As I started on this project, I was going through a very difficult creative block. I couldn’t decide on where to deep dive. What I ended up doing was to start with the touch controls. At my other job, we rapidly prototype, so we use a lot of plugins / packages. One of them being a Lean Touch plugin that takes care of all the touch input. I had to take a step back and make sure I understood the touch interactions before implementing them the way I wanted. While I was implementing the touch controls, I kept having other ideas for other features I’d like to implement, so I’d stop and work on something else for a little.

In addition to the touch controls, when I came to the post processing effects, I had no idea that the features were this extensive already. A challenging aspect of it was having to read a lot of documentation to understand it better and have a better understanding on how to implement it while keeping performance up. This ate a lot of my time, but I am glad I did it. I have a better understanding of what is possible and what approaches work best with a mobile application.

Lastly, I wanted to implement a feature to changing the material of the subject dynamically at runtime. When I implemented this feature, I realized that I needed to disable the movement control script, which meant I needed to apply a mesh collider to each subject so I could get the correct number of materials applied. I quickly realized that performance went out the window when trying to move the subject. After doing some debugging, I realized having the mesh collider on while trying to move the subject caused performance issues. What I did was created a simple script attached to the parent object and just checked if its collider was on to disable the subject’s collider. This restored performance back to what it was.

Overall, the exercise was extremely fun and let me learn another feature in Unity’s arsenal of features. However, if I had more time and could add to this, I’d love to give the user ability to fly around in the scene and manipulate any object that is currently rendered. In addition to that, write a script that can export all the values of different volume effects and save them so they can be loaded into another project quickly to test those settings.