

NIGHT CLUB SYSTEM

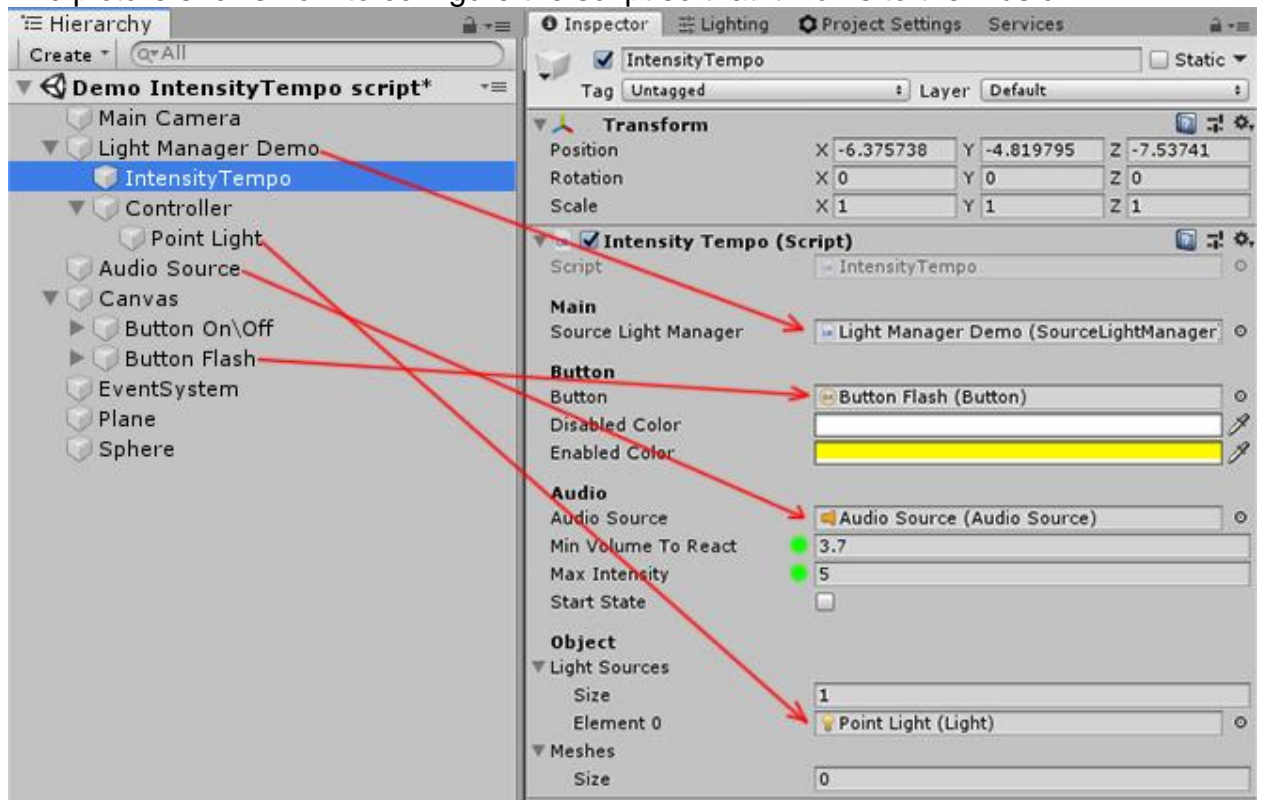
SHORT VERSION

*This version is not complete.
Asset does not have a DJ and dancers with animations, and also does not have realistic volume lights!*

Tutorial - IntensityTempo

1. A little about the work of the light sources themselves. The light can flicker thanks to two scripts: **IntensityTempo** or **LightController**.
More information about IntensityTempo - The script creates a flicker of light to the music.

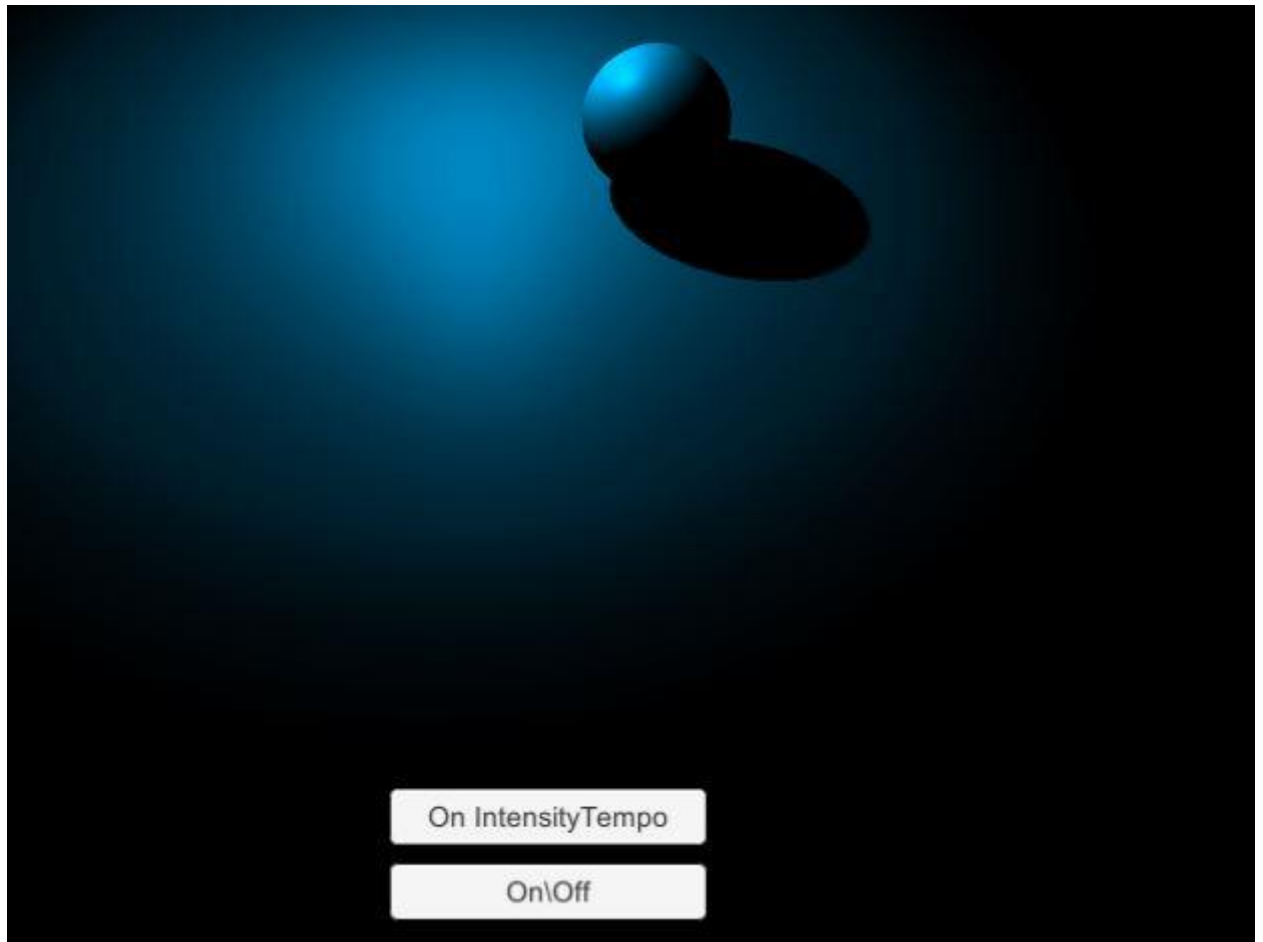
The picture shows how to configure the script so that it works to the music.



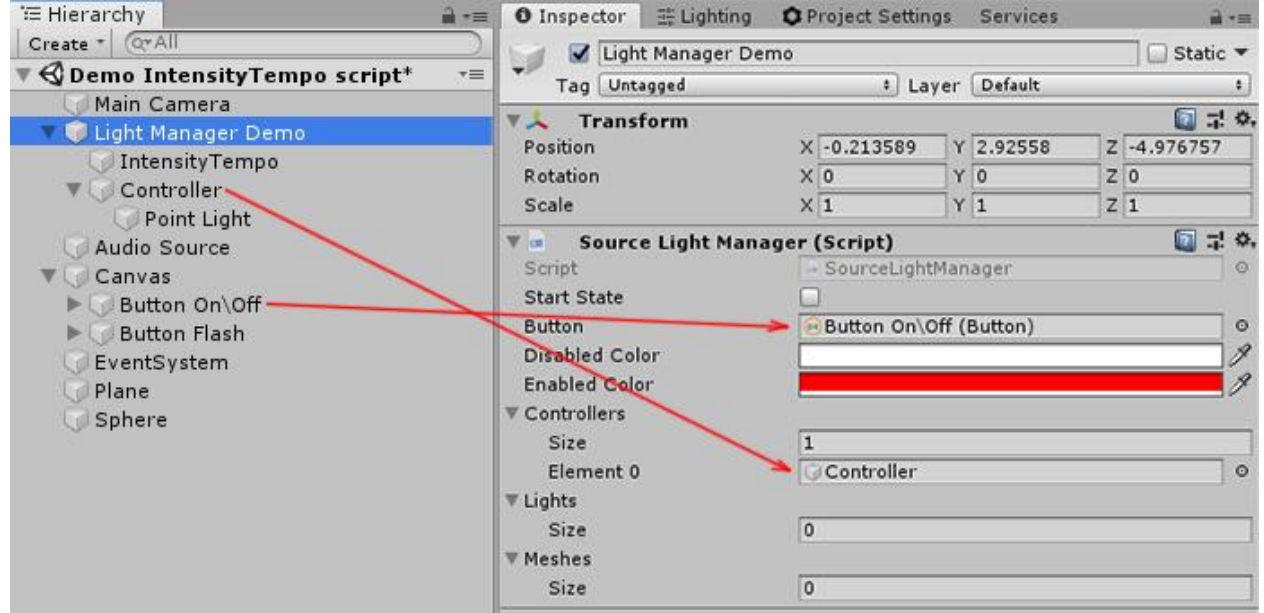
In the **IntensityTempo** script has also added functions to control the button for turning the light flicker on and off to music.

About script settings: Each music track has its own volume, so I added flexible settings to adjust the flicker and brightness. For this, the Min Volume To React and Max Intensity functions (they can be seen in the picture above, marked with a green circle) are responsible. Moreover, flickering can be added not only for light sources, but also meshes. In the Meshes section, you can add any objects, and then they will turn on and off to the music.

So that you can control the on and off of the light source, as well as control the flicker, I created two buttons.



As for the Source Light Manager script, it is necessary for the correct operation of the buttons. We can control them by turning on and off various objects, such as: Light sources, dummies, and meshes (for example: a model of volumetric light or a light spot lens).



GOOD LOOK! 😊

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