Twisted

Asset Store Link

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.

Table of Contents

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.

DestoryPorthole.cs
Holds a method to destory the Porthole when done animating. (Used in Demo2)

GeneratePorthole.cs.cs
Allows the projectile to create a portal on collision. (Used in Demo2)

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)

Twisted(WorldSpace).Shader

Parameters

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

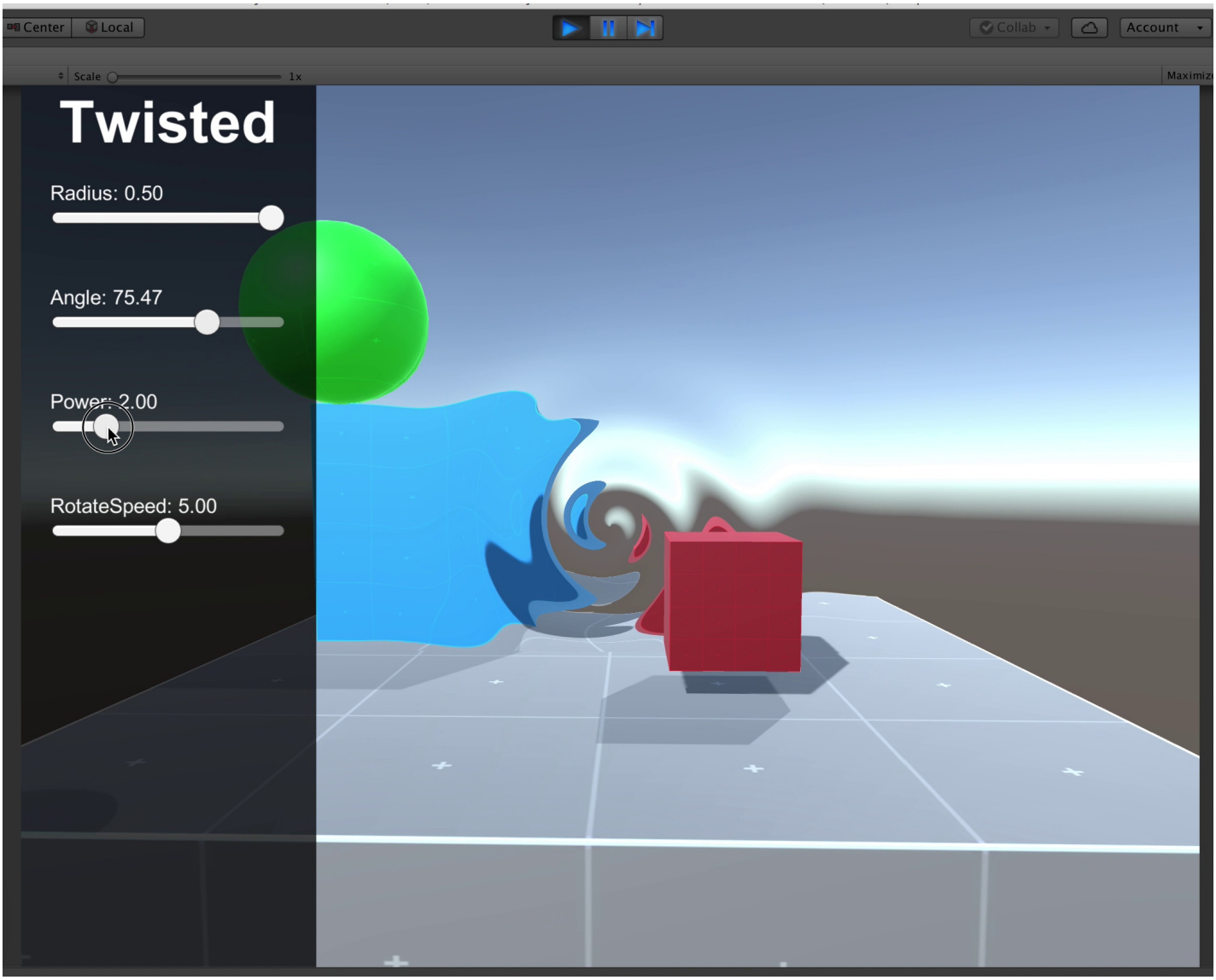
Angle:
Angle of the Twist.
Keep between -999 and 999. (optional)

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

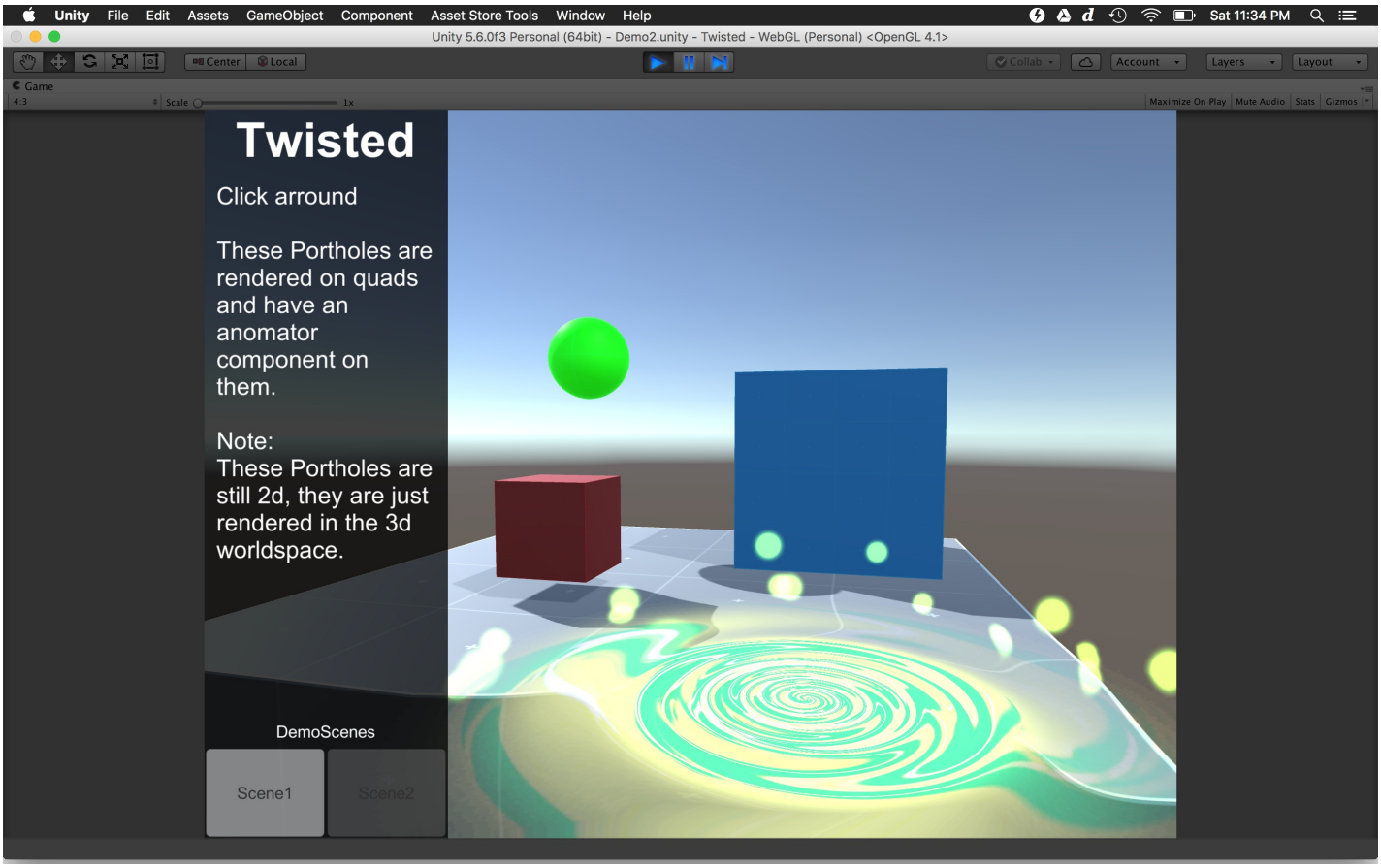
This demo shows how the parameters of the shader effects how it looks, and how to change the parameters values using C#. See DemoScript1.cs for more info.



~~~cs //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;
```

~~~

Demo2

This demo displays how this Twisted effect can be used to make porthole like objects.



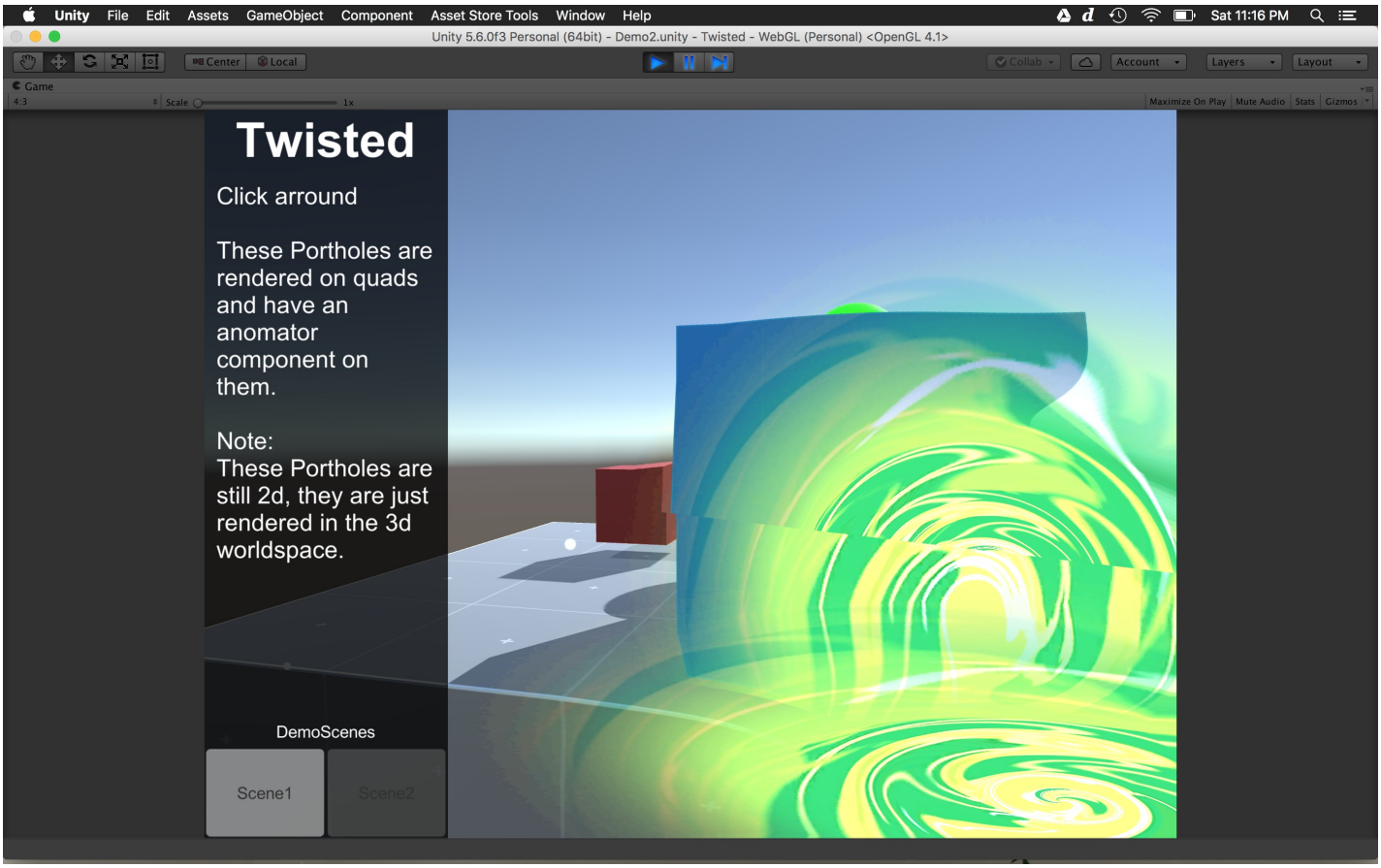
How to use

This is just a GameObject composed of a Quad,a few scripts, and a Shader; Therefore you can use it like a normal GameObject. (ie. drag it in a scene, or Instantiate)

Please see Demos for example.

Known Issues

While rendering one twisted effect on top of another the one on the bottom will not render correctly.


Unity File Edit Assets GameObject Component Asset Store Tools Window Help
Sat 11:16 PM
Unity 5.6.0f3 Personal (64bit) - Demo2.unity - Twisted - WebGL (Personal) <OpenGL 4.1>
Center
Local
Collab
Account
Layers
Layout
Game
Scale
Maximize On Play
Mute Audio
Stats
Gizmos
Twisted
Click arround
These Portholes are rendered on quads and have an anomator component on them.
Note:
These Portholes are still 2d, they are just rendered in the 3d worldspace.
DemoScenes
Scene1
Scene2