

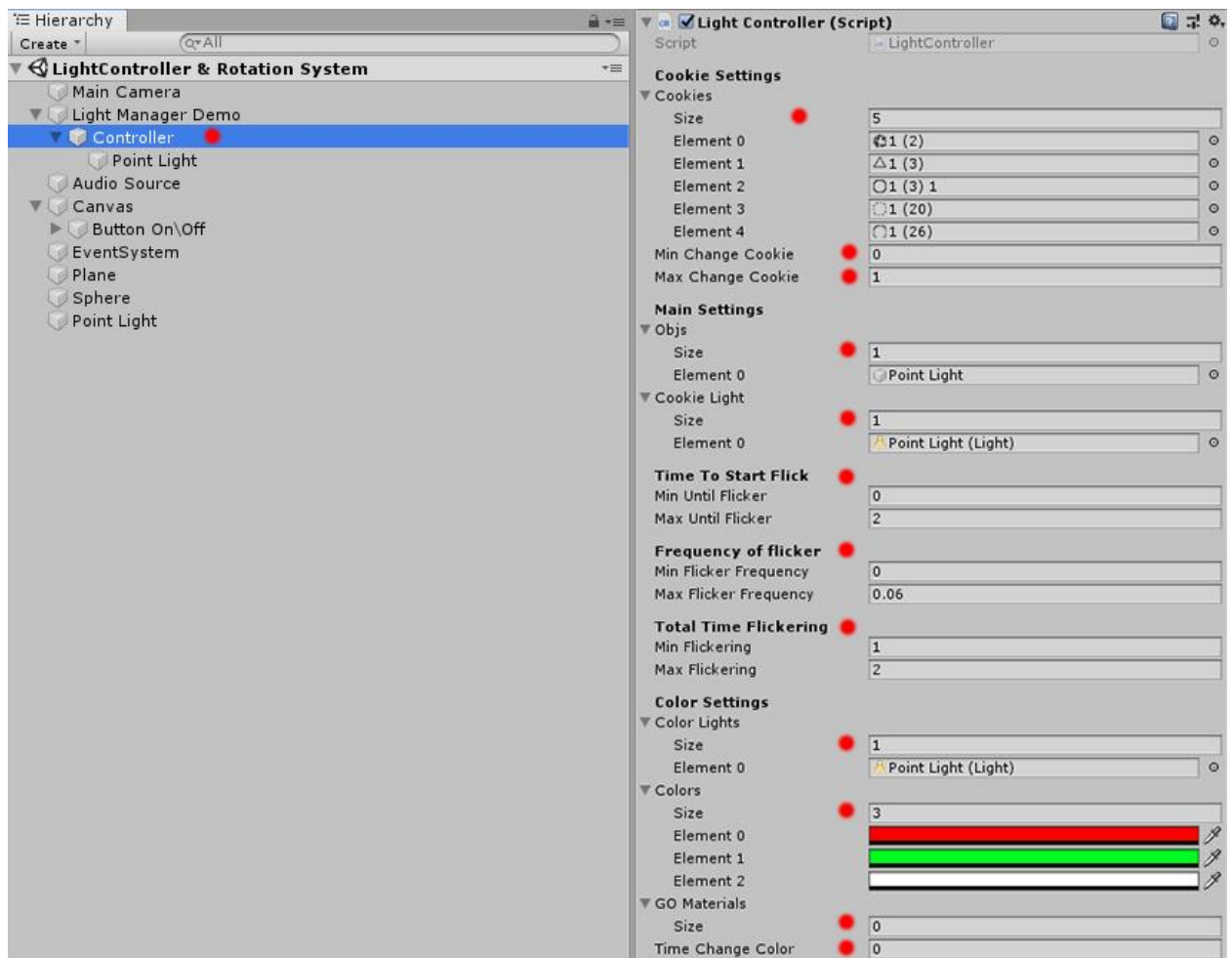
NIGHT CLUB SYSTEM

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 – Light Controller scripts

LightController Script - has many settings for creating light and mesh flickering.



Description of the functional:

1. **Cookie settings** – Here we can add any amount of cookies.
2. **Min & Max Change Cookie** - Minimum and Maximum time before changing cookies.
3. **Objs** – Add objects to enable and disable. This can be either a light source or a mesh.
4. **Cookie Light** - Add light sources that will be projected above added cookies.
5. **Time to start Flick** – Minimum and Maximum time to blink (Random time between minimum and maximum time is taken).
6. **Frecuency of Flicker** - Minimum and Maximum time of the blink rate (Random time between the minimum and maximum time is taken).
7. **Total Time Flickering** – Minimum and Maximum time of the blink duration (Random time between the minimum and maximum time is taken).
8. **Color Settings/Color Lights** – Light sources for changing colors.
9. **Colors** – A set of colors.
10. **Go Materials** – Objects that change the color of the material. (For example, lasers or light spot lenses).
11. **Time change color** – Time to change color.

GOOD LOOK! 😊

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