

# Book Effect

Book effect lets you add a book to your scene by turning pages. And updated for 2024, you can now set the size and shape of the book.

If you need to check the older version Documentation you can [found Here](#)

## Using the book.

After downloading and importing

Take a look at the two example scenes in the folder **Assets\eWolf\BookEffectV3\Scene**

To add a book to a scene follow the steps

Create a new empty scene

Drag in the book Prefab

**Assets\eWolf\BookEffectV3\Prefabs\Book\_Builder\_pf.prefab**

Then select the book in the scene, and in the inspector click on the Build Book Button

The book will appear with all its default material and pages

The Overview section (below) has all the details on what all the options are

To test the book in a running game,

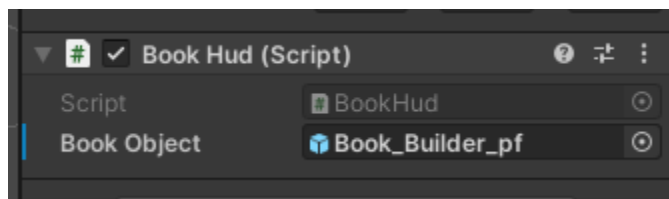
Drag in the book controller Prefab

**Assets\eWolf\BookEffectV2\Prefabs\BookHudControl\_pf.prefab**

Select the **BookHudControl\_pf**

And then drag the Book\_Builder\_pf game object into the Book Object field

So it looks like the below.



When you run the game, you will see the button to open and close the book and turn the pages.

## Video Overview

You can watch this video to see a quick view of all the options

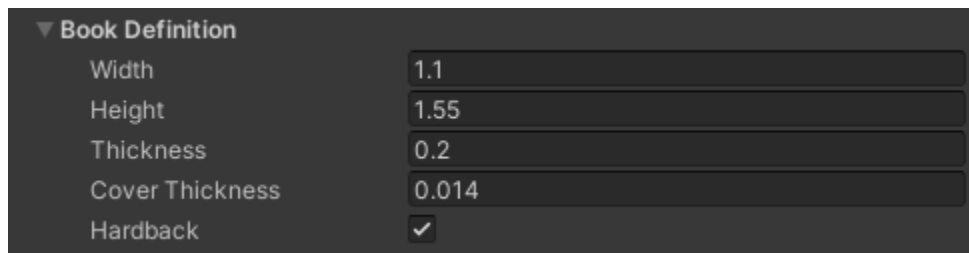
[Unity3D: Book Effect V3 - Any size book!](#)

And this is to show how you can use it from code. (this is an old version but it still works the same way.)

[Book Effect: Overview Using Book from Scripts \(Unity3D\)](#)

## Overview Details

The updated Book effect package now lets you set the size of the book



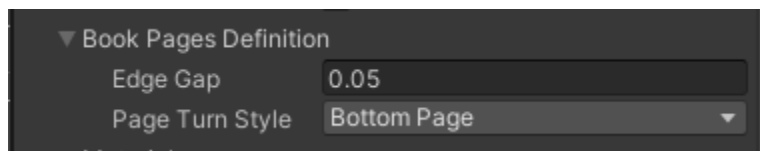
**Width:** The width of the book in units

**Height:** The height of the book in units

**Thickness:** The thickness of the book when closed

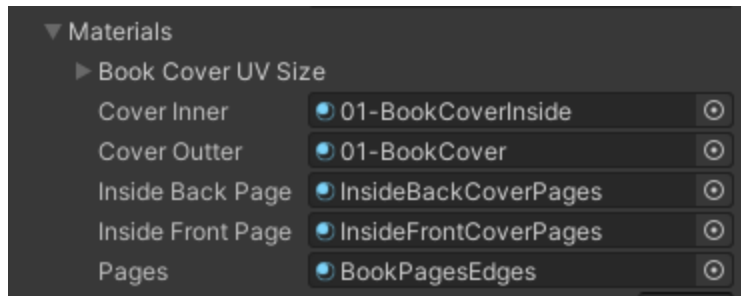
**Cover Thickness:** The thickness of the book cover

**Hardback:** Not used yet, for future use!



**Edge Gap:** Gap between the pages and the edge of the book

**Page Turn Style:** How the page looks when it turns



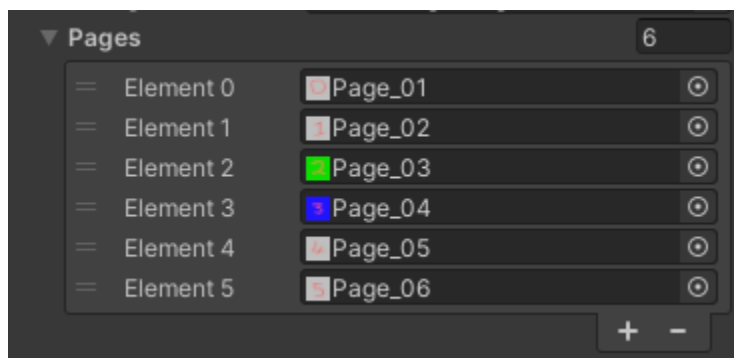
**Cover Inner:** Inside cover material

**Cover Outer:** The book's outside material

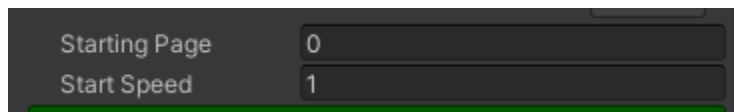
**Inside Back Page:** Inside page right side

**Inside Front Page:** Inside page left side

**Pages:** Edge of the book. (pages)



**Pages:** Allow you to add as many textures as needed.



**Starting Page:** Sets the starting page when the book opens

**Start Speed:** Set the speed of the animation

When you are ready Click on the Build Book button to create the book



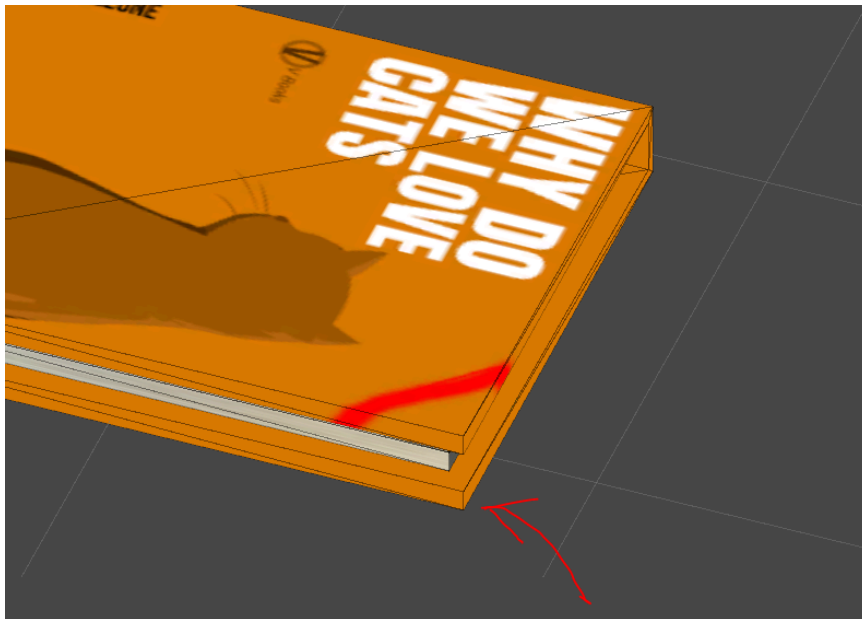
When built, you can use the Open and Close Buttons to view the book open and closed  
Each time you change a value above you will need to rebuild the book.

We also have more options to help with defining the Book Cover, which we will talk about later.

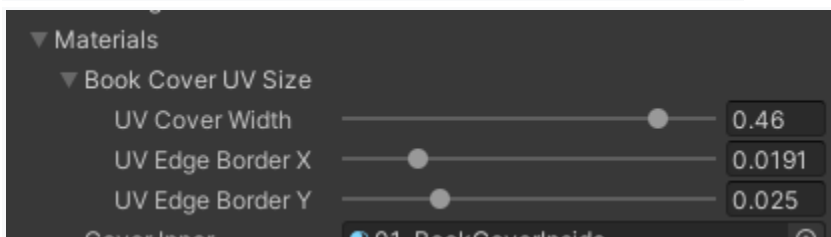
## Texturing the Book.

As we can now set the thickness of the book cover

We also need to be able to change how much UV is used for the edge.



This can be done by the Book Cover UV Size Options



**UV Cover Width:** The % of texture to use from the front cover

**UV Cover Border X:** The % of the texture to use for the Edge (left and right)

**UV Cover Border Y:** The % of the texture to use for the Edge (top and bottom)

## Support

If you need any more help please email us at **[Contact@electricWolf.co.uk](mailto:Contact@electricWolf.co.uk)**