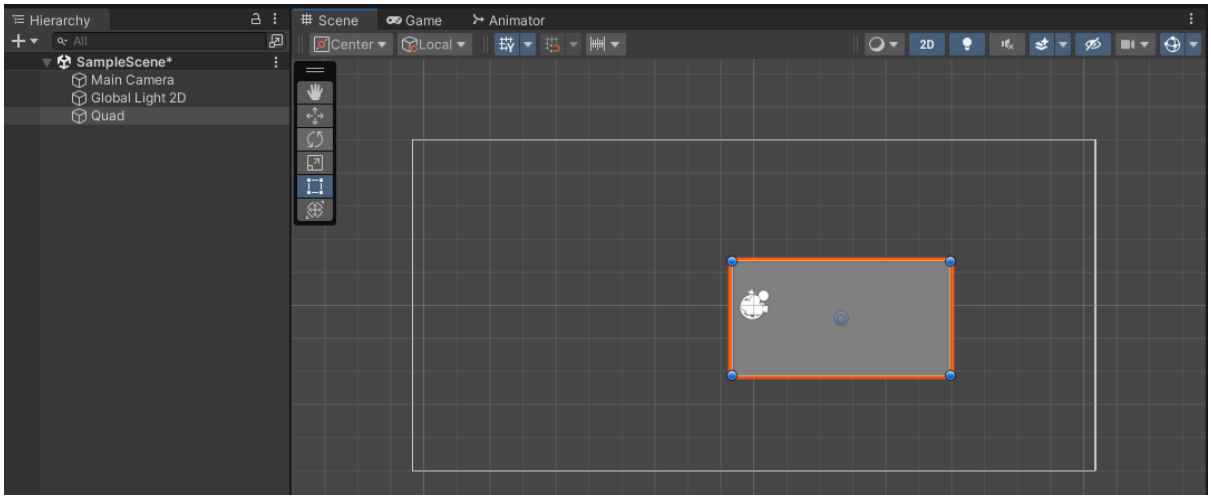
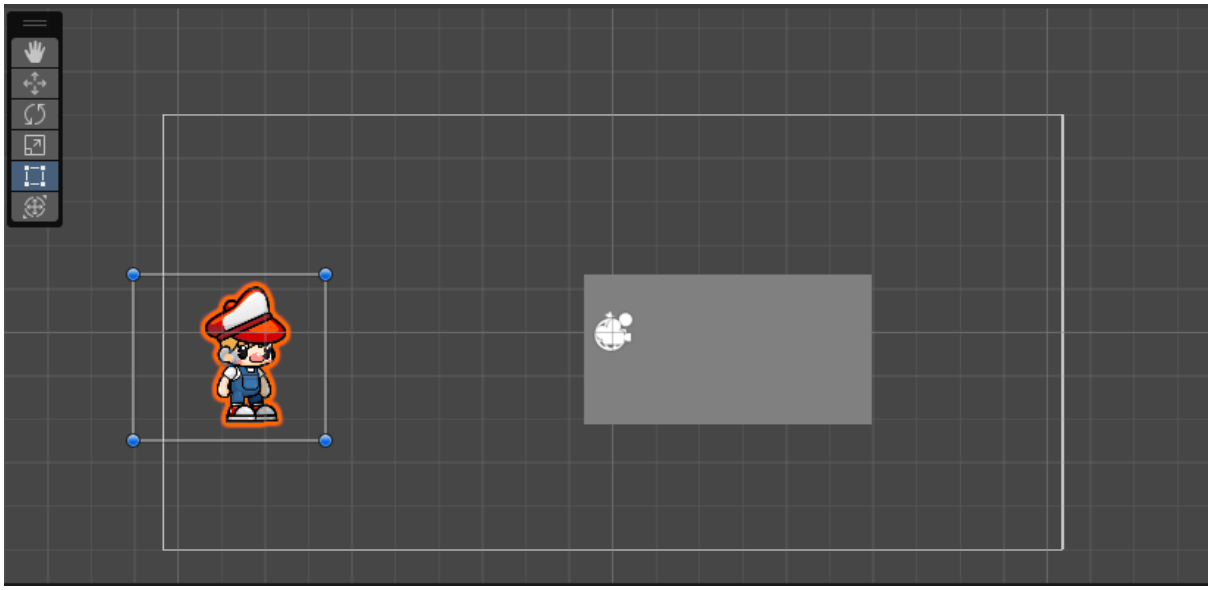
Practical 9

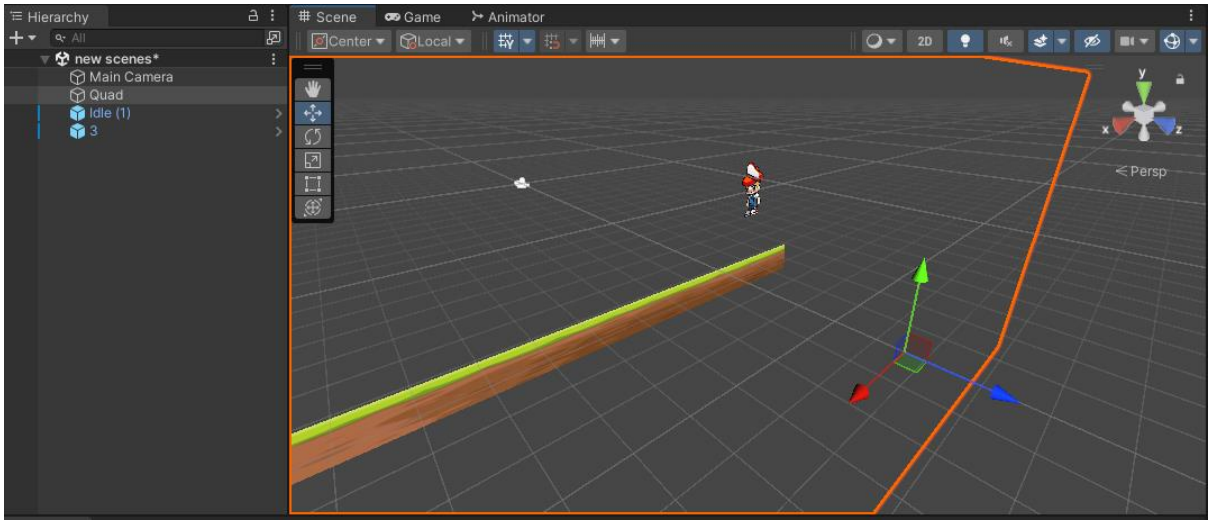
A) Background Scroll

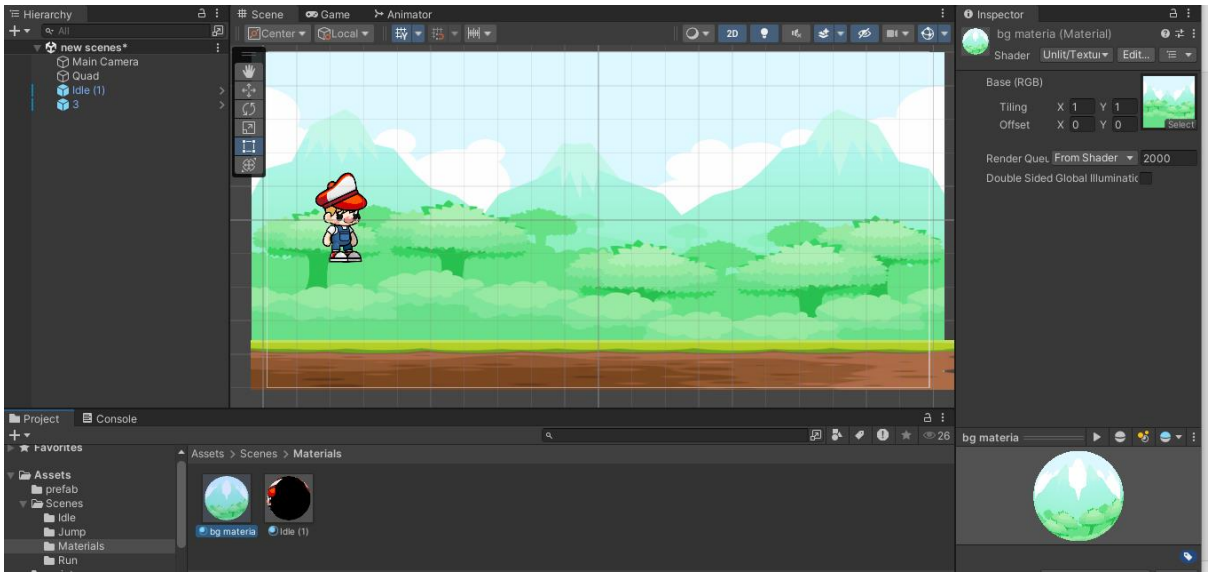
Aim :-Using Unity move Background

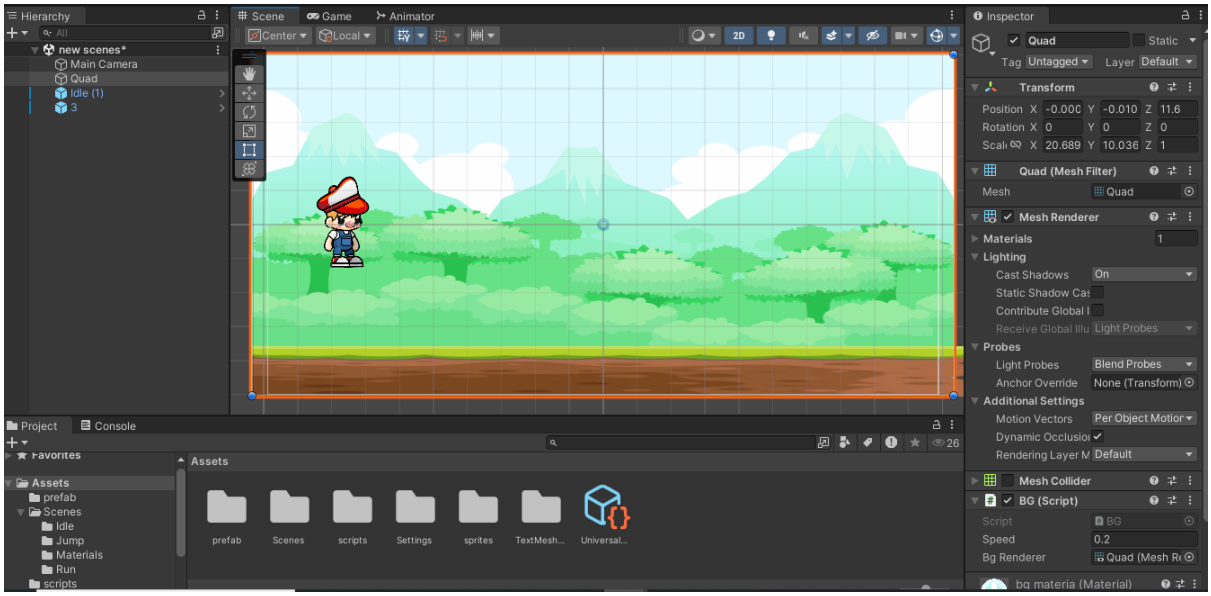
Scenes :-






Hierarchy
Scene
Game
Animator
new scenes*
Main Camera
Quad
Idle (1)
3
Persp


Hierarchy
Scene
Game
Animator
Inspector
bg materia (Material)
Shader
Base (RGB)
Tiling
Offset
Project
Console
Assets
Scenes
Materials
bg materia
Idle (1)


Hierarchy
Scene
Game
Animator
Inspector
Quad
Transform
Position
Rotation
Quad (Mesh Filter)
Mesh Renderer
Materials
Lighting
Probes
Additional Settings
Mesh Collider
BG (Script)
Speed
0.2
Project
Console
Assets
prefab
Scenes
scripts
Settings
sprites
TextMesh...
Universal...

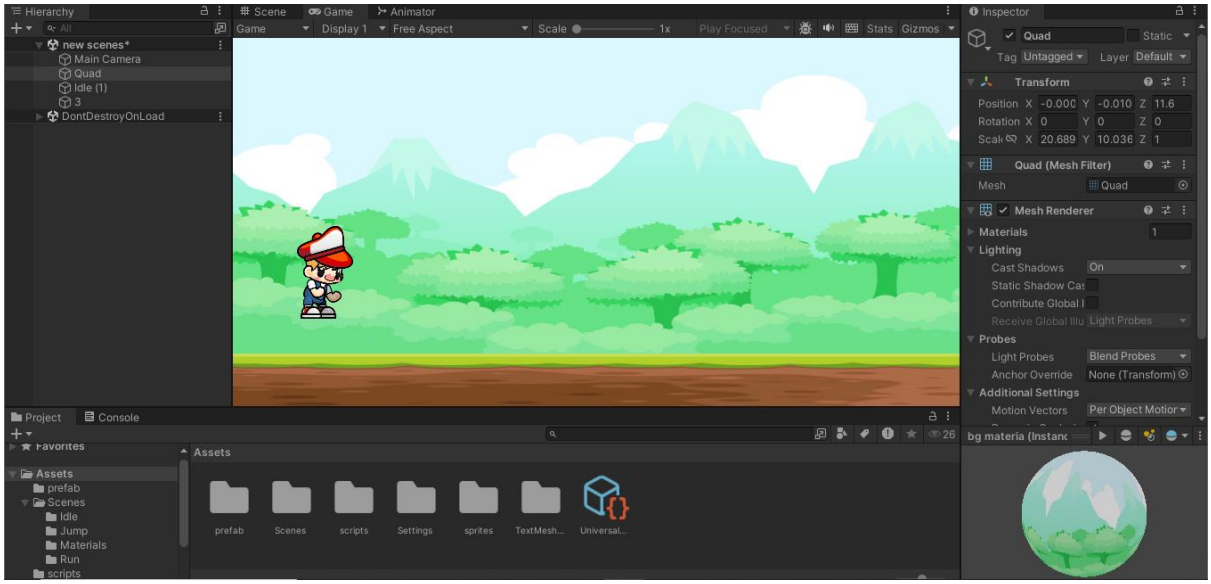
Scripts :-

BGRepeat

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class BG : MonoBehaviour
{
   public float speed
   [SerializeField]
   private Renderer bgRenderer;
   void Start()
   {
   }
   void Update()
   {
      bgRenderer.material.mainTextureOffset += new Vector2(speed * Time.deltaTime, 0);
   }
}
```

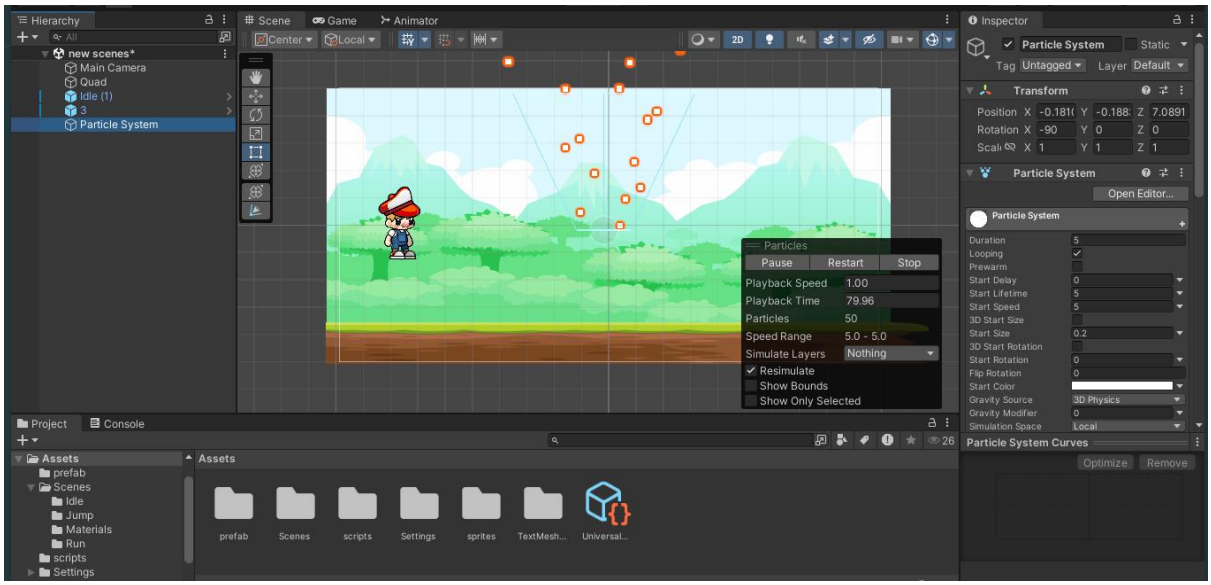
GameView :-

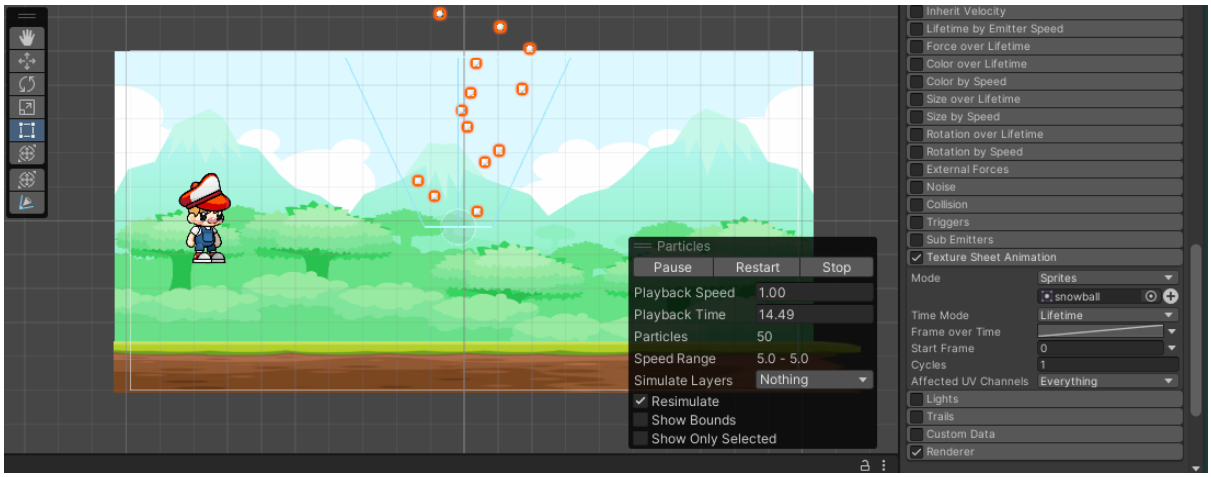


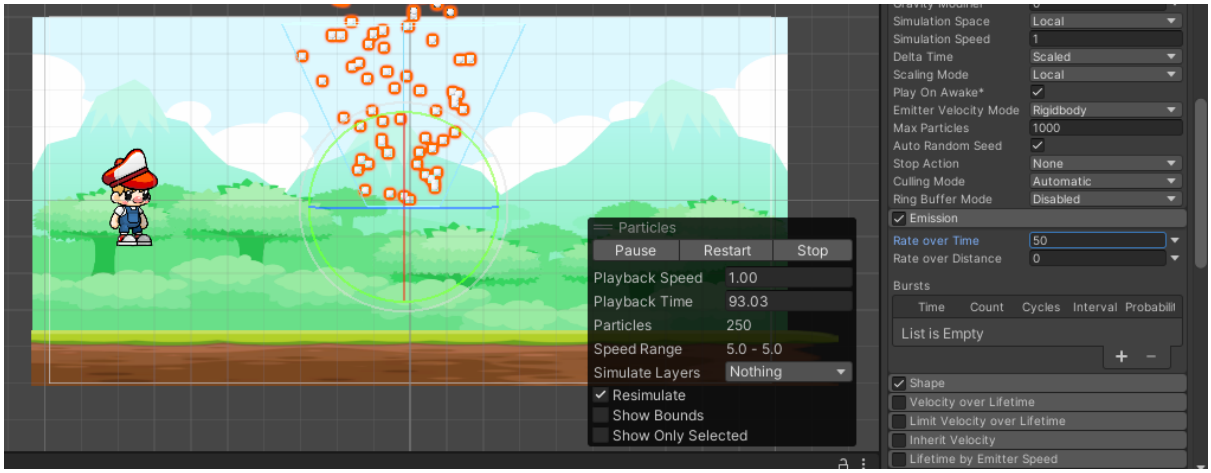
B) Particle System

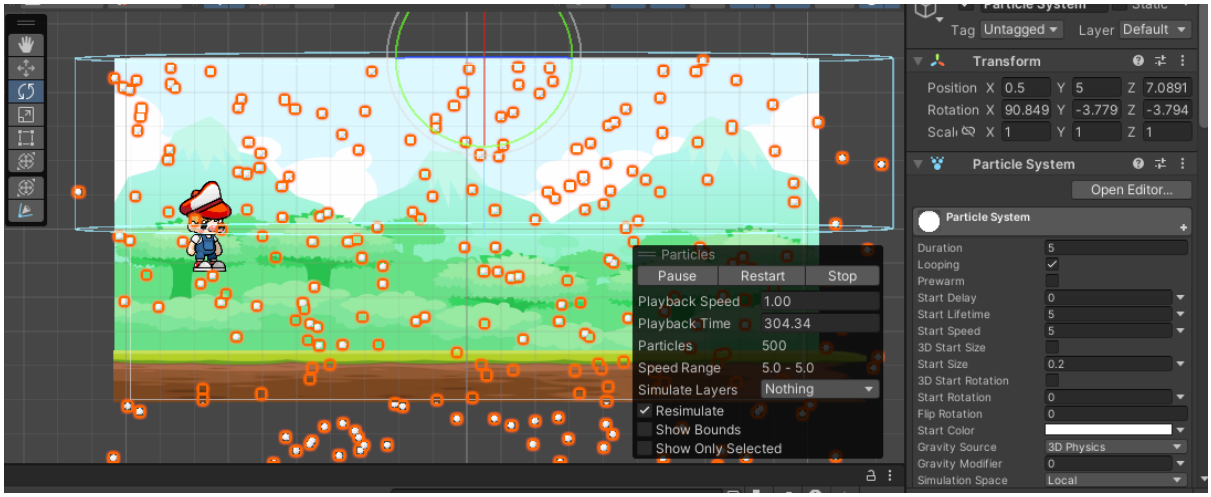
Aim :-

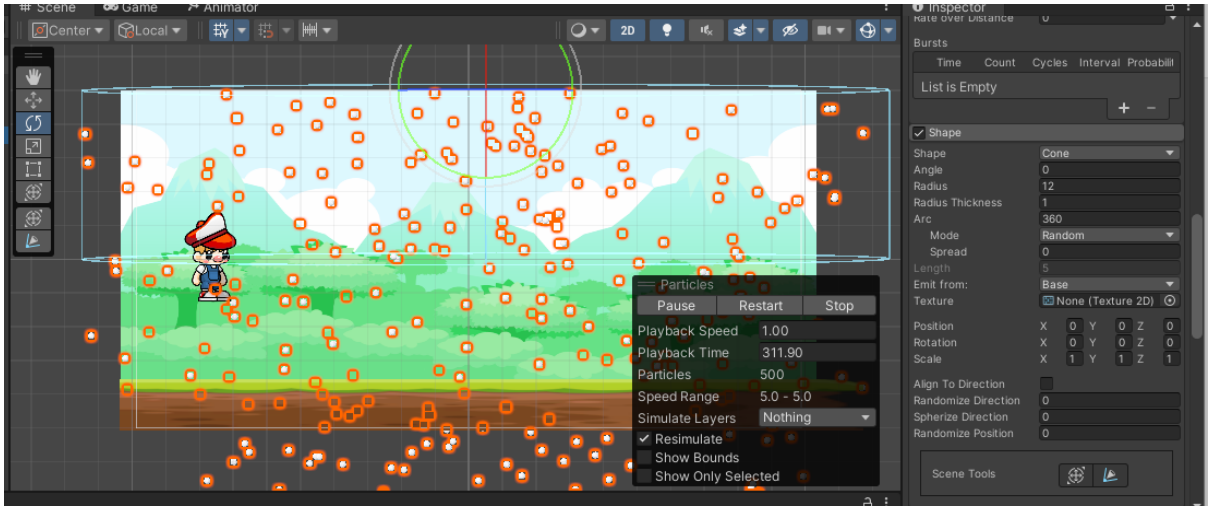
Scenes :-

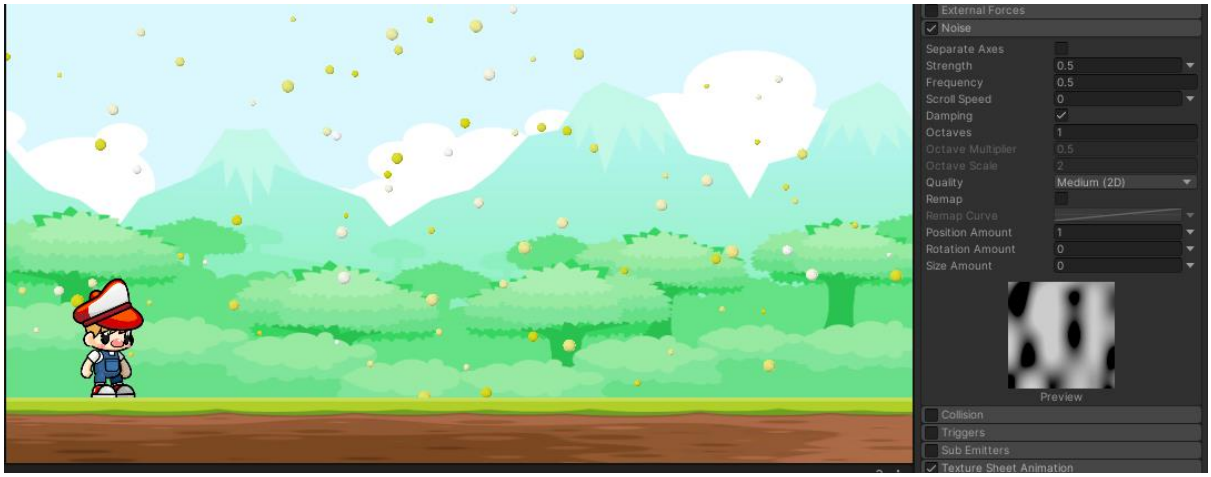




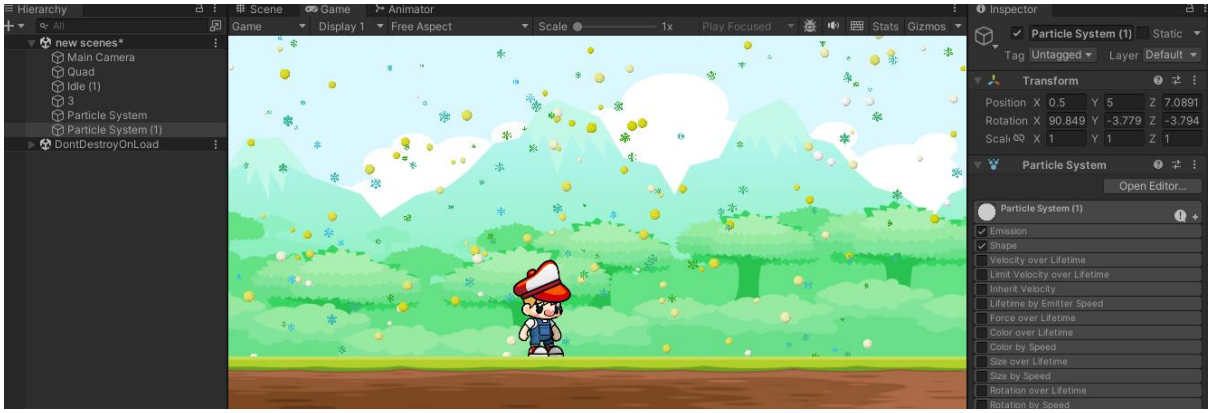

Particles
Pause
Restart
Stop
Playback Speed 1.00
Playback Time 93.03
Particles 250
Speed Range 5.0 - 5.0
Simulate Layers Nothing
Resimulate
Show Bounds
Show Only Selected
Simulation Space Local
Simulation Speed 1
Delta Time Scaled
Scaling Mode Local
Play On Awake*
Emitter Velocity Mode Rigidbody
Max Particles 1000
Auto Random Seed
Stop Action None
Culling Mode Automatic
Ring Buffer Mode Disabled
Emission
Rate over Time 50
Rate over Distance 0
Bursts
Time Count Cycles Interval Probabili
List is Empty
Shape
Velocity over Lifetime
Limit Velocity over Lifetime
Inherit Velocity
Lifetime by Emitter Speed

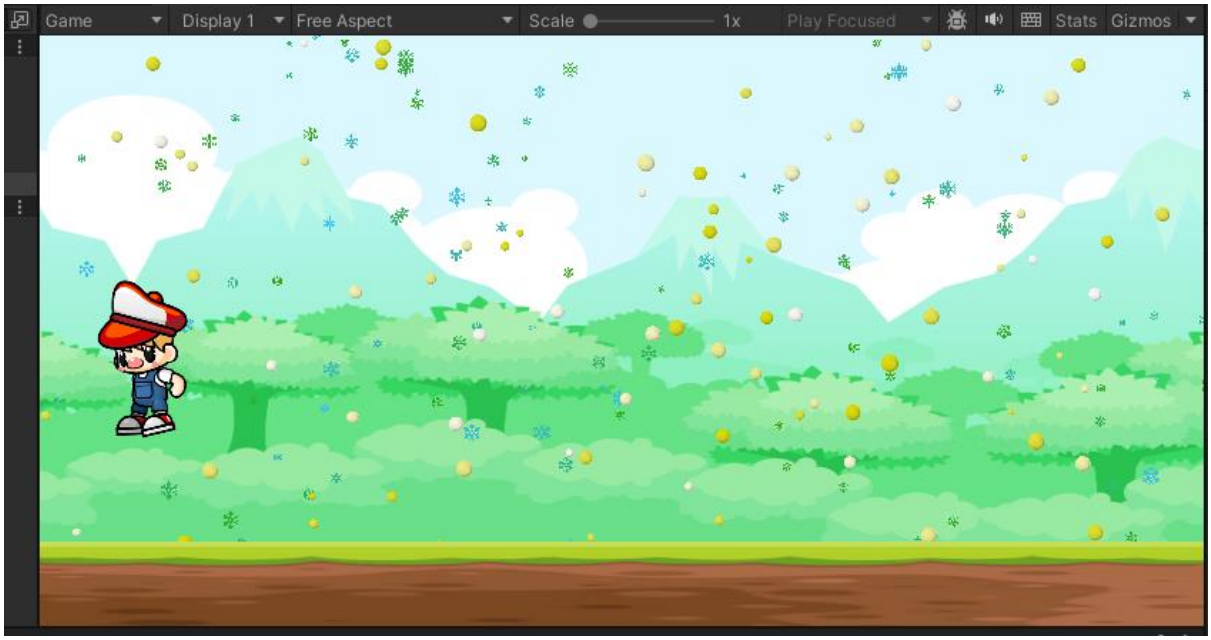

Tag Untagged
Layer Default
Transform
Position X 0.5 Y 5 Z 7.0891
Rotation X 90.849 Y -3.779 Z -3.794
Particle System
Open Editor...
Particle System
Duration 5
Looping
Prewarm
Start Delay 0
Start Lifetime 5
Start Speed 5
3D Start Size
Start Size 0.2
3D Start Rotation
Start Rotation 0
Flip Rotation 0
Start Color
Gravity Source 3D Physics
Gravity Modifier 0
Simulation Space Local
Particles
Pause
Restart
Stop
Playback Speed 1.00
Playback Time 304.34
Particles 500
Speed Range 5.0 - 5.0
Simulate Layers Nothing
Resimulate
Show Bounds
Show Only Selected


Center
Local
2D
Inspector
Bursts
Time Count Cycles Interval Probabili
List is Empty
Shape
Shape Cone
Angle 0
Radius 12
Radius Thickness 1
Arc 360
Mode Random
Spread 0
Length 5
Emit from: Base
Texture None (Texture 2D)
Position
Rotation
Scale
Align To Direction
Randomize Direction 0
Spherize Direction 0
Randomize Position 0
Scene Tools
Particles
Pause
Restart
Stop
Playback Speed 1.00
Playback Time 311.90
Particles 500
Speed Range 5.0 - 5.0
Simulate Layers Nothing
Resimulate
Show Bounds
Show Only Selected


External Forces
Noise
Separate Axes
Strength 0.5
Frequency 0.5
Scroll Speed 0
Damping
Octaves 1
Octave Multiplier 0.5
Octave Scale 2
Quality Medium (2D)
Remap
Remap Curve
Position Amount 1
Rotation Amount 0
Size Amount 0
Preview
Collision
Triggers
Sub Emitters
Texture Sheet Animation

GameView :-


Hierarchy
Scene
Game
Animator
Inspector
new scenes*
Main Camera
Quad
Idle (1)
3
Particle System
Particle System (1)
DontDestroyOnLoad
Display 1
Free Aspect
Scale
1x
Play Focused
Stats
Gizmos
Particle System (1)
Static
Tag Untagged
Layer Default
Transform
Position X 0.5 Y 5 Z 7.0891
Rotation X 90.849 Y -3.779 Z -3.794
Particle System
Open Editor...
Emission
Shape
Velocity over Lifetime
Limit Velocity over Lifetime
Inherit Velocity
Lifetime by Emitter Speed
Force over Lifetime
Color over Lifetime
Color by Speed
Size over Lifetime
Size by Speed
Rotation over Lifetime
Rotation by Speed


Game
Display 1
Free Aspect
Scale
1x
Play Focused
Stats
Gizmos