How to setup :
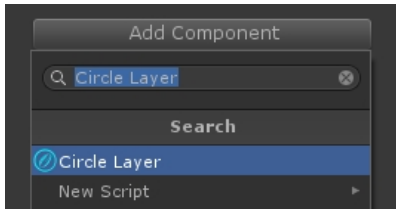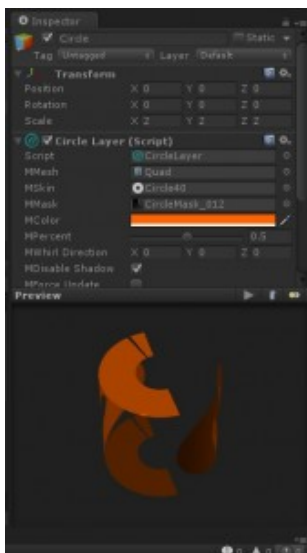
There are 2 way to use CyberCircleGenerator, dynamic or custom each layer.

To create a single layer of CyberCircle.

1. Create a empty Gameobject on the scene.

2. Add Component <CircleLayer>

3.

4. fill in parameter [Mesh,Skin,Mask,Color....etc]

5.

6. You done, run & watch result.

If you want to create a dynamic generator.

1. You can find prefabs\RandomCircleMatrix.prefab in package.

2. Drag it into scene.

3. edit the parameter in inspector as you want.

4. run & watch result.

PS :

For the texture used in this package,I provided a source file

at \\Assets\Textures\PSD\Circle.psd & Mask.psd

open it with "adobe photoshop" and you can custom your mask & layer.

Support :
Demo and more information, please visit :
http://www.clonefactor.com/wordpress/unity3d-show-room/cybercirclegenerator/

If you have any suggestion & question,
please leave a message on my website(on related project of coz).
OR
send email to canis@clonefactor.com