JellyObject

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

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Description/Features

Make 2D Jelly Objects!

- Shrink & Grow!
- Connect Child Objects
- Plus Awesome Shader!

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

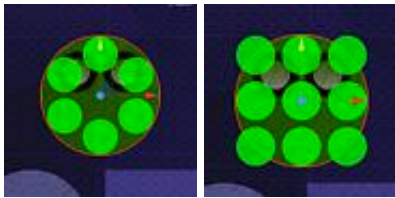please do not re-distribute.

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Full Discolsure

This asset is based on a free tutorial that can be viewed on youtube.com and downloaded from GitHub.

JellyObject.cs

Makes an object appear as if it was made out of jelly.

Shape Type
Used to determine how to arrange the ReferencePoints (Circle or Rectangle)

Reference Points Count
The reference points count.

Reference Point Distance From Center
The reference point distance from center.
(this should be adjusted to less than 1 if your texture does not go all the way to the edge.) this is shown as "spacing" for rectangles

Reference Point Radius
This is how large each Reference Point will be.

Width
The width of the mesh that will be made

Height
The height of the mesh that will be made

Spring Damping Ratio
The spring damping ratio...or how fast will it settle

Spring Frequency
The spring frequency...or Stiffness

PhysMaterial

The physical material.

childObjects

An Array of objects that will follow this object.

Show Gizmos

The show gizmos.

print Collisions

The print collisions in the console.

▼ C# ✔ **Jelly Object (Script)**		🔲 ⚙️▾
ShapeType	Circle	▲▼
Reference Points Count:	───○────────────────	6
Distance From Center:	───────────────────○	1
Reference Point Radius	──────○─────────────	0.167
✔ **Mesh Settings:**		
Width:	3	
Heigh:	3	
Mapping Detail:	10	
✔ **Spring Settings:**		
Spring Damping Ratio:	0	
Spring Frequency:	5	
✔ **Phys.Material Settings:**		
PhysMaterial:	⅄ JellyObject	⊙
✔ **Child Objects Settings:**		
Size:	2	
Child(0) :	⅄ rightEye (Transform)	⊙
Child(1) :	⅄ leftEye (Transform)	⊙
✔ **Misc Settings:**		
Show Gizmos:	✔	
Print Collisions:	☐	

Jelly Object (Script)

ShapeType   Rectangle

Reference Points Count:

X: 2

Y: 2

Reference Points Spacing:

X: 0.761

Y: 1

Reference Point Radius   0.167

☑ **Mesh Settings:**

Width: 3

Heigh: 3

Mapping Detail: 10

☑ **Spring Settings:**

Spring Damping Ratio: 0

Spring Frequency: 5

☑ **Phys.Material Settings:**

PhysMaterial: JellyObject

☑ **Child Objects Settings:**

Size: 2

Child(0) :   rightEye (Transform)

Child(1) :   leftEye (Transform)

☑ **Misc Settings:**

Show Gizmos: ☑

Print Collisions: ☐

The JellyObject.cs also contains some functions you might want to use.

AddChildObject()

used to add a child object (like eyes).

ChangeSize()

Used to change the size of this object.

ChangeSize_Delta()

used to increase or decrease the size of this Object.

ReBuild()

call rebuild if you want to recreate all the reference points, Springs, etc. (if you change a variable you might want to call this so the change will take effect).

Other Scripts

Controls.cs:

Basic arrow controls to move the JellyObject

Demo.cs:

Basic script to control the Size, Color, and more in the demo.

distortion.shader

This is the shader i am using for the Jelly Objects in the demo.

_MainTex

Is the main texture.

_Color

Is the color tint.

_Distortion

How much the background will be distorted.

_NormalMap

How the background will be distorted.

_NormalMapMask

maps out where the normal map should distort and not distort.

_Transparency

Fades between the color and the background.

_Lightness

How much the colors should be lightned up.

JellyObjectMaterial0

Shader Custom/distortion

_MainTex

    Tiling   X 1   Y 1
    Offset   X 0   Y 0

                                 Select

_Color

Pixel snap

_Distortion   0.05

_NormalMap

    Tiling   X 1   Y 1
    Offset   X 0   Y 0

                                 Select

_NormalMapMask

    Tiling   X 1   Y 1
    Offset   X 0   Y 0

                                 Select

_Transparency   1

_Lightness   3.75

Render Queue   From Shader   3000

JellyObjectMaterial1

Shader Custom/distortion ▾

_MainTex

    None
    (Texture)

  Tiling X `1` Y `1`

  Offset X `0` Y `0` Select

_Color

Pixel snap ☐

_Distortion ──────────●────────── `0.05`

_NormalMap

  Tiling X `1` Y `1`

  Offset X `0` Y `0` Select

_NormalMapMask

    None
    (Texture)

  Tiling X `1` Y `1`

  Offset X `0` Y `0` Select

_Transparency ──────────────────●── `1`

_Lightness ────●────────────── `2.5`

Render Queue   From Shader ▾ `3000`