Documentation

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1. Introduction

Thank you for purchasing our 2D asset pack! This pack contains several useful scripts for animating and customizing your 2D game projects in Unity. This documentation provides detailed instructions for installing and using each script included.

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2. Installation

1. **Import the Pack:** Download and import the asset pack into your Unity project.
2. **Set Up Dependencies:** Ensure you have all necessary dependencies, including the `Spine.Unity` package for the `ChangeSpineColor.cs` script.

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3. Using the Scripts

Clouds.cs

Description: This script animates clouds in your scene, giving them movement, variable opacity, and tint color.

Usage Steps:

1. **Add the Script:** Attach the `Clouds.cs` script to a `GameObject` that has a `SpriteRenderer` component.
2. **Set Speeds:** Define the minimum and maximum speeds for the cloud movement (`speedMin` and `speedMax`).
3. **Speed Curve:** Choose an animation curve to modulate the speed (`speedCurve`).
4. **Opacity and Color:** Set the opacity values (`opacityMin` and `opacityMax`) and choose a tint color (`tintColor`).
5. **Opacity Animation:** The script will continuously animate the cloud opacity.

Additional Features:

- **Change Tint Color:** Use the `SetTintColor` method to change the tint color.
- **Change Opacity:** Use the `SetOpacity` method to adjust the cloud opacity.
- **Change Speed:** Use the `SetSpeed` method to adjust the movement speed.

NaturalButterflyMovement.cs

Description: This script simulates the natural movement of a butterfly within a confined area, with direction and size changes.

Usage Steps:

1. **Add the Script:** Attach the `NaturalButterflyMovement.cs` script to a `GameObject`.
2. **Set Speed:** Define the movement speed of the butterfly (`speed`).
3. **Direction Change Time:** Set the time interval for direction changes (`changeDirectionTime`).
4. **Confinement Zone:** Ensure the butterfly stays within a defined area by assigning a `BoxCollider2D` to the `confinementZone` variable.
5. **Movement Curve:** Select an animation curve for the movement (`movementCurve`).
6. **Scale Animation:** Set the minimum and maximum scale values (`minScale` and `maxScale`).

Additional Features:

- **Direction Change:** The butterfly changes direction at regular intervals.
- **Direction Inversion:** If the butterfly reaches the confinement zone limits, it will reverse direction.
- **Size Change:** The butterfly alternates between increasing and decreasing in size for a realistic effect.

ChangeSpineColor.cs

Description: This script dynamically changes the color of Spine animations in your project.

Usage Steps:

1. **Add the Script:** Attach the `ChangeSpineColor.cs` script to a `GameObject` with a `SkeletonAnimation` component.
2. **Target Color:** Set the target color you want to apply (`targetColor`).

Additional Features:

- **Change Color:** Use the `SetColor` method to modify the target color at any time.
- **Update Material:** The script automatically updates the material to ensure compatibility with 2D lighting.

4. Using the Shaders

Alpha.shader

Description: This shader allows you to control the transparency (alpha) of your 2D sprites, enabling fade-in and fade-out effects.

Usage Steps:

1. **Assign the Shader: Apply the `Alpha.shader` to the material of your `SpriteRenderer`.**
2. **Control Transparency: Adjust the alpha value of the material to control the transparency of the sprite.**

Additional Features:

- **Fade Effects: Use animation or scripting to gradually change the alpha value for smooth fade-in and fade-out effects.**

Shadows.shader

Description: This shader is designed to add shadow effects to your 2D sprites, enhancing the visual depth and realism of your scenes.

Usage Steps:

1. **Assign the Shader: Apply the `Shadows.shader` to the material of your `SpriteRenderer`.**
2. **Configure Shadow Settings: Adjust the shadow settings in the material to control the shadow's appearance, such as its color, offset, and intensity.**

Additional Features:

- **Dynamic Shadows: Use scripting to dynamically change shadow properties during gameplay for more interactive and realistic effects.**

5. FAQ

Q: How can I adjust the speed of the clouds? A: Use the `speedMin` and `speedMax` variables in the `Clouds.cs` script to define the minimum and maximum speeds.

Q: Why is my butterfly leaving the confinement zone? A: Ensure the `BoxCollider2D` assigned to `confinementZone` properly covers the area where the butterfly should stay.

Q: How do I change the color of a Spine animation from another script? A: Call the `SetColor` method on the `ChangeSpineColor` component to apply a new color.

Q: How do I create a fade-in effect with the Alpha shader? A: Gradually increase the alpha value of the material over time using an animation or a script to create a fade-in effect.

Q: How do I adjust the shadow offset in the Shadows shader? A: Modify the shadow offset settings in the material properties to achieve the desired shadow effect.

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6. Support

If you encounter any issues or have additional questions, please contact our support team at: singularbear.studio@gmail.com