

Welcome to the documentation and thank you for purchasing *Camera Shake FX*!

For any questions, don't hesitate to contact me at: [maxilevi77@gmail.com](mailto:maxilevi77@gmail.com)

Please consider rating the package in your asset downloads or leave a review on the asset page. This will help the growth of this asset.

## Getting Started

### Setup

The asset contains 2 main scripts which allow you to configure its usage. These are:

- `StressReceiver.cs` : This script should be added to any cameras (or any gameobject) you want to shake nearby a explosion. This script contains some parameters that allow you to configure the strength, rotation and movement of the shake effect. These options are detailed on the **script reference section** below.
- `TraumaInducer.cs` : This script should be applied to the explosions you want to cause a shake effect. This script contains several parameters like the maximum stress the explosion can generate, the range and the delay of when exploding. A showcase of how to apply it is demonstrated in the included demo.

## StressReceiver.cs Script Reference

Property	Type	Description	Default Value
MaximumAngularShake	Vector3	Maximum angle that the gameobject can shake. In euler angles.	(5, 5, 5)
MaximumTranslationShake	Vector3	Maximum translation that the gameobject can receive when applying the shake effect.	(0.75, 0.75, 0.75)
TraumaExponent	Float	Exponent for calculating the shake factor. Useful for creating different effect fade outs	1.0

## TraumaInducer.cs Script Reference

Property	Type	Description	Default Value
Delay	Float	Seconds to wait before triggering the explosion particles and the trauma effect	1.0
MaximumStress	Float	Maximum stress the effect can inflict upon objects [0,1]	0.6
Range	Float	Maximum distance in which objects are affected by this TraumaInducer	45