

To use the package, attach the “Element” component to any gameobject with a 3D Collider (Box, Sphere, Mesh etc.). Select the options on the “Element” script and execute.

To see a demonstration and further details on how to implement the package, please watch my tutorial videos on YouTube:

- <https://youtu.be/LAp7PHMzbSk>

The YouTube playlist contains

- an introduction to the demo scene,
- how to implement the script to any gameobject,
- and how to add the script to existing scenes.

Furthermore, there are separate tutorial videos that explain

- the Properties Manager
- and the Effects Manager,

both of which are utilized in the demo scene.

Lastly, there’s a short video that explains how the system works, so you can understand how it’s operating under the hood.

If you have any questions or comments, please feel to contact me via the Unity Asset Store or at my various social media channels.

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