ParallaxBackground_InTheForest

Unity version: 2022.3.50f1c1
Unity版本：2022.3.50f1c1

Important Notes
This resource is uploaded as a complete project and contains certain project settings. It is recommended to import it into a blank project first.
The demo scene utilises the built-in rendering pipeline. Before importing this resource package, please ensure all relevant components are correctly installed within your project.
注意事项
该资源作为完整项目上传，包含部分项目设置。建议先导入至空白项目中。
演示场景采用内置渲染管线。导入本资源包前，请确保项目中已正确安装相关组件。

English Verion

1.Run the demo

I have prepared basic parallax background code, simple player movement code, and scene setup for your convenience in future use within your own projects. (Should you require it, you may utilise your own code.)

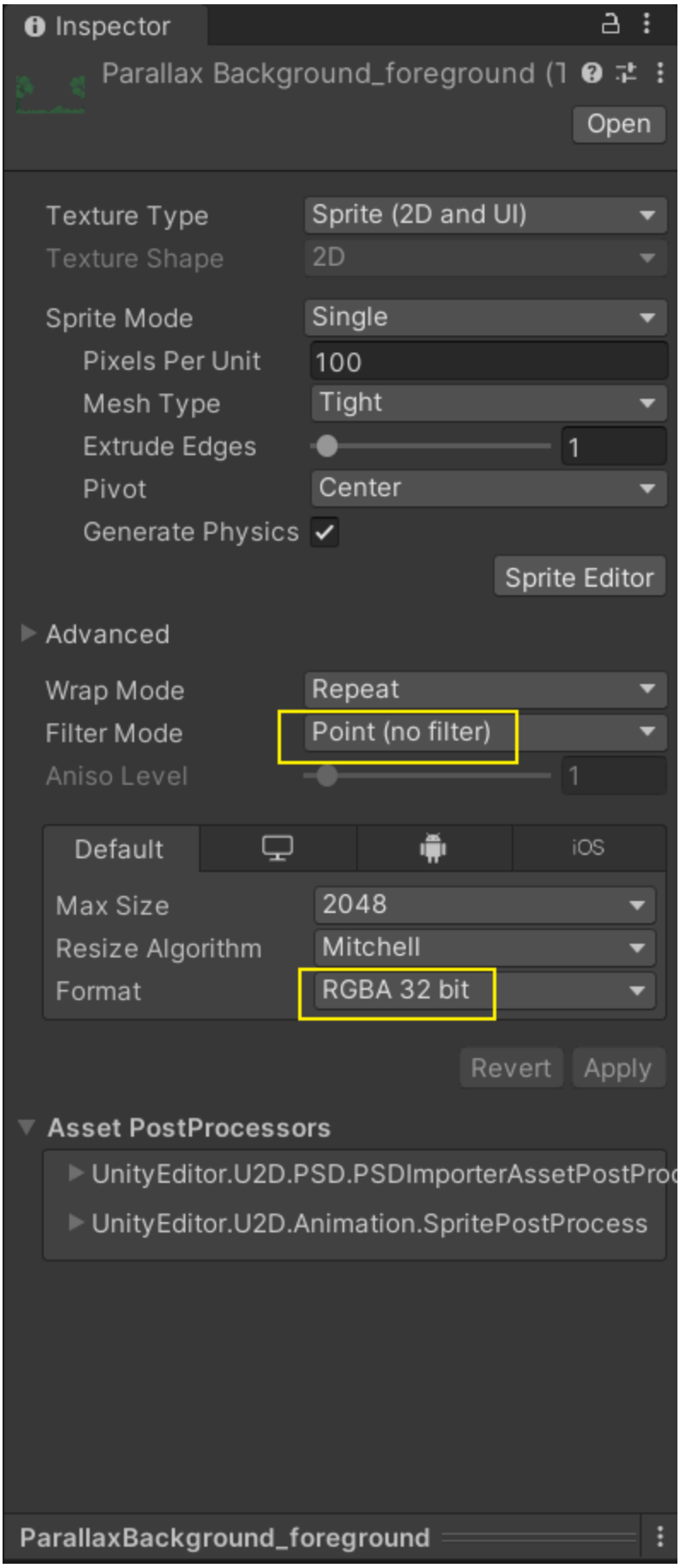
Additionally, I have employed Unity's built-in render pipeline. Should you prefer the universal render pipeline or another render pipeline, you may change it accordingly.

You may:

- Import the Unity package
- Open the Demo Scene.unity file
- Run it directly
- Additionally, you may control the A or D keys, along with the jump key, to preview the parallax background.

2.File Settings

I have configured the following settings for .png files within the project: (Should you require it, you may revert to your own settings)



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License for Everyone.
Utilise, alter and embed these assets in free or commercial games.
Do not re-sell, re-distribute or share the assets as-is or as a pack.
Do not use them for training, input or enhancement of any AI models.

Credit is not required but appreciated.

中文版本

1.运行Demo

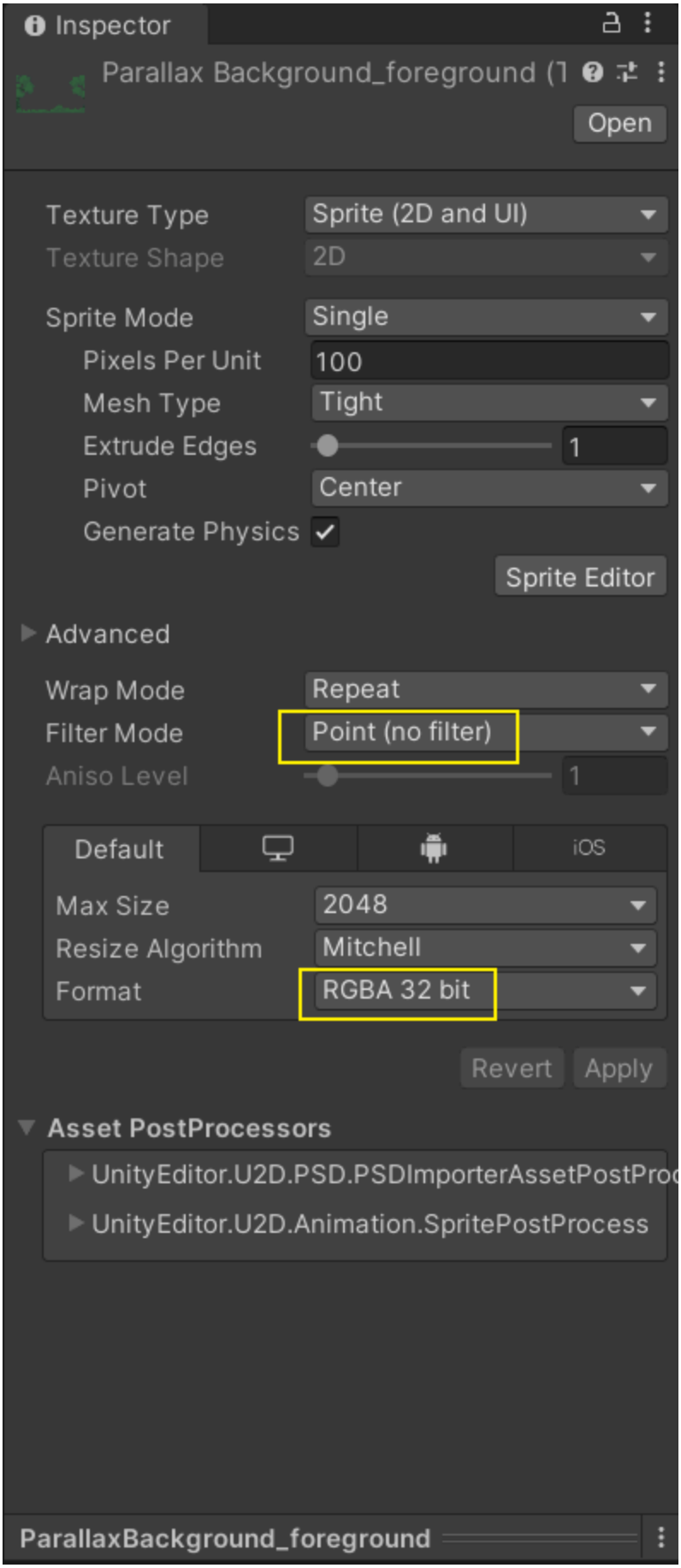
我已经为你编写了简单的视差背景代码和简单的玩家移动代码、场景布置，方便您后续在自己的项目中使用。（如果您有需要，可以使用自己的代码）

您可以：

- 导入Unity package
- 打开Demo Scene.unity场景文件
- 直接运行即可
- 另外，你可以控制A或D键，还有跳跃键来进行视差背景预览

2.文件设置

我已经在项目中，为.png文件做了以下设置：（如果您有需要，可以改回您自己的设置）



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请勿将资源用于训练、输入或增强任何人工智能模型。

署名非强制但欢迎。