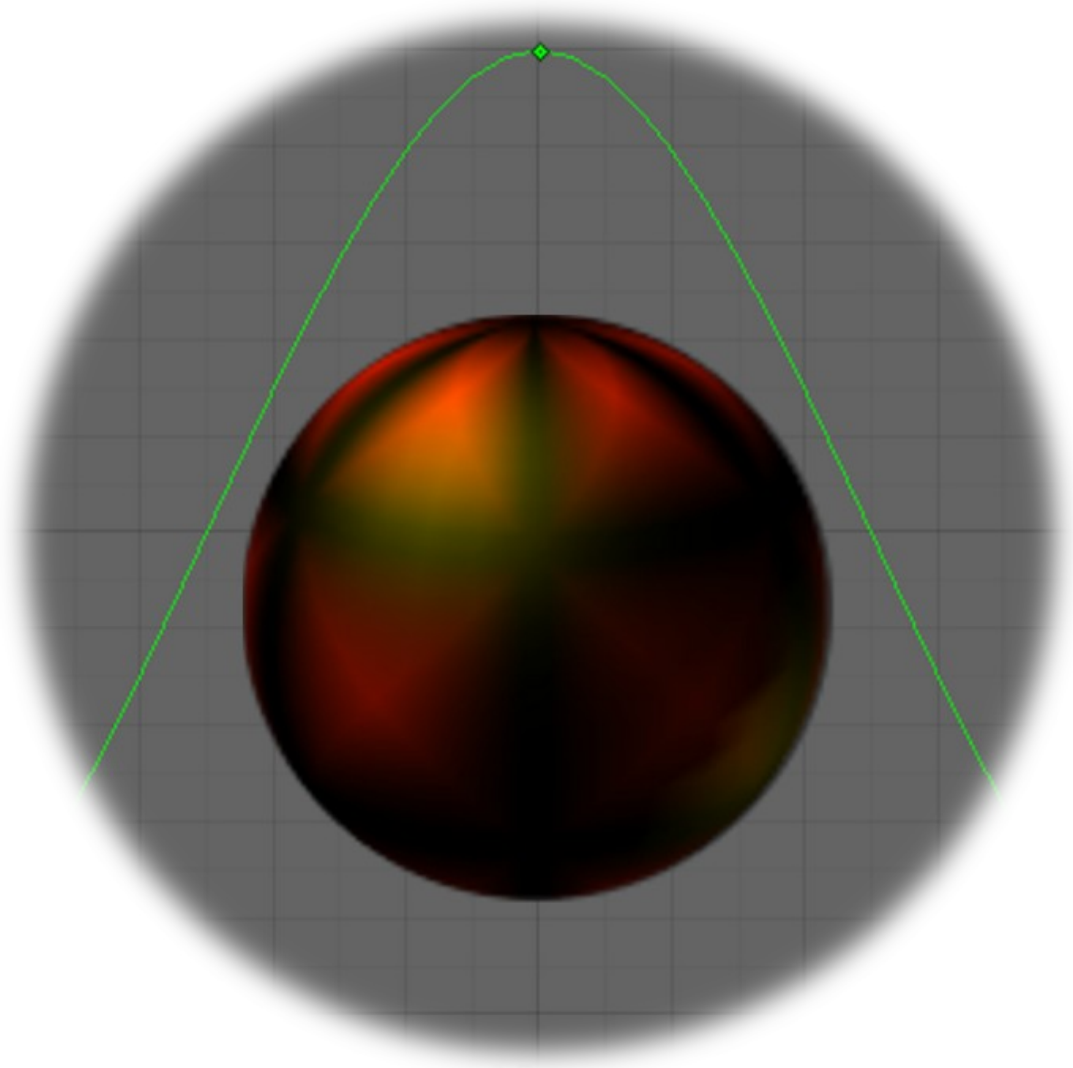


Material Animator

Version Lite



By 3DMagicVR

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Mains Controls

These are the mains controls of Materials Animator with them you can create different visual effects such as flicker, displacement and replacement of textures with two advantages.

The first is, as shown in Fig. 1-1, is the option to animate or not the material and if you decide to do you can choose which of the property animate and which not this gives us the freedom to choose the number of colors (tint), the number of textures and values for movement in X and Y, and the other, which is the best thing is that you can do using animation curves. The advantage of this is that we will not have to write any line of code to animate properties that are in the shader.

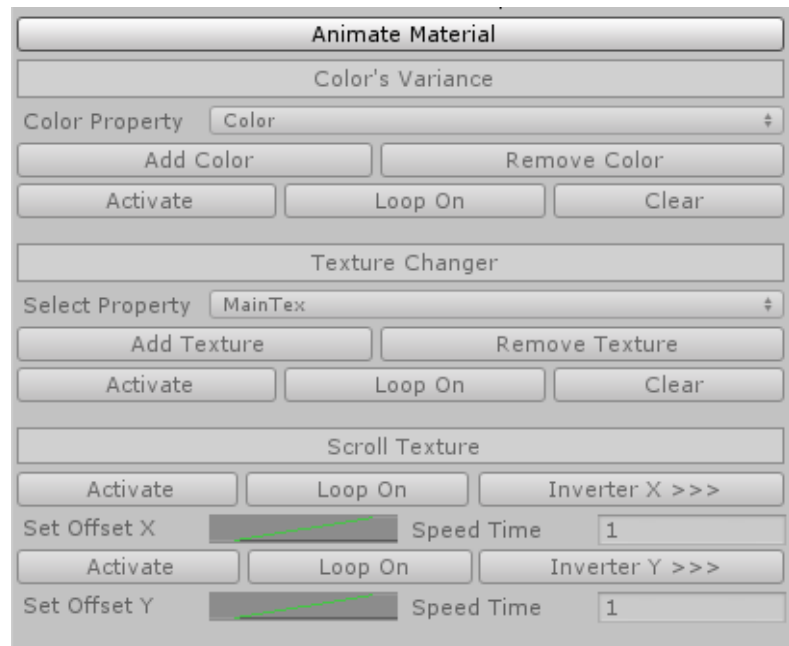


Fig. 1-1

Also you can choose which color or texture will affect these parameters, some examples would be:

1. *If the shader has properties like: Color, SpecColor, Emission, and so on.*
2. *if the shader has properties like: MainTex, Illum, BumpMap and so on.*
3. *If the shader has been created by the user and content generic properties.*

The animator automatically detect shader has many properties, also if you decide to change the shader (Vertex Lit, Diffuse, Detail, etc..) Will automatically update so you can choose the properties that have the new shader, and as mentioned before, all this without having to write any lines of code.

To use the tool select the component menu that is in 3DMagicVR / Material Animator Lite.

NOTE:

This version only lets you animate a property at a time (a color and / or texture) and do not support all the properties like: CubeMap, Reflection, Sky, and so on.

These properties are established in one of the shaders that come with Unity, the package contains a sample scene and a generic shader, we find it in the custom category from the list of shaders.

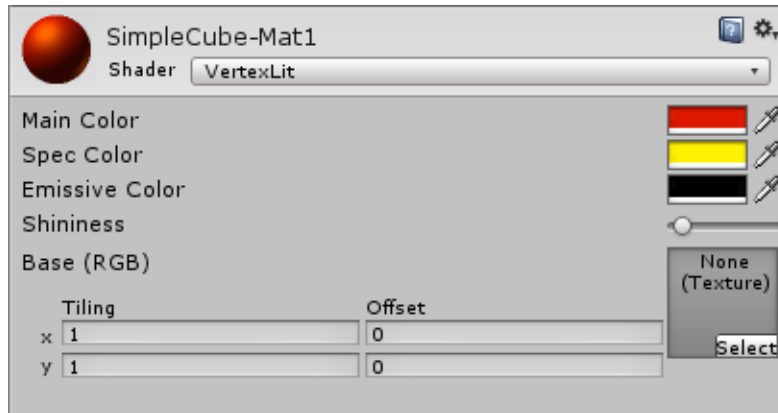


Fig. 1-2

More Than One

Another of the advantages of the material animator is that if the object contains more than one material, you can animate each in different ways using the manager.



Fig. 2-1

This manager (Figure 2-1) allows us to display the name of the material and the index, which allows us to better control when selecting which of the materials we apply animation options. One from the qualities that this tool is that if the object does not have a material with properties to animate or we clear the materials list by accident, a warning will be displayed as shown in Fig. 2-2.

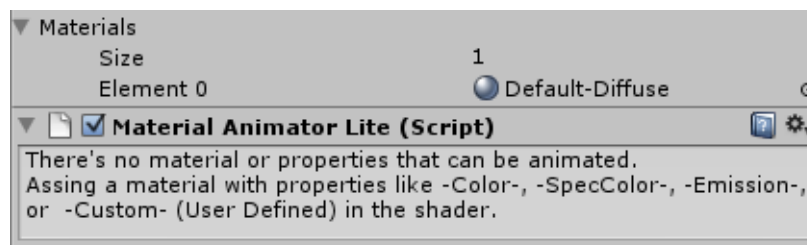


Fig. 2-2

Block Colors

The block colors allow us to choose a color that has the shader (if it have more than one), manipulate pitch, time and frequency with which it changes, you can also add or remove colors allowing us to create interesting effects.

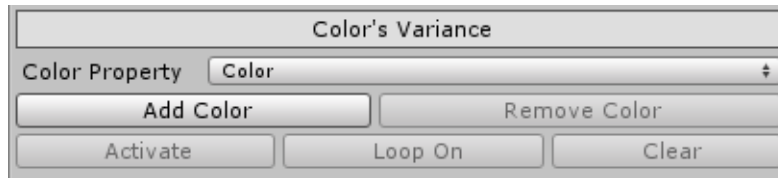


Fig. 3-1

Within the block of colors are three options: Set the loop state, removing the last color in the list and the option to delete all the parameters we have established, if there is more than one color in the list, one from the options we have, is that how will be changed to the next one using one of two options that has this block, as shown in Fig. 3-2 and Fig.3-3.

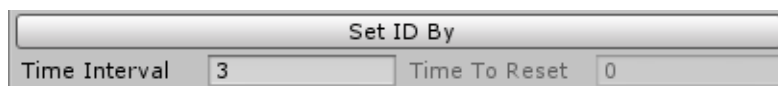


Fig. 3-2



Fig. 3-3

This is in order if we want to change color using a time interval or at the time of collision with another object, this requires that the other object contains two things: a rigid body and a collider and luckily at the time to assign the item to that effect automatically assigned required elements, plus it allows us to return to the last previous color by using a reset time (fig.3-3).

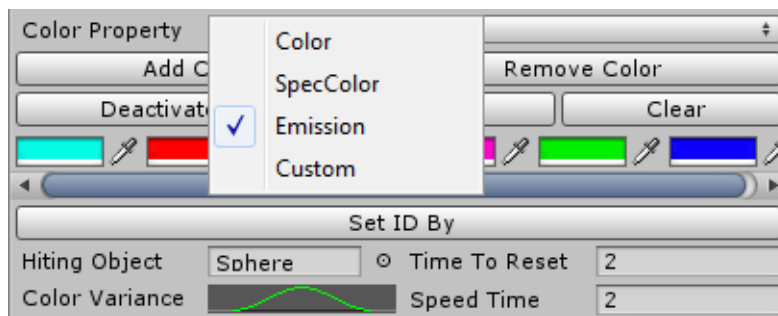


Fig. 3-4

Fig. 3-4 shows some parameters established by a user and the selection list of available colors to make the animation used in this case the option to set the color by colliding with a variation of type up and down affecting the emission color, speed time to color variation is fully adjustable, this allows us to create slow or fast flicker, in which case besides the shader count on a different property to the set we can use checking the option "Custom" and then we can write the name of the property.

Block Textures

Like the color block, the block of texture allows us to choose one of the textures available that have the shader (if it have more than one), we use multiple textures to create animations effects like sprites the same way can add or remove textures allowing us to further extend our list of effects.

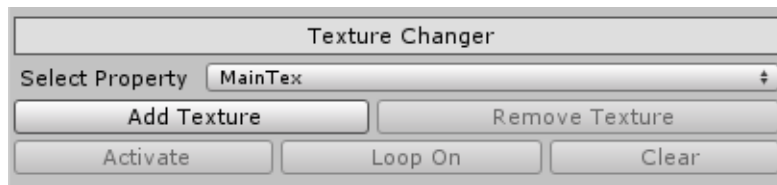


Fig. 4-1

In fig.4-1 we can see similar options block colors, the difference between this block and the block above is that the texture does not use animation curves to manipulate the sequence of change in texture, only option that is similar is the change in time or collision.

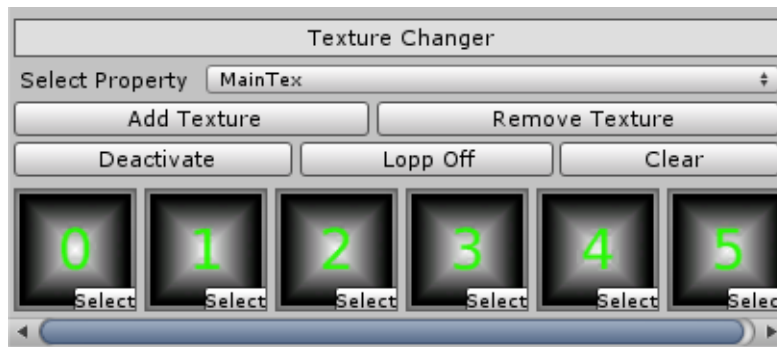


Fig. 4-2

NOTE:

The lite version only allows a series of images (frame sequence) to create sprite animation effects such as shown in fig. 4-2.

Block Offset

This block allows us to animate the movement of textures using the X and Y, this type of effect is used to give the illusion of a scanner screen or some similar effect, applying it on the map of self-effects lighting creates quite attractive.

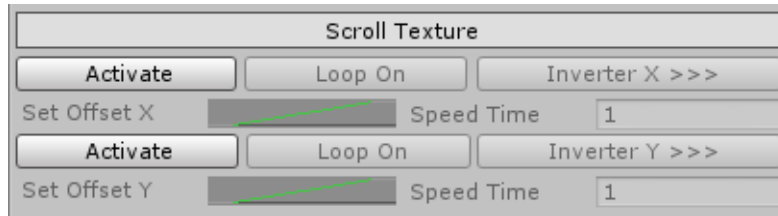


Fig. 5-1

As shown in Fig. 5-1, there are two individual triggers for each axis, we also want to define whether it is cyclical or not and even can change the direction of offset and as we see we may also use animation curves which gives greater flexibility to create effects interesting.

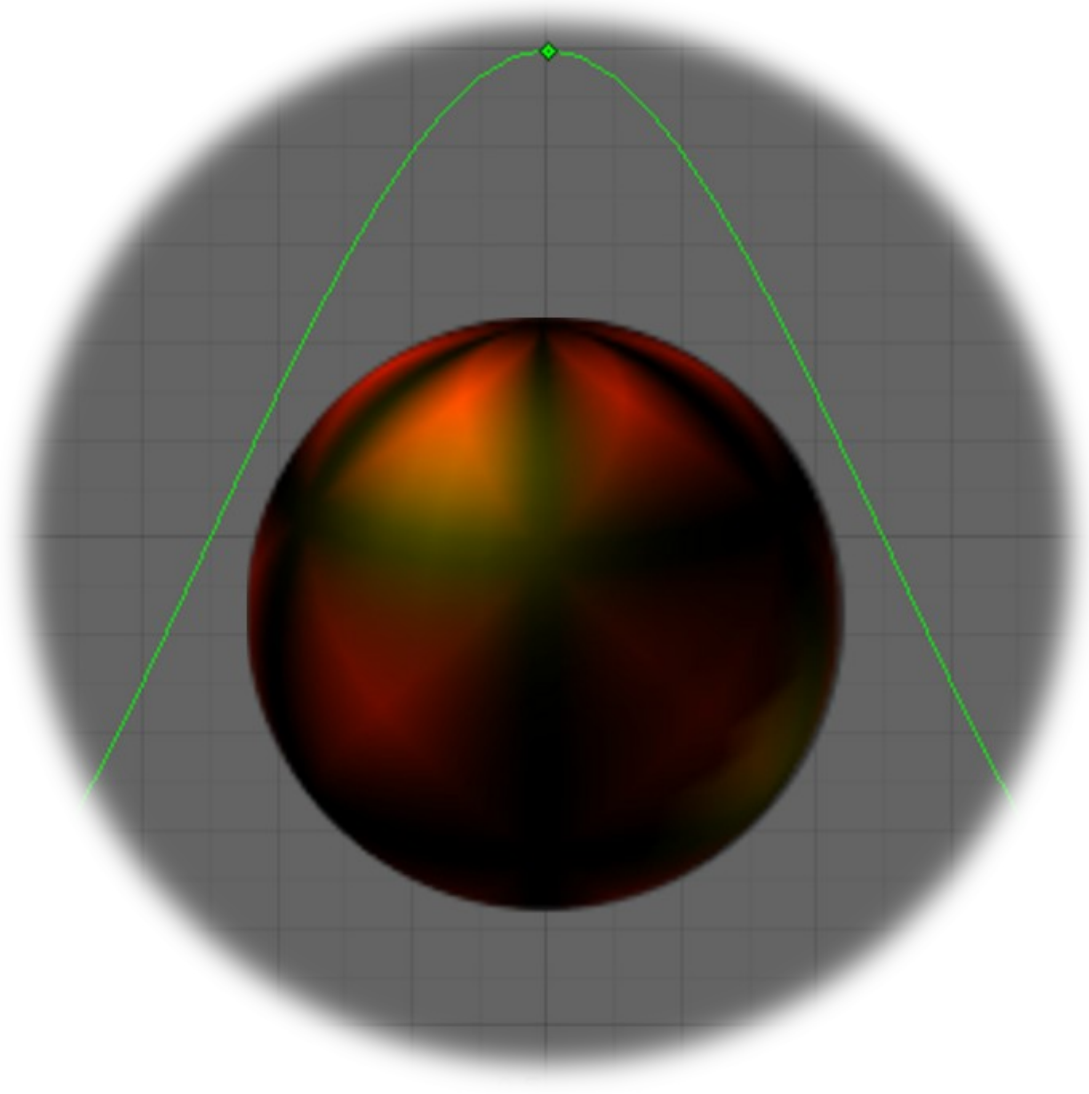
In general, this tool will facilitate the work when creating visual effects using shaders, colors and textures and making him look better to our games. *As you can see, the features of this tool is varied which gives us freedom to develop our creativity.*



Material Animator parameters set by the user.

Material Animator

Version Lite



If you have comments about this tool for, you can contact:

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Coming soon Material Animator Pro.