

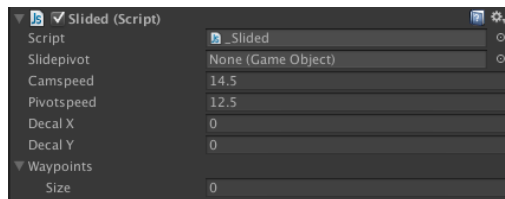
For support contact creepycat to : black.creepycat@gmail.com

# SLIDED 1.0

## How to create a presentation ?:

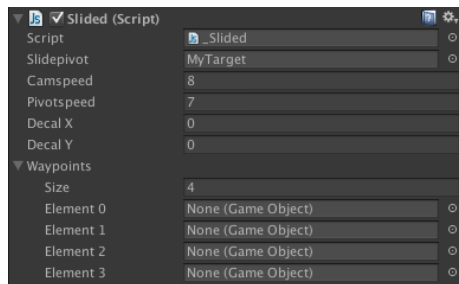
It's pretty simple!

- 0) Create a blank scene :)
- 1) Create a empty gameobject and call it : MyTarget
- 2) Drop the script called : \_Slided.js (\_Slided1.0 directory) on the camera, it should be like this :



Now you need to change the parameters! Under 'Slidepivot' drop the gameobject called MyTarget. For 'Camspeed', define 8, and 7 for the 'Pivotspeed' (the pivot speed is the speed of the target of the camera try to play with differents values), the values 'DecalX' and 'DecalY' are used to move the camera to the left or right from the target, put 0 for the two values. And put 4 in the case 'Waypoints'

It should be like this :



Now we gonna setup the scene !

- 3) In the prefab directory, get the prefab called 'My\_Slide\_01' and drop into the scene and place it to 0,0,0 (x/y/z)
- 4) Under the scene, duplicate 'My\_Slide\_01' four time, and rename each instance like this :

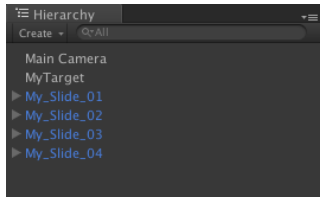
My\_Slide\_01  
My\_Slide\_02  
My\_Slide\_03  
My\_Slide\_04

Unfold each 'My\_Slide\_XX' and drop a material with a picture on each child mesh instance (goto directory 'Presentation' there is examples).

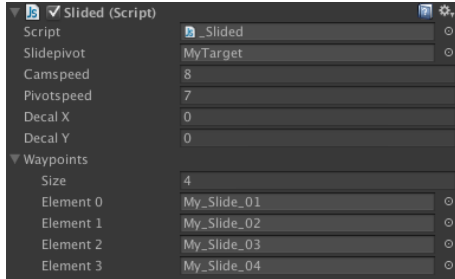
And now, move each 'My\_Slide\_XX' prefabs along X axis My\_Slide\_01 => My\_Slide\_02 => My\_Slide\_03 => My\_Slide\_04, the scene should be like this :



The hierarchy window :



5) Now return to the camera, and drag n drop each 'My\_Slide\_XX' to the Slided script waypoints, it should be like this :



It's finished! You just have to play, and use the right and left directional keys to swipe into the presentation :)

FAQ : I need always the prefab called My\_Slide\_01 to create a waypoint? If i just want to point on my hown object or nothing ?

- You need to use this prefab always! If you don't want to see it appear on the screen, just Unckeck the Mesh renderer (inspector)