

Thank you for choosing this package! If you have any questions or difficulties during your work, please do not hesitate to contact us anytime: Dinv.info@gmail

We hope you enjoy your work with our package. We also would be grateful if you could leave your feedback or review, it is extremely important to us!

This package contains a set of seamless (tiled) background layers and a script. The script creates the effect of endless movement for the background using parallax and texture offset.

Check the Demo\_Scene to watch the example of package application.

**How to apply the script?**

* Put on the scene a prefab of the object ‘Background\_Controller’;
* Attach the chosen layers from the folder ‘Prefab-Layers’ to the object ‘Background\_Controller’;
* In the Inspector of the object ‘Background\_Controller’ add the necessary amount of attached layers and set a parallax scale. For the better looking effect use 3 layers of each type: Stars\_Big, Stars\_Small and Nebula, as it appears in Demo-Scene;



* Add your camera to the field ‘Used Camera’.
* Set the camera size (for PC) on 4.
* The layers are ready to use!

Application of the script is available in two modes: moving and static camera.

* If your camera is moving, apply **‘is** **moving’** mode. Background will follow the camera and shift the texture accordingly.
* If your camera is static, but you want to get the speed effect, turn on the **‘static mode’** and set the Scrolling Speed for X and Y coordinates. The background will sweep over the camera, creating the speed effect.

**How to add a new layer?**

* Change the texture type of your sprite to ‘default’ and Wrap Mode to ‘Repeat’.
* Create a new ‘material’: change a shader type to ‘texture’, or if your sprite applies transparency, to ‘transparent’.
* Apply the new sprite to the new material.
* In the tab ‘GameObject’ choose ‘3D Object – Quad’. Change the size of the Quad so it will cover camera ViewPort.
* Remove the ‘Mesh Collider’ component.
* Add the new material to the ‘Mesh Renderer’ component of the new ‘Quad’.

**How to apply a PlayerMoving script?**

PlayerMoving script is created for demonstration of the package abilities. You can use this script, and also an attached sprite of a spaceship; but for your own goals you may need to set the player behavior by yourself.



**Fields of the PlayerMoving script:**

* Control Mode: **Rotation** - ship turn with background; **Linear** - ship moving by axis.
* Max Speed: the maximal speed of the player.
* Acceleration: how fast the speed of the player will grow, until it reaches the max speed.
* Rotation Speed: the speed with which the player is spinning around its axis.
* Attach Camera: if you flag this field, the camera will follow the player.
* Rotate Camera with Player: if you flag this field, the camera will repeat the rotation of the player.

**About Bonus Skybox:**

You can find the skybox in the ‘Materials' folder. In the demo scene skybox already set up, so just turn it on like on screenshot below, then turn on 3D view:

