Sine Wave Effect(a Unity Asset)

by Justin Garza

Introduction

Hello Thanks for purchasing this product.
If you need to contact me for any reason you can find my contact information here.

Description

A Sine Wave Camera Effect.
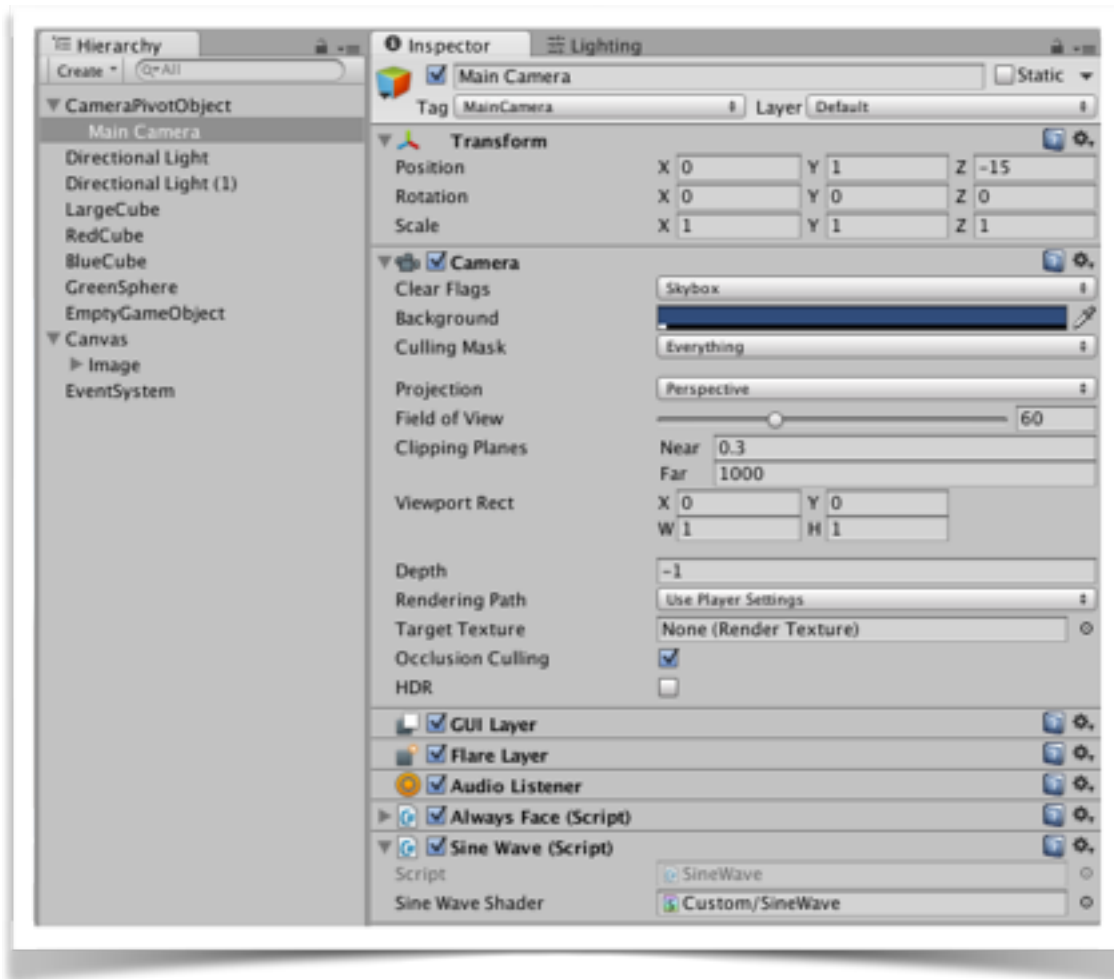Great for an underwater effect or a drunk character in your game.

Features

Easy to use.

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How To Use

Make sure the SineWave.cs is attached to your camera, and that the shader is assigned.

Where are 5 variables that you can update, either by editing the SineWave.cs or my referencing it in another script.

XAxis (bool)
whether or not the Sine Wave to show along the XAxis or the YAxis.

HorizontalOffset (float)
this number will shift the Sine Wave along the X Axis.

VerticalOffset (float)
this number will shift the Sine Wave along the Y Axis.

Amplitude (float)
This number controls how high the apexes are.

Frequency (float)
This number controls the distance between each apex.

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