



Octopus Underwater + Controller

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Description

This asset provides a demo underwater scene, an animated octopus with movement and animation controllers, as well as visual effects of "light rays" created by texture offset and a "flowing" light effect achieved by moving the light source.

Asset Contents

• Octopus (Model + Animation Controller)

- Three texture variants for the octopus: orange, purple, and pink.
- Scripts:
 - **OctopusController:** Controls the octopus's movement along the X and Y axes.
 - **OctopusAnimationController:** Manages animations using the IsMoving, Speed, and Turn parameters for movement and rotation animations.

• Demo Scene (Octopus_Underwater_Demo)

- A plane with a "light rays" material, where the **FlowOffset** script creates a smooth "flowing" effect of the light rays.
- A Directional Light with a cookie texture and the **LightCookieFlowByPosition** script attached, creating a moving light pattern effect throughout the scene.

Steps to Use the Asset

1. **Importing the Asset into Your Unity Project:**
 - Open your project in Unity.
 - Go to **Window > Package Manager** or simply drag and drop the imported package into the Project window.
 - Import the asset.
2. **Opening the Demo Scene:**
 - In the asset folder, find the demo scene (e.g., `Octopus_Underwater_Demo.unity`).
 - Double-click it to load it into the editor.
3. **Exploring the Scene:**
 - In the scene, you will see the octopus, lighting, and the plane with the light rays texture.
 - **Octopus:** It has an animator, movement, and animation controllers configured. You can control it via a virtual joystick (Canvas.prefab) when running the scene.
4. **Adjusting the Octopus:**
 - **OctopusController:** Use this to adjust movement speed or invert the controls.

- **OctopusAnimationController:** Configure the IsMoving, Speed, and Turn parameters in the animator as needed. You can also change animation clips or their playback speed.
- 5. **Changing Octopus Textures:**
 - In the materials folder, you will find three color variants for the octopus materials.
- 6. **FlowOffset Script on the Plane:**
 - The **FlowOffset** script is attached to the plane with the light rays.
 - Adjust the `flowSpeedX` and `flowSpeedY` in the Inspector to change the texture's flow speed.
- 7. **LightCookieFlowByPosition Script on the Directional Light:**
 - The Directional Light has a cookie texture and the **LightCookieFlowByPosition** script attached.
 - Adjust `flowSpeedX` to change the speed of the moving light pattern.
 - By changing the position or direction of the light, you can achieve various atmospheric effects in the demo scene.
- 8. **Adapting to Your Own Project:**
 - You can use the octopus and its controller in your own scenes.
 - The FlowOffset and LightCookieFlowByPosition effects can be easily applied to other objects or light sources to create a dynamic underwater ambiance.

Support

If you have any questions regarding the asset's usage, please refer to the Unity documentation on materials, animators, and scripting. You may also contact the author through the Unity Asset Store or via email at questions.warcool@gmail.com.

P.S.: Your feedback helps me understand any issues you may encounter and is also helpful to other users. I would greatly appreciate your rating on the Unity Asset Store, as a higher rating helps in promoting my work. Thank you.