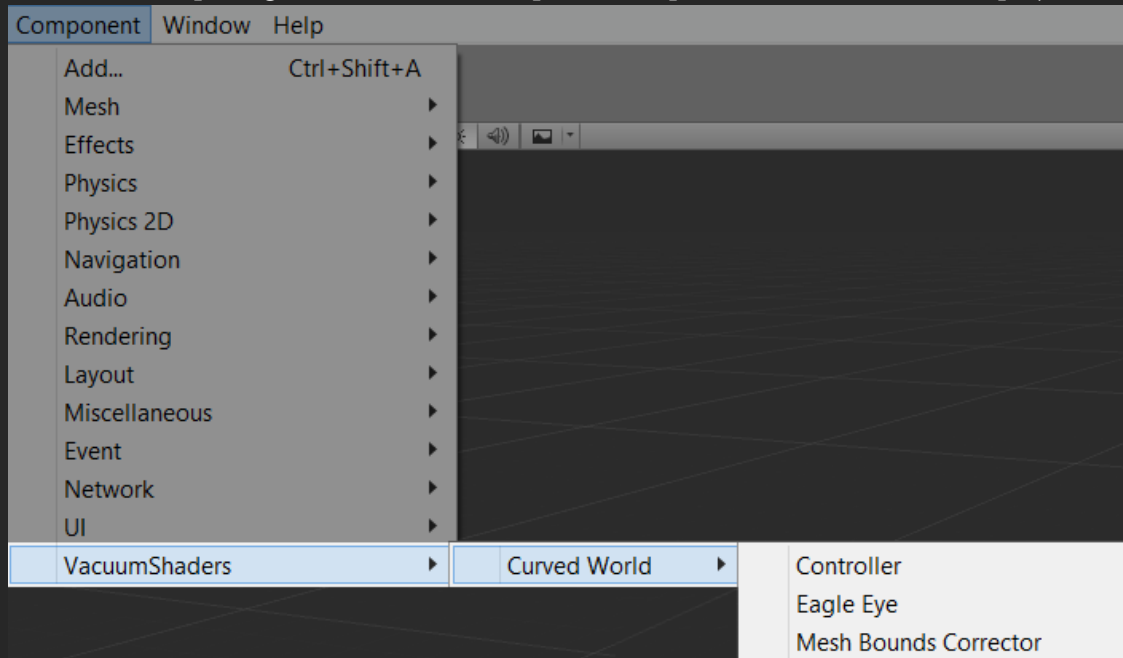


# Curved World API

Curved World package contains three component scripts that can be used inside project.



- Controller – Scene must contain one instance of this script.
- Eagle Eye – Overrides camera's field of view parameter for rendering meshes outside its view frustum. Solves mesh disappearing problem.
- Mesh Bounds Corrector – Scales mesh render bounds, if it is not visible to camera or light source.

All three scripts are inside `VacuumShaders.CurvedWorld` namespace.

## CurvedWorld\_Controller

Public variables:

`public float _V_CW_Bend_Size = 0;` – Global bend size

`public float _V_CW_Bias_Size = 0;` – Global bend bias

`public Transform pivotPoint;` – If not defined (0, 0, 0) is the center of the bend.

`public Vector3 TransformPoint(Vector3 _transformPoint)` – Takes Vector3 as world space position and bends it using `CurvedWorld_Controller` parameters.

## CurvedWorld\_EagleEye

The only public variable – `public float fieldOfView = 60;`

## CurvedWorld\_MeshBoundsCorrector

The only public variable – `public float meshBoundsScale = 1;`