DTT
APPS WEB GAMES

SINCE 2010

Parallax

Documentation | 17-05-22

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1. Get started quickly

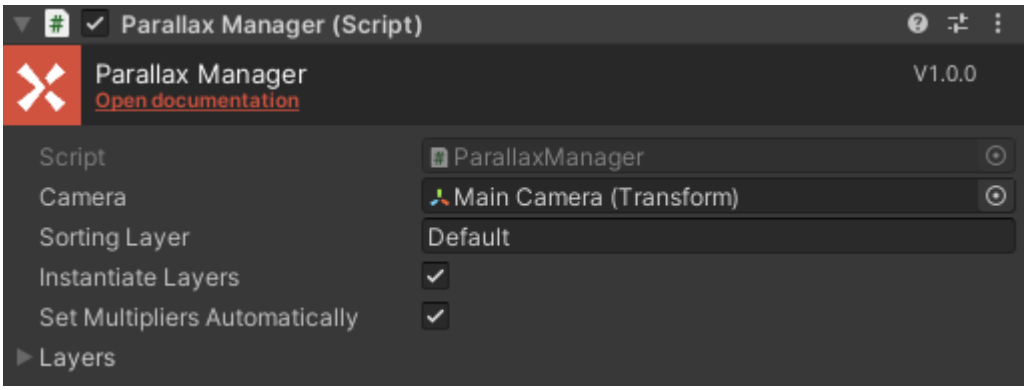
- A demo scene can be found inside' Parallax\Demo\Scenes'. Inside the scene, there is a camera object, a player object, and a parallax object with the **ParallaxManager** component.
- The **ParallaxManager** holds a reference to the '**Layer**' game objects with the sprites for each layer. These layers have a **ParallaxLayer** component that can be used to modify their display.
- The player object has the **PlayerMovement** component that allows the user to move the player horizontally and jump to test out the parallax display.

2. Introduction

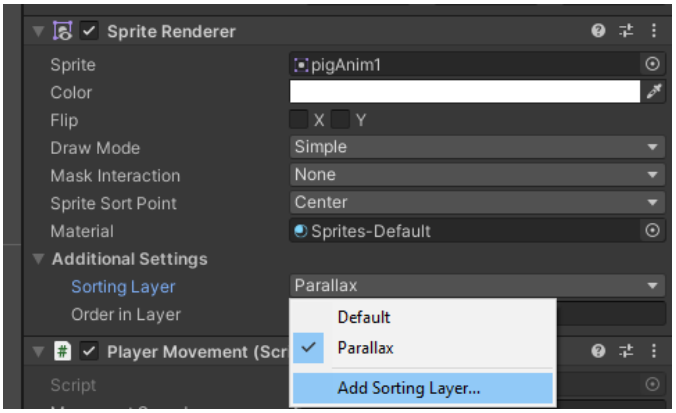
DTT Parallax is a Unity asset that allows you to easily implement a dynamic background on your project. The asset allows you to add layers and personalize their display. Simply add the parallax layer component to an object with a sprite. This component gives you the option to modify the parallax multiplier, whether the layer should move vertically or horizontally, and other options.

3. Set-Up

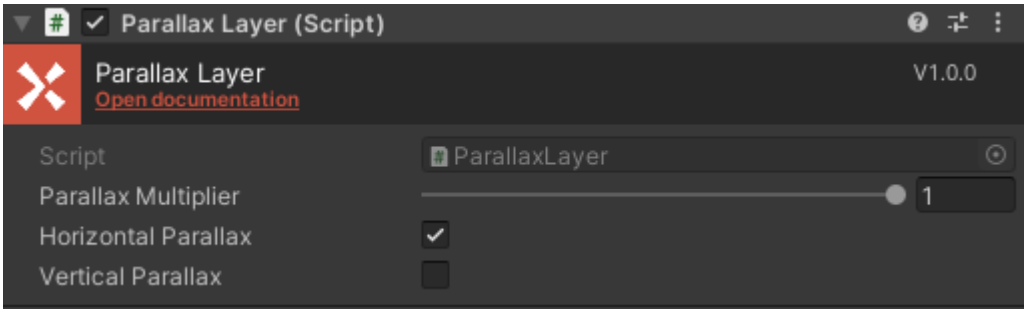
- First, create a new Game Object and attach the parallax manager component.



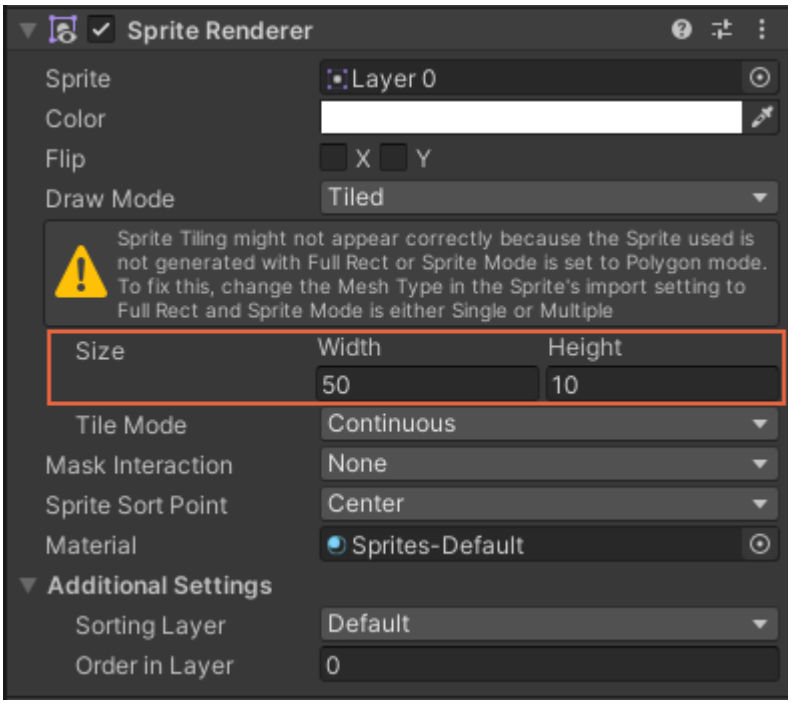
- On the **Target** field, drag your desired target to use as the relative position for the movement of the parallax layers. This should be the camera on your scene.
- On the next field add the name of the **Sorting Layer** for the parallax layers. Sorting layers can be added to the **Sprite Renderer** component.



- On the **Layer Objects** add your game objects or prefabs containing the sprites. Add the Parallax Layer component to your object.



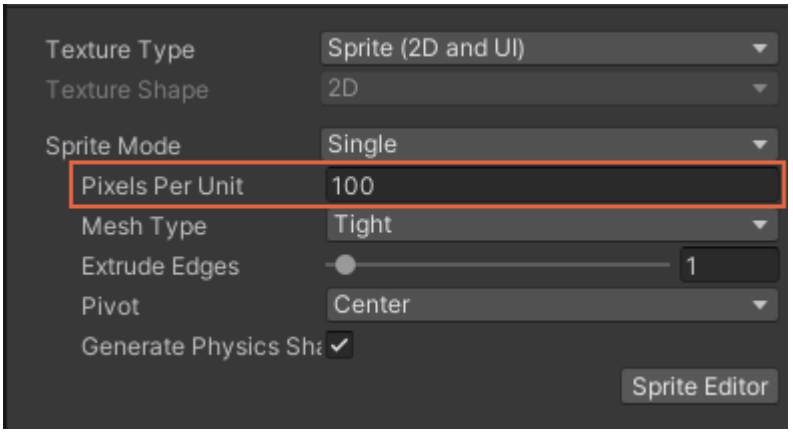
- Sprites inside the layer should be set to '**Tiled**'. The width and height can be expanded and adjusted in order to create a smooth view.
  This will scale up the image (layer) by repeating the parts of the image based on the given values for the axes. Stretching does not occur and so the image quality is not affected or skewed.



- If the tiling does not seem to work in the intended way, then you can try to scale/resize the layer image in two ways, albeit each one of them affects the image of the layer by scaling or stretching it. These options are:
  - Scaling the transform component of the layer game object. This will stretch the image/sprite and the image may look skewed if resizing is done unevenly on both axes.

  - The other option is by changing the "Pixler per unit" value on the sprite used by the layer. This option will keep the true ratio of the image by resizing it. It defines how many pixels of the image should be represented

within a unit of length in Unity's worlds space.



4. Known Limitations

- The sprites of each layer must be set to **Tiled.**

5. Support and feedback

If you have any questions regarding the use of this asset, we are happy to help you out. Always feel free to contact us at:

unity-support@d-tt.nl

(We typically respond within 1-2 business days)

We are actively developing this asset, with many future updates and extensions already planned. We are eager to include feedback from our users in future updates, be they 'quality of life' improvements, new features, bug fixes or anything else that can help you improve your experience with this asset. You can reach us at the email above.

Reviews and ratings are very much appreciated as they help us raise awareness and to improve our assets.

DTT stands for Doing Things Together

DTT is an app, web and game development agency based in the centre of Amsterdam. Established in 2010, DTT has over a decade of experience in mobile, game, and web based technology.

Our game department primarily works in Unity where we put significant emphasis on the development of internal packages, allowing us to efficiently reuse code between projects. To support the Unity community, we are publishing a selection of our internal packages on the Asset Store, including this one.

More information about DTT (including our clients, projects and vacancies) can be found here:

https://www.d-tt.nl/en/