Fantasy Character Pack3

High-performance mobile Character

USER GUIDE

Release 1.0

March 2019

Email:yxriyin@163.com

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Overview

There are ten fantasy models in it, they have complete movements and corresponding effects and complete trajectory.I wrote a simple demo to show all the effects. A thousand words can't compare directly to the effects in videos and pictures.You can freely combine those effects, or refer to my usage. Currently the first model package, it is expected to continue to produce 2-3 model packages. Hope you like it.

Quick Start

I have divided resources into three categories, unit, effect, and bullet.

I have already matched them in the scene Demo, you can choose which special effects and ballistic resources to use. Or you can refer to my use of them.

In the Prefab directory you can find prefab with all texture maps and effects.

Scripts

1. **ActionEffect.cs** -- Action effects playback, automatic control of effects recovery and playback status.
2. **ActionEffectManager.cs** -- Manage all action effects, call API play and stop effects.
3. **BaseEffect.cs** -- Special effects base class, which encapsulates some basic interfaces.
4. **Bullet.cs** -- The bullet base class encapsulates the basic interface of the bullet and is also the basic implementation of the linear linear bullet.
5. **CurvelBullet.cs** -- Curve trajectory, using the Bezier curve principle to control the ballistic trajectory.
6. **FixQueue.cs** -- The rendering queue used to modify the material.
7. **MathUtil.cs** -- General mathematical calculation formula.
8. **ParticleScaler.cs** -- Used to scale effects.

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