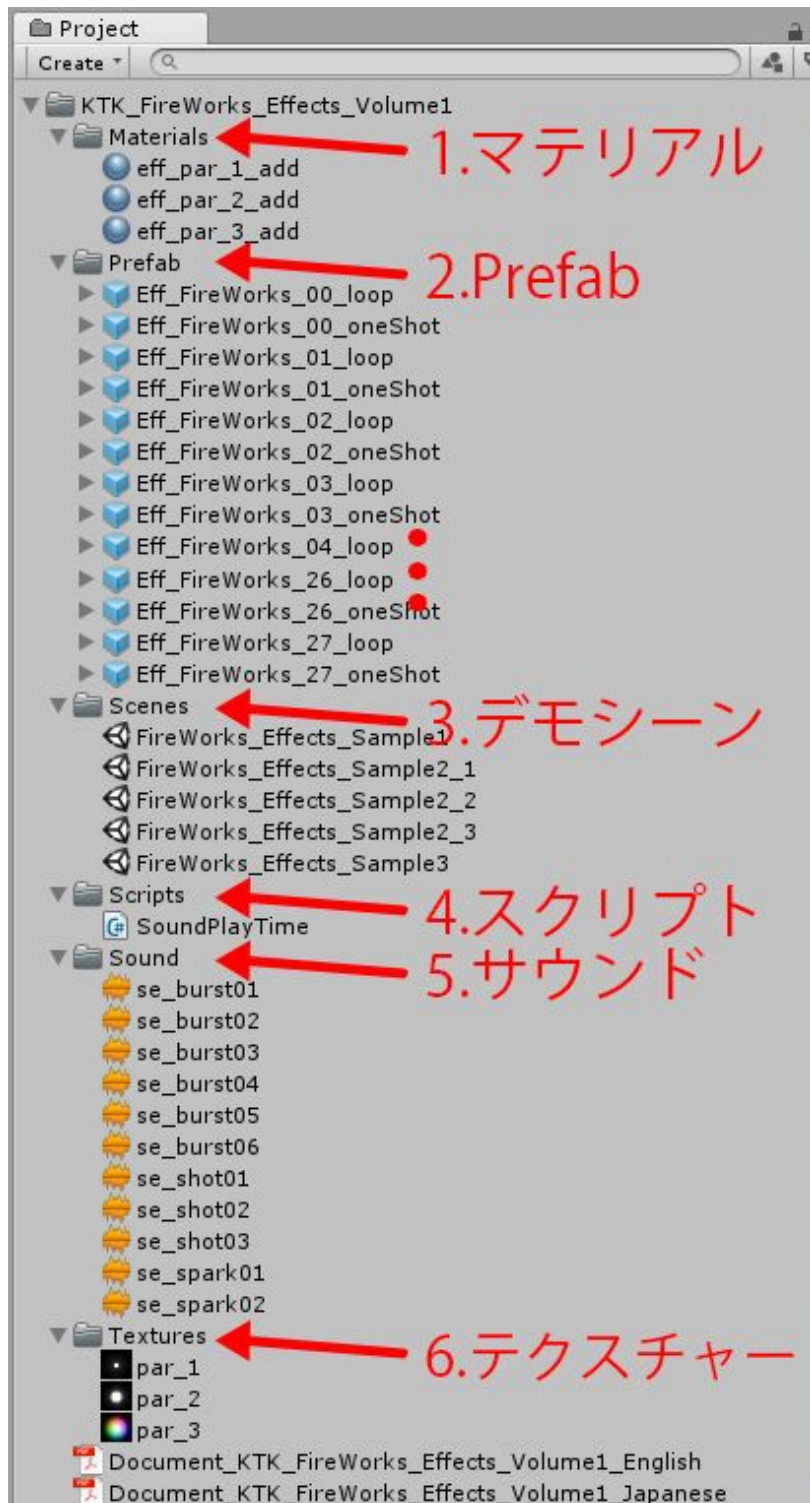


KTK_FireWorks_Effects_Volume1: Unity Assets

Version 2.0, May 22, 2018

■The folder explanation



1.Material

Assets\KTK_FireWorks_Effects_Volume1\Materials

2.Prefab

Assets\KTK_FireWorks_Effects_Volume1\Prefab

3.Scene

Assets\KTK_FireWorks_Effects_Volume1\Scenes

Damascene is included.

10 kinds of effect of fireworks can be confirmed.

4.Script

Assets\KTK_FireWorks_Effects_Volume1\Scripts

5.Sound

Assets\KTK_FireWorks_Effects_Volume1\Sound

A sound is included.

The explosive tone and the tone of the lift-off.

The sound a drumstick drumstick hears

6.Texture

Assets\KTK_FireWorks_Effects_Volume1\Textures

■ The sample Prefab explanation

"KTK_FireWorks_Effects_Volume1/Prefab" Data is made at Particle System and GameObject for sounds



① Particle System

② GameObject for sounds

■The explanation of GameObject for sounds

Sound is being rung by a component of Audio Source and "Sound Play Time".

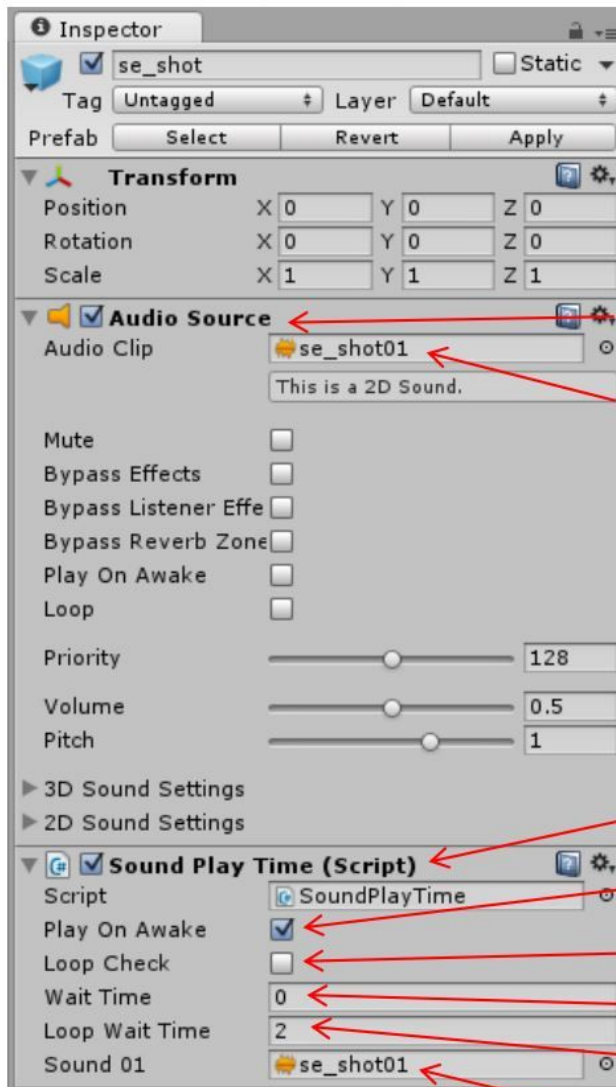


figure: ①
Audio Source

figure: ②
The phoneme material I'd like to ring

figure: ③
The script to ring sound

figure: ④
At the time when I'd like to
ring sound immediately, On.

③ figure: ⑤
④ At the time when I'd like to
loop and ring sound, On.

⑤ figure: ⑥
⑥ Time until sound starts, and rings

⑦
⑧ The interval where LoopCheck
loops at On

figure: ⑧
The phoneme material I'd like to ring

■ Demoscene description

"KTK_FireWorks_Effects_Volume1/Scenes/FireWorks_Effects_Sample1.unity"

"KTK_FireWorks_Effects_Volume1/Scenes/FireWorks_Effects_Sample2_1.unity"

"KTK_FireWorks_Effects_Volume1/Scenes/FireWorks_Effects_Sample2_2.unity"

"KTK_FireWorks_Effects_Volume1/Scenes/FireWorks_Effects_Sample2_3.unity"

"KTK_FireWorks_Effects_Volume1/Scenes/FireWorks_Effects_Sample3.unity"

The effect of fireworks by which 28 kinds loop can be confirmed.。

