

Googly Eyes

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Goal

Have wonky, funny and performant googly eyes both in 2D and 3D. It is fast, cheap and does not rely on physics.

Limitations

Currently the Googly Eye Game Object and its parent (usually the eye) need to have a *WORLD* scale of 1.

This means when adding it inside a scaled object, make sure that the world scale is 1 not the local scale.

Easy to achieve if you first create both separately in the scene and then parent the GooglyEye to your scaled GameObject and Unity will auto-scale the local scale so it keeps the world scale constant.

Setup

1. Create googly eye parent object (usually a circle or a sphere). Can be a 2D sprite or 3D mesh, it doesn't matter.
2. Create a child game object and add your visual to it (sprite or 3d mesh).
3. Add GooglyEye script to the child object.
4. Adjust values as needed, default values work nicely.
5. ????
6. Profit

How It Works?

The script uses the parent's transform to calculate the parent movement speed without relying on physics.

It also uses the gravity set in Unity Editor. With both along with sensitivity and bounciness settings it decides how the googly will bob around.