moment.

For any bugs, suggestions and contact please write email to karprafalkarp@gmail.com