Twisted

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

Awesome Twisted Effect!

- Unity Free friendly.
- Fully commented C# code.
- Awesome demos!

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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Scripts

TwistedChangeCulling.cs

Allows you to change the Culling Option on material at Start.
To find out more about culling [click here](#).

DemoScript1.cs

Script used in Demo1 to change the settings based on sliders.

Other Scripts

Just other scripts that are in this asset, they most used to make the demo work.

- AlwaysFace.cs
- DestroyAfter.cs
- OpenURLButton.cs
- Rotate.cs
- ShootOnClick.cs
- SwitchScenes.cs

Shader(s)

Twist(WorldSpace).Shader

Parameters

Radius:
Radius of the Spiral in relation to the Quad it's on.
Keep between 0 and 0.5.

Angle:
Angle of the Twist.

Keep between -999 and 999. (optional)

Power:

Changes the distance between each ripple.

(this is not a good definition...please read code to see how it's used)

Cull:

Controls what side(s) of the Quad will render.

Demo1

This demo shows how the parameters of the shader effects how it looks, and how to change the parameters values using C#. See DemoScript1.cs for more info.

```csharp
//update all the settings in the material

TwistedMaterial.SetFloat("_Radius",RadiusSlider.value);
RadiusText.text = "Radius: " + RadiusSlider.value.ToString("F2");

TwistedMaterial.SetFloat("_Angle",AngleSlider.value);
AngleText.text = "Angle: " + AngleSlider.value.ToString("F2");

TwistedMaterial.SetFloat("_Power",PowerSlider.value);
PowerText.text = "Power: " + PowerSlider.value.ToString("F2");

RotateSpeedText.text = "RotateSpeed: " + RotateSpeedSlider.value.ToString("F2");
RotateControlScript.speed = RotateSpeedSlider.value;
```

Future Stuff

- Portal Demo
  - make a portal using this twisted effect.

- Animator Demo
  - animate this twisted effect using animator.

**request more features **