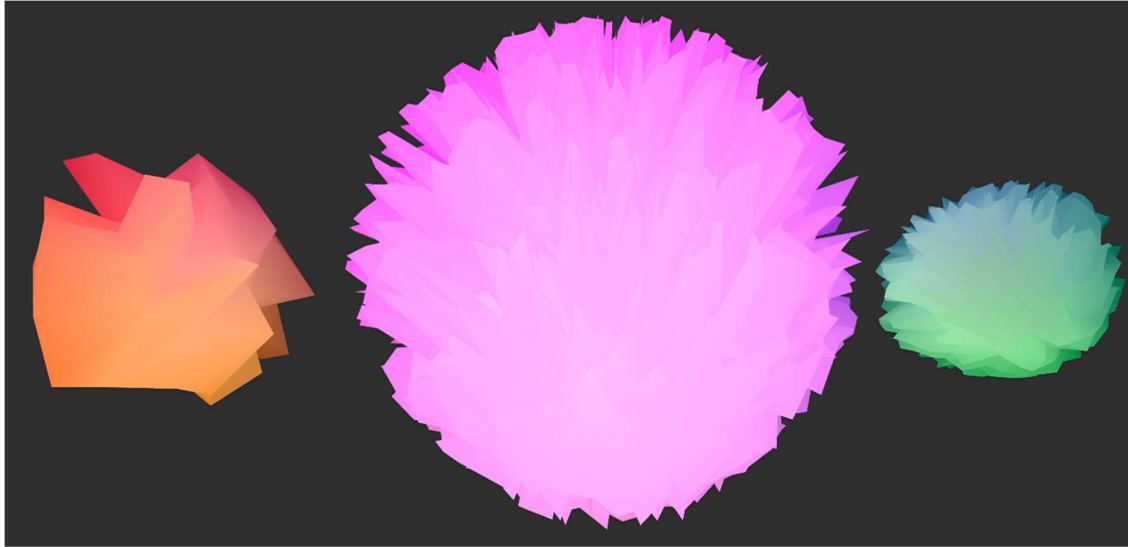


Orb Asset - ReadMe

Overview

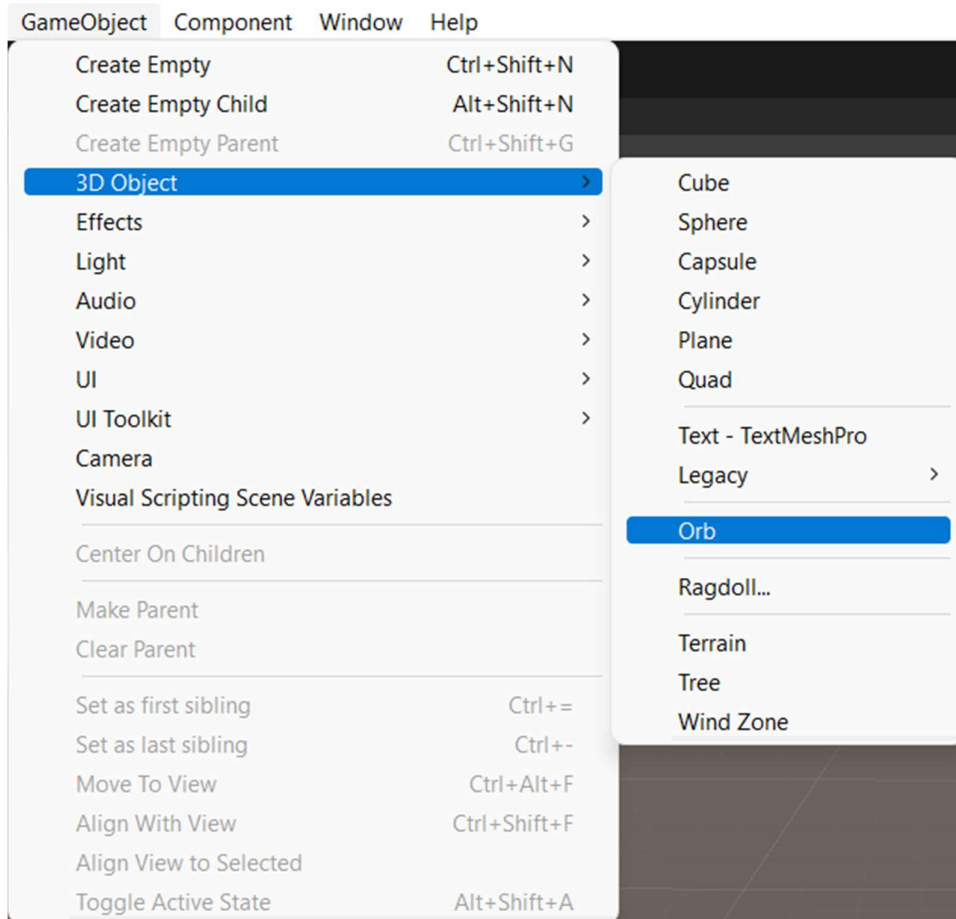
Spice up your game with a bit of mystery using these customisable orbs!

Drop in an orb from the GameObject menu and adjust the properties to your liking.



Create an Orb

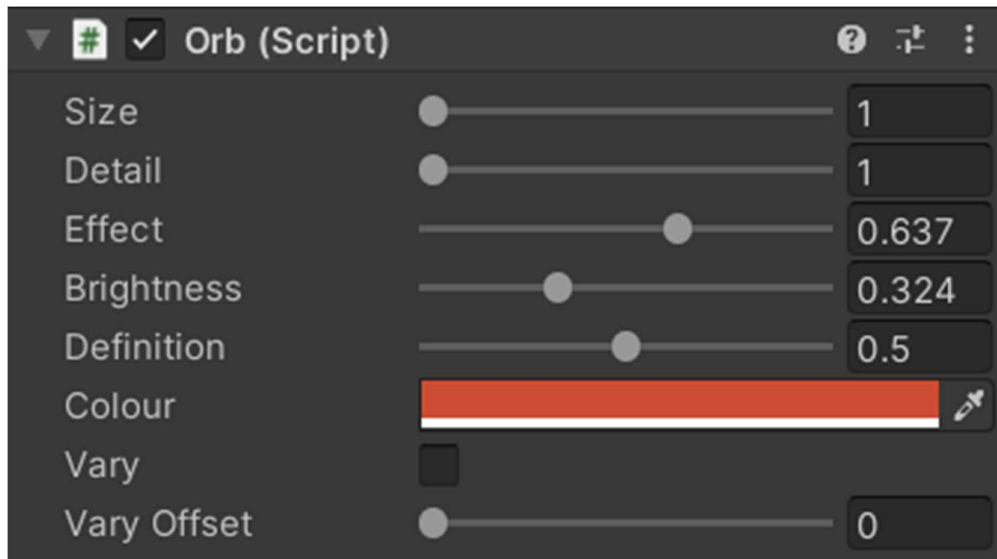
Open the GameObject menu and select Orb under 3D Objects, as shown below.



Properties

The properties of the orb can be adjusted in the inspector as follows.

- **Size** – Alter the radius
- **Detail** – Change the vertex count
- **Effect** – Modify the amount of fluctuation
- **Brightness** – Intensity of the light emitted
- **Definition** – Clarity of the orb
- **Colour** – Base colour across the orb
- **Vary** – Boolean to determine if orb changes colour over time
- **Vary Offset** – Different orbs can vary with different colours



Tips

To see orbs animating in scene view, toggle the 'Always Refresh' option.