Introduction

The whole purpose of this asset is to make teleportation easy. Whether you want to teleport objects within the same scene or to a new scene, this asset should help you get started in no time.

Package content

Modular 3D platform

The modular 3D platform is sculpted in ZBrush and painted in Substance Painter. There are plenty of modular blocks and you can design your own platform in any way you wish. The project contains some prefabs to get you started.

Make human character for demo purpose

The character that is used for demo purposes is created with MakeHuman free software. Animations can be hooked up in the **PlayerAnimator** that you can find in *Assets/Scene Teleportation Kit/Source/player/animation*. The player animator only uses two animations, idle and walk. You can download those from the Standard Unity Assets package that you can download free from the Asset Store.

Teleport visual effects

There is a VFX that you can use for portal/spawn points. You can change the color of the effect to any one you like by simply picking the color in the inspector.

Scripts

There are a couple of simple script files that you can modify in any way you like. Scripts are used for teleportation within the scene as well between the scenes. Keep in mind that the teleported object is retained between the scenes, that is, the object is not destroyed when teleporting to a new scene but rather moved to a new scene. Note also that demo scenes do not contain camera objects, as the camera is attached to the player object which will be moved between the scenes. This can be subject to change in future versions.

How to use

Demo scenes

There are 3 demo scenes, level_1, level_2 and level_3. Remember to go *File -> Build Settings* and click *Add Open Scenes* button for each of the scenes for the demo to work properly.

Custom scenes

1. Create two scenes, you can call them anything you like.
2. Add some terrain to both scenes. There are some prefabs for this purpose that you can find in *Assets/prefabs* folder in the project.
3. When you are done designing the level, remember to bake the navigation mesh. You can do so by going to *Window -> AI -> Navigation -> Bake* and hit *Bake* button.
4. You can now place teleport triggers in your scene. You can find a prefab for teleport trigger in *Assets/Scene Teleportation Kit/portal/TeleporterTrigger.* If you are making a custom trigger make sure that it has a collider component and that Is Trigger is checked, also make sure to add **Teleporter** (Script) component. In the **Teleporter** component, select the scene that you want to teleport to and also specify the name of the spawn destination. One important thing to note here is that Dest Spawn Name in **Teleporter** component needs to be unique across the scenes as we use additive asynchronous scene loading.
5. Add spawn points in your scenes. There is a prefab in *Assets/Scene Teleportation Kit/prefabs/SpawnLocation* that you can use. If you are making a custom spawn location make sure to add the Spawn **Point** (script) component. Specify the Spawn Name in the **Spawn Point** component.
6. Add **Player Manager** prefab to all your scenes. You can change the default player prefab in the **Player Manager** component. If you want to use your own player instance, make sure that your player prefab has the following components added: **Teleportable** (Script), **Rigidbody**, any **Collider** (i.e. **Capsule Collider**). In **Teleportable** component, make sure that Can Teleport is checked.
7. When you have all your scenes ready you should go to *File -> Build Settings* and click *Add Open Scenes* button for each scene that you want to use.
8. You can also add some visual effects for portal/spawn locations. You can find some prefabs in the *Assets/Scene Teleportation Kit/prefabs/vfx* folder.
9. You should now be able to hit the play button and enjoy teleportation between scenes.
10. If you are using the character prefab from the project, note that it is made with Nav Mesh Agent and you can move the player by clicking the left mouse button, rotate camera left(A) and right (D) and zoom in and out with mouse wheel scroll.

Contact

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