



Simple Snowboard Physics

Dear user, thank you for your interest in our Snowboard controller script.

In this documentation you will find next topics :

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What Simple Snowboard Physics does ?

Simple Snowboard Physics use Unity physics to simulate the snowboard movement.

Only 3 scripts are used to control everything.

The Snowboard is controlled by the script Controller.cs

The camera follows the player by using the script FollowTarget.cs

A simple snow trail effect is generated by the script Trail.cs

The snowboard noise and wind noise change depending of the speed.

Setup

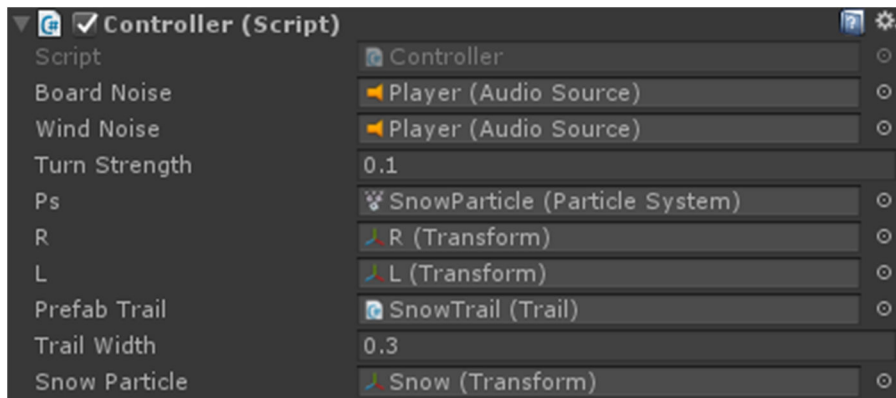
Just open the scene « SimpleSnowBoarder »

FollowTarget.cs is already attached to the Main Camera.

Controller.cs is already attached to the Player.

A SnowTrail prefab already use the Trail.cs script.

How to use it



Board Noise : Loop noise used to simulate the snowboard noise

Wind Noise : Loop noise used to simulate the Wind

Turn Strenght : To adjust the rotation speed

Ps : Particle effect to simulate the snowboard trail

R : Snowboard right edge

L : Snowboard left edge

Prefab Trail : The prefab used to create the snowboard trail in the snow.

Trail width : To adjust the trail with the Snowboard width.

Snow Particle : Snow particle falling.

Tips

To replace the Snowboard and Character, you just have to replace the GameObject Board and all childrens by your 3d model.

Links

For any assistance, don't hesitate to contact us : lowcostapp@gmail.com