Low Poly Background Bird Pack Documentation

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Firstly, we would like to say that we thank you for trusting us. This is the documentation file that comes with our pack. You will be able to find this documentation in the Unity Editor's toolbar (Tornado Bandits Studio - > Package Presentation).

If you have any question don't hesitate to contact us.

Low Poly Background Bird package contains one low poly bird mesh. The bird mesh is split in 3 parts (the body and the wings). The model isn't rigged or animated, but you will be able to rotate the wings as you want. The models is well scaled and the pivots are set well.

The bird model might be found in the **Meshes** folder, found in the Low Poly Background Bird folder, under **TornadoBanditsStudio**.

You will be able to find 2 textures, both of them having 8px (one for the black bird and one for the white bird). All the textures used in the project might be found in the **Textures** folder.

To animate the bird wings we created a small script, called Bird. Basically, it rotates the wings to a given angle and back to the initial rotation, with a speed. You will be able to set the angle and the speed in the Bird class Editor. To randomize the wings rotation speed you will be able to set a minimum and a maximum speed and the bird controller will choose a random value for each bird based on the given values.

To create our demo scenes we created another class, called FlockManager. FlockManager is a simple flock simulation system. You will be able to set the birds to spawn in a scene, the number of birds that you want to spawn, the spawn boundaries (where the birds will be spawned), the flock's target boundaries. We are changing the target randomly between 10 and 15 seconds. The target will be a simple position, based on the target boundaries that you set in the inspector.

Both scripts might be found in the **Scripts** folder while the editors might be found in **Editor/Custom Inspectors**.

You will be able to find a prefab for each bird used in the demo scenes, with box colliders set in the **Prefabs** folder. We have a black bird, a white bird, a white emissive bird and a white bird with some trails particles. You may use which one you want.

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The skyboxes used in the demo scenes might be found in the **Skyboxes** folder.

In the **Sprites** folder you will be able to find some clouds sprite that might be used in your scenes background.

You will also be able to find the documentation file as .pdf file and a editor window that pop ups first time when you open the package.

* To achieve the camera effects presented in our screenshots, you will need to import in your project **Unity Post Processing Stack Package**. You can find it here.

Thank you!