Emotion Effects Pack 1

By

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Emotion Effects is a set of expressive effects made with Unity's Particle System. You can place them into their characters and invoke them when the character needs to express an emotion.

The package includes nine kinds of emotion with two different variants:

- Admiration
- Anger
- Doubt
- Dream
- Fear

- Joy
- Love
- Nervous
- Sadness

The package has a example character, named Moti; only serves to illustrate the effects of the package. However, you can take a look, to know how to make one; similarly, it happens to the theater.

How to use?

You will find 18 prefabs ready to use. But, you will ask: how to use them? Excellent question, we offer a solution to give you an idea, illustrated in DemoPack1 scene, where the Moti character has the Emotion component attached. Let to explain it.

Using the Emotion component
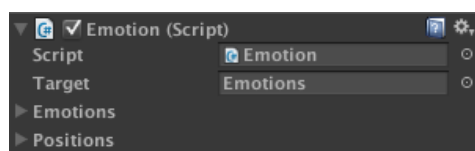
This component you can use it to save all emotion effects prefabs that need your characters, and you will can instantiate them when you need. These are following properties has the component.

- **Target (GameObject)**: The game object that will show the effects.

- **Emotions (Game Object Array)**: All emotion effects prefabs that requires the character.
- **Positions (Vector3 Array)**: The positions each emotion effects prefabs.

To that your script can use this component, you have available two functions, AddEmotion and RemoveEmotion. As the name says, serves to add or remove the emotion effects inside Target property based in a index. The code might look like:

```
int prev = 1, next = 2;
GetComponent<Emotion>.RemoveEmotion(prev);
GetComponent<Emotion>.AddEmotion(next);
```

Using the AgeingEmofx component

Some emotion effects have this component, serves to remove or deactivate automatically the emotion effect; namely, it is desired that the effect will not a loop, and in his stead, it is wanted that the effect is removed or deactivated at the finish his runtime.
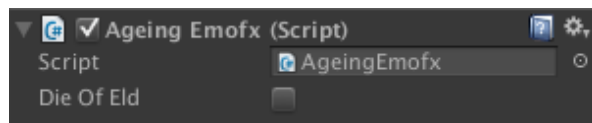
- **Die of Eld**: If is true, the effect is removed at the finish his play time. If is false, only is deactivated.

For this component to work, you have to uncheck the Looping property of the emotion effect.
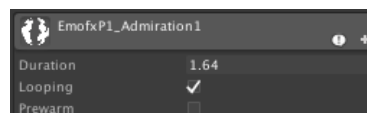
This package only have three emotion effects that can be not loops.

- EmofxP1_Admiration1
- EmofxP1_Admiration2
- EmofxP1_Doubt1

Thank you for buy Emotion Effects Pack 1!
Have fun!

If you have a question, suggestions or comments, please
you write to the email: lara.ems.roman@live.com