WORMHOLE FX

A quick guide

Stunning wormhole with little to no effort.

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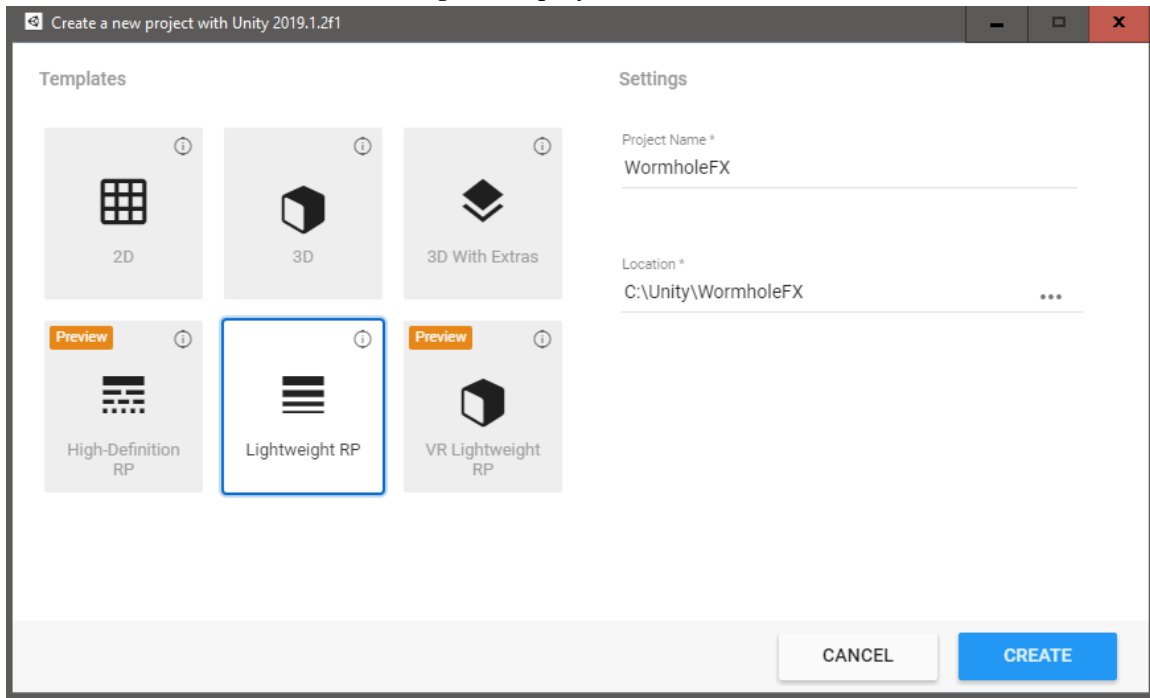Contact us at: sliph.c47@gmail.com
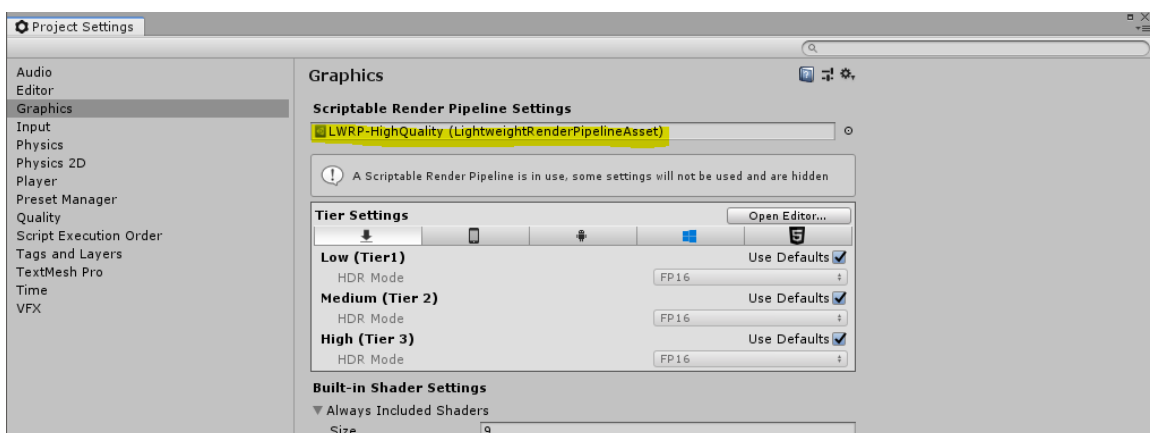
Getting started

PROJECT REQUIREMENTS

The Wormhole FX requires you to use the LWRP.

You can chose it here while creating a new project:

Or change it here:

I wish to be very clear on this, the Wormhole FX <u>will not work</u> without the LWRP.

IMPORT THE ASSET.

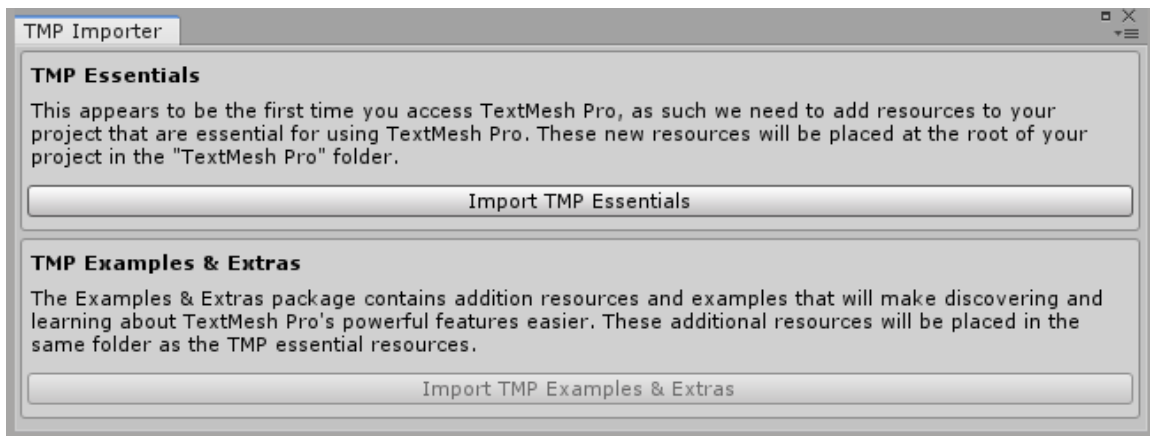Make sure you have imported the asset, if you haven't yet, please do so now.

EXAMPLE SCENE.

Load the example scene to get the exact same scene as used to create the Youtube video about this asset.

https://www.youtube.com/watch?v=19sxshYLiyY

When you do so, it may ask you this question:

Import both as they are used in the example scene, they are not required for the asset itself. If something still doesn't look right, reload the scene.

Note, the skybox I used can be found here: https://assetstore.unity.com/packages/2d/textures-materials/sky/starfield-skybox-92717?aid=1011l4RKh
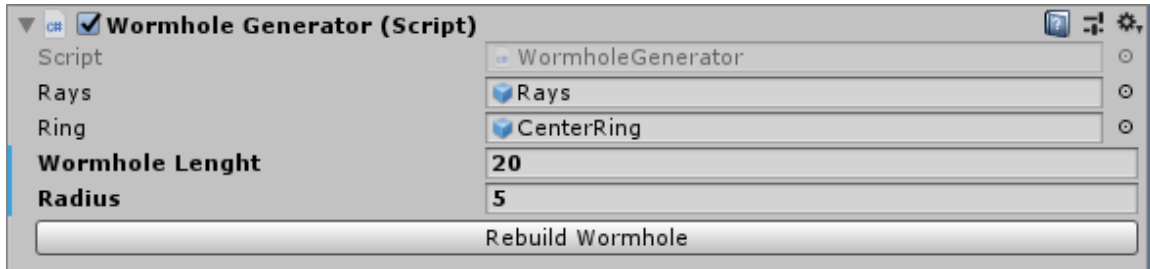
(Not required, but nice to add)

Hit play

THE TUNNEL PREFAB 1.1

With 1.1 we've added some extra functionality and removed some small imperfections in the wormhole. For backwards compatibility the 1.0 prefab and description is still included in the asset and manual (see below).

To add the wormhole to your own scene, the only thing you need to do is add the prefab to it. Make sure you select the Version 1.1 prefab.

You can change the dimensions of the wormhole by changing the length and radius properties and then clicking the Rebuild wormhole button.

▼ c# ☑ **Wormhole Generator (Script)**		
Script	# WormholeGenerator	⊙
Rays	🟦 Rays	⊙
Ring	🟦 CenterRing	⊙
Wormhole Lenght	20	
Radius	5	
Rebuild Wormhole		

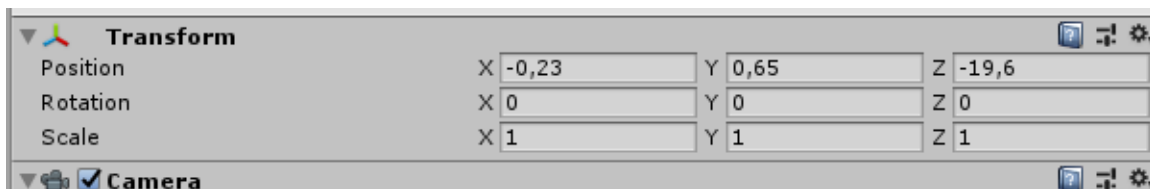These new properties can also be changed while the game is running as demonstrated in the demo scene.

THE TUNNEL PREFAB 1.0

If you are using 1.1 or later, you can safely skip this section of this manual.
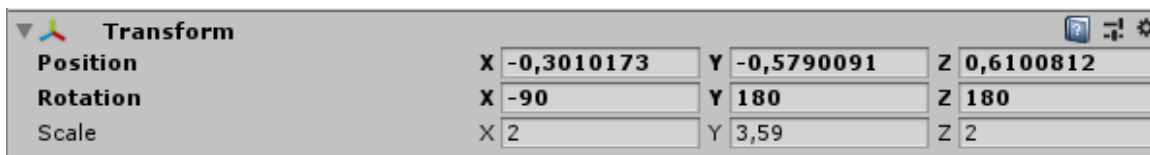
If you have your own scene you wish to use the Wormhole FX 1.0 in, you can use the prefab to add it.

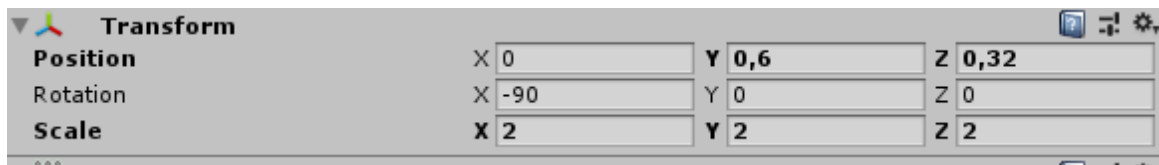You may need to resize the individual components to match your scene.

For example if your camera is located here:

▼ �人 **Transform**						
Position	X	-0,23	Y	0,65	Z	-19,6
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1
▼ 📷 ☑ **Camera**						

You can place the tunnel at:

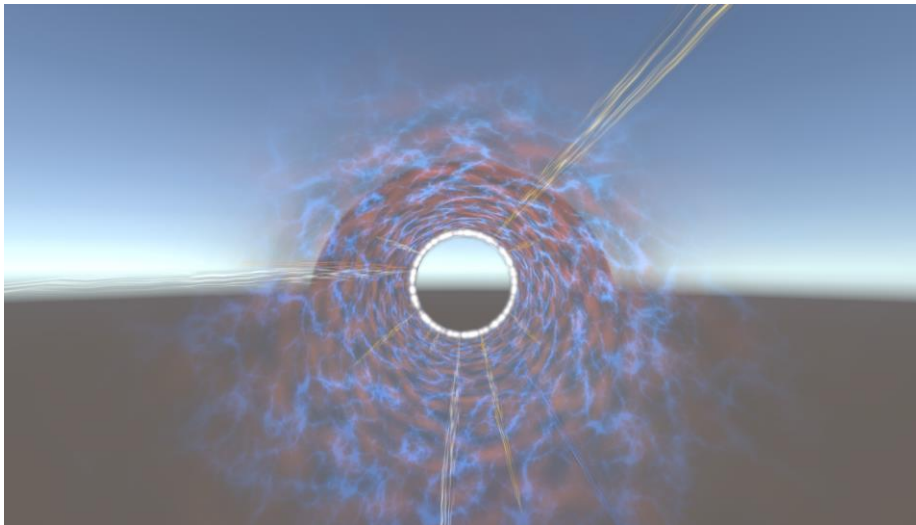| ▼ �人 **Transform**						
Position	X	-0,3010173	Y	-0,5790091	Z	0,6100812
Rotation	X	-90	Y	180	Z	180
Scale	X	2	Y	3,59	Z	2

And both the center ring and rays at:

To get a similar effect to this:

THE WORMHOLE FX SCRIPT

Attached to the wormhole is a Wormhole animation script.

Calling methods on this script will allow you to modify the wormhole while the game is running.

We are using 2 enums as properties for these methods.

When changing a Texture, we define what texture we wish to change with TextureType. (Main, Alternative, FadeOut)

When changing a color, we define what color we wish to change with ColorType. (MainAlbedo, MainEmmision, AlternativeAlbedo, AlternativeEmmision)

As you can see these Textures and Colors are the same as used in the example.

The different methods are as follows:

- ChangeTexture(Texture NewTexture, TextureType TexType)
  Change the texture used by the wormhole

- GetColor(ColorType CT)
  Get the current Color used by the Wormhole for the Colortype property.
  This can be usefull when fading between colors.

- ChangeColor(ColorType CT,Color NewColor)
  Change the color of the Colortype property to a new color.

- ChangeTiling(ColorType CT, Vector4 newDirection)
  Change the Tiling of a texture within a color to a new direction
  Note: only x & y values are used
  Note: Only albedo colors are valid.

- ChangeDirection(ColorType CT, Vector4 newDirection)
  Change the Direction of a texture within a color to a new direction
  Note: only x & y values are used
  Note: Only albedo colors are valid

- FadeBetweenTextures(float target, float step, float delay)
  Fade between the Main & Alternative Texture & Colors as seen on the Texture Fade slider in the example. This method will gradually change over to the target value.

With these methods you are able to change all the properties of the wormhole as seen in the example.