



# -Instruction-

Space Background Parallax Maker

## Code

### Clean code

- 8 premade parallax Scenes;
- Automatic infinity map functionality;
- Parallax script with touch, gyroscope, mouse or keyboard control;
- Shaders for Darken, Screen and Overlay like Photoshop layer blending mode;
- Ready for build for Web, IOS, Android and Desktops;

## Graphic

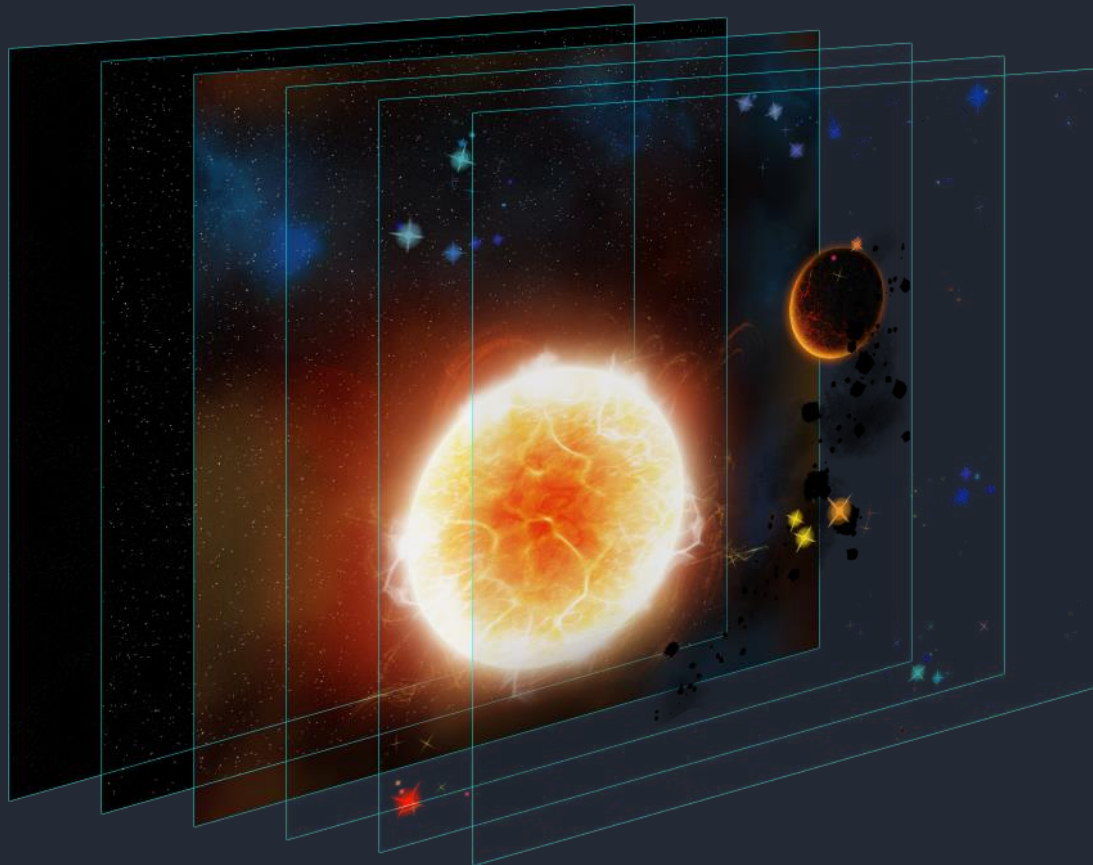
### PSD and PNG included

- 8 high resolution layered PSD files with groups of parallax layers, like planets, stars, nebula, etc., 2048 X 2048. Each background levels layers also in separate PNG files, ready for code;
- 8 PNG files with premade planets and stars;
- 2 high resolution layered PSD file with groups of layers to make your own sun and planet;
- 1 ABR file with brushes for Adobe Photoshop to make your own backgrounds with the same style.

It is complete pack for making and using space parallax backgrounds with premade scenes, parallax script in classic sci-fi style for your mobile/web/video game, for the website or as screensaver.

All graphics in high resolution ready for retina display!

# How to draw a new Space Background



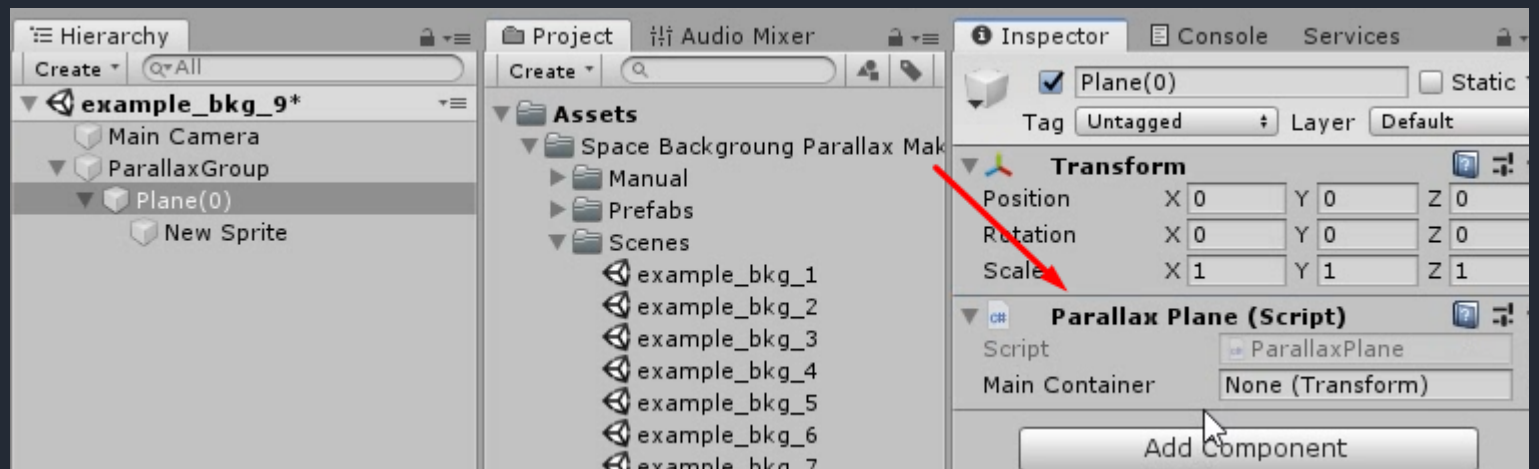
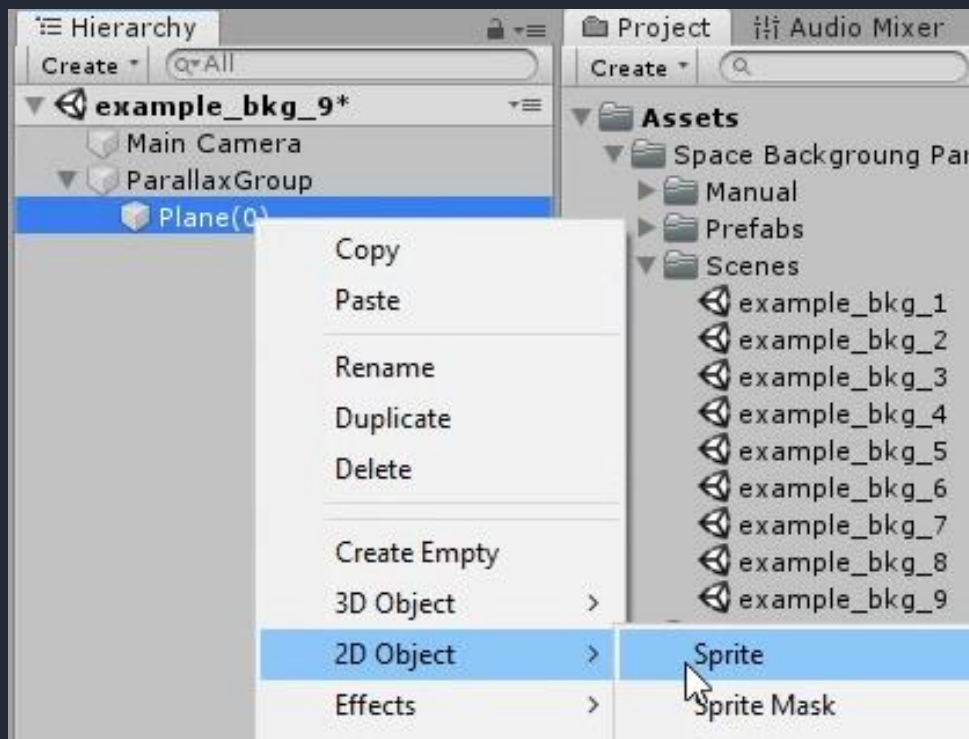
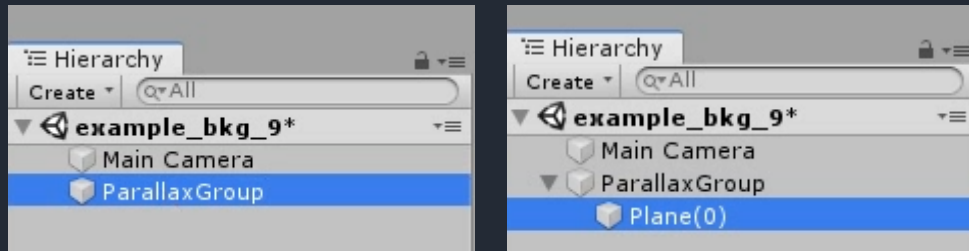
1. Create a new file any size or start with any asset premade PSD background.
2. Follow PSD layer structure. Use premade layers for small and middle stars or draw your own.
3. Draw a nebula using included Photoshop Brushes or any other method.
4. Make new planets/suns with Planet and Sun PSD Maker. Paste them on your background.
5. Draw big stars and meteors with included Photoshop Brushes .

Your own background is ready!

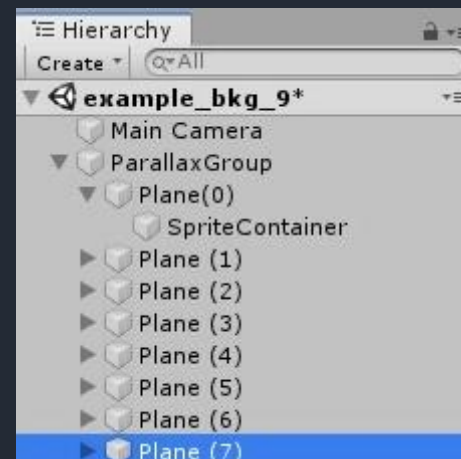
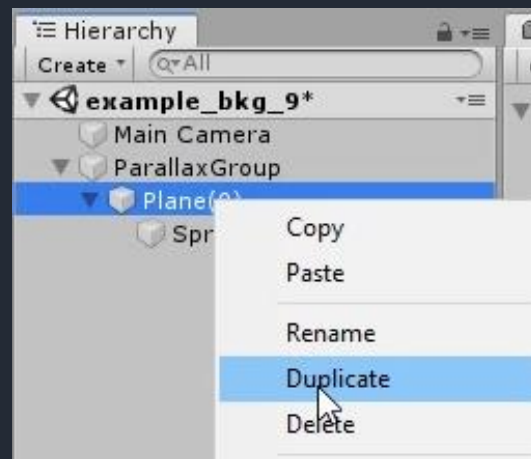
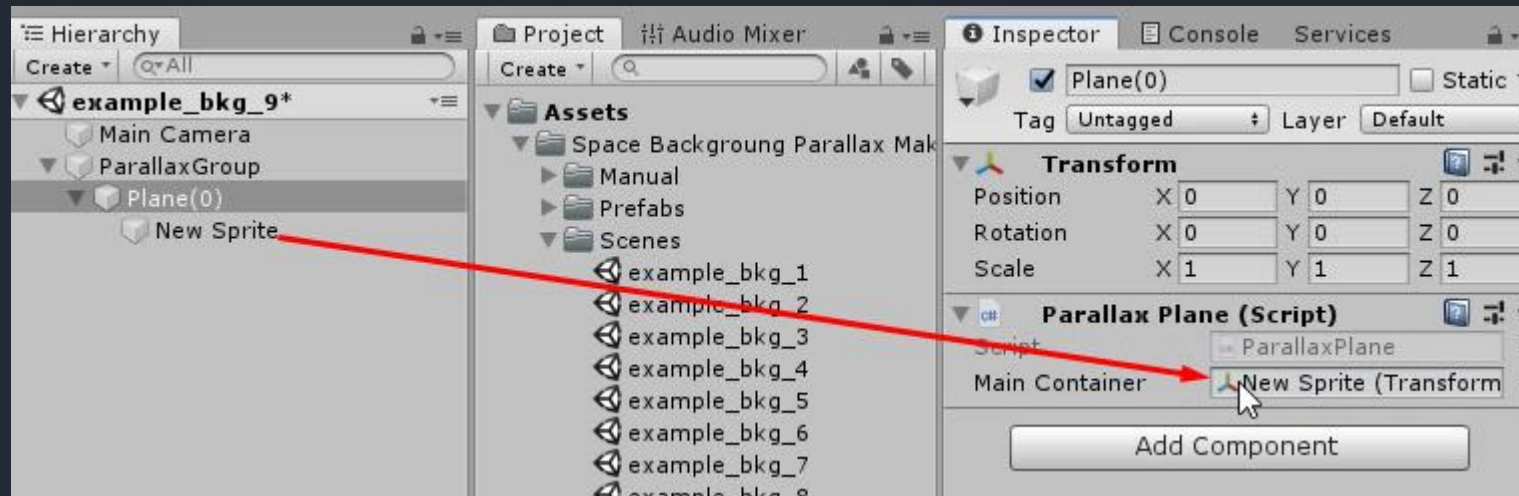
# How to create Parallax Effect

After creating all needed backgrounds, you need to add parallax effect. For this:

1. Create empty gameobject (ParallaxGroup).
2. Create as child of ParallaxGroup new empty gameobject (Plane (0)).
3. Create as child of Plane (0) new 2D object Sprite.
4. Add to Plane (0) script ParallaxPlane.cs



# How to create Parallax Effect



5. Drag in MainContainer field new sprite.

6. Rename New Sprite to SpriteContainer

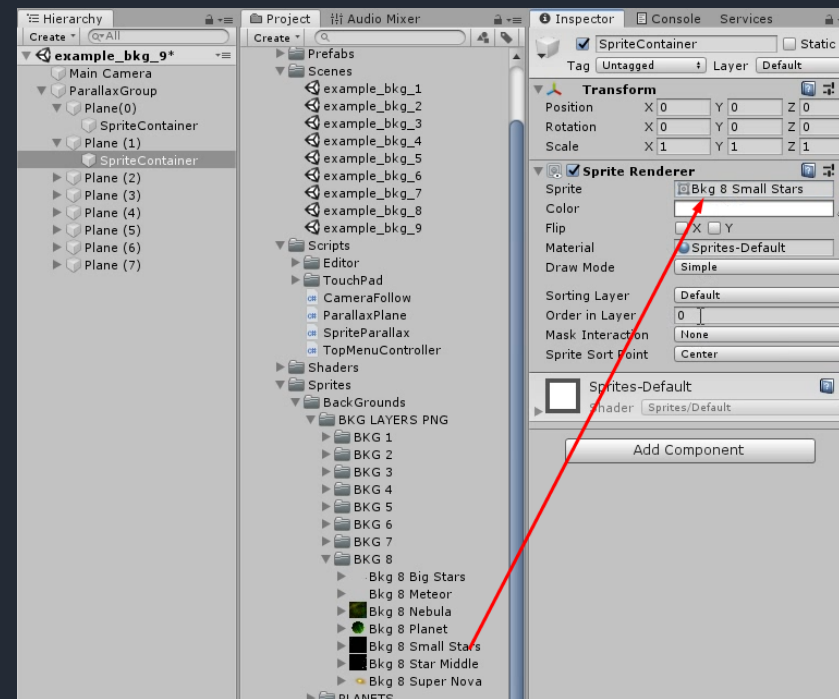
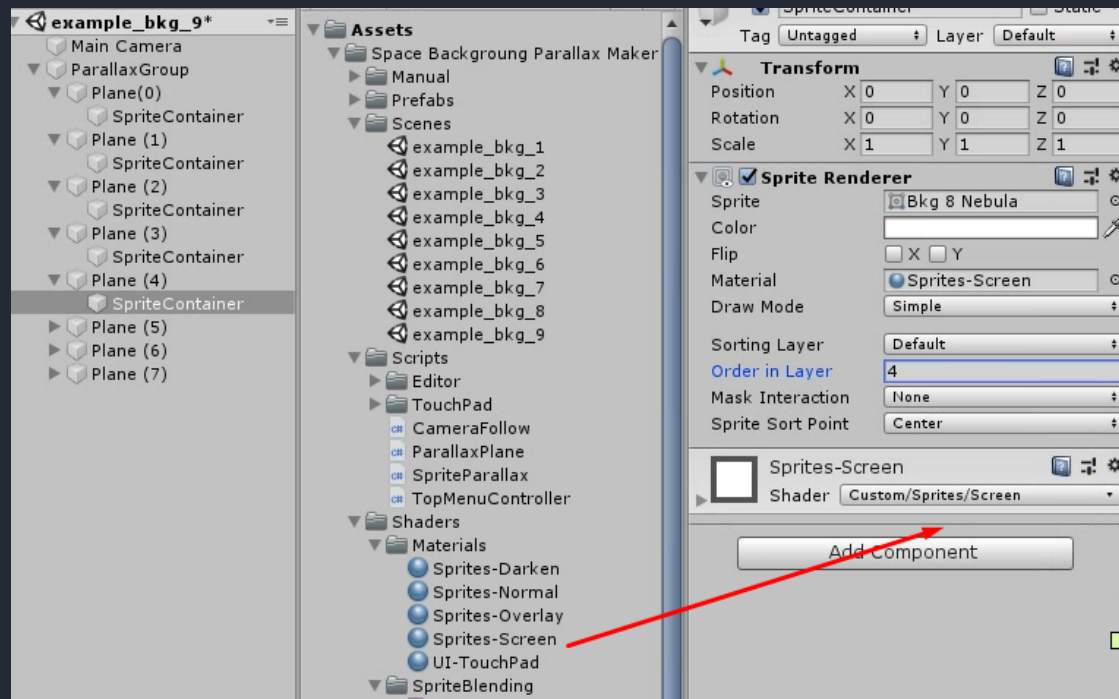
7. Duplicate Plane (0) by the number of parallax layers. Main container used for auto create infinite map. All objects in the container will be duplicated.

Plane (0) - the object is farthest from the camera

Plane (7) - the object is closest to the camera



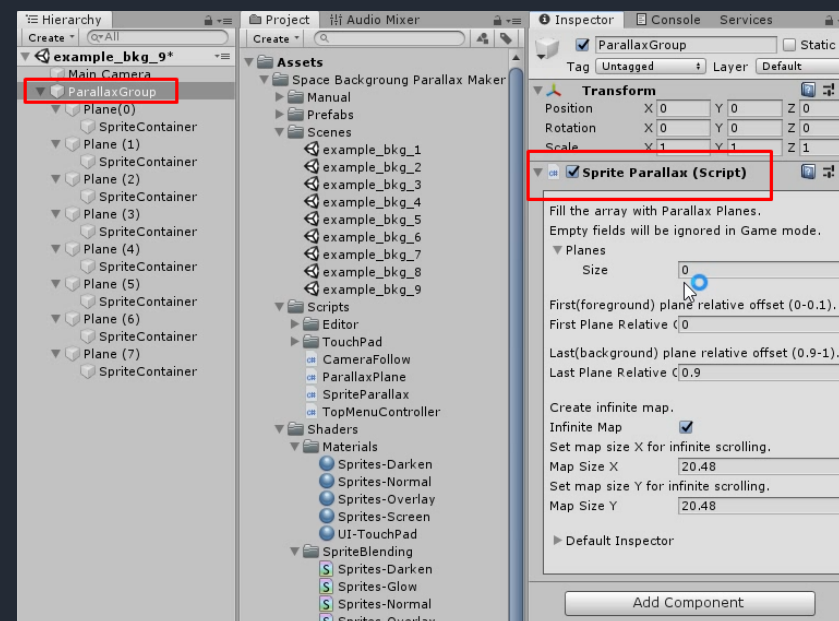
# How to create Parallax Effect



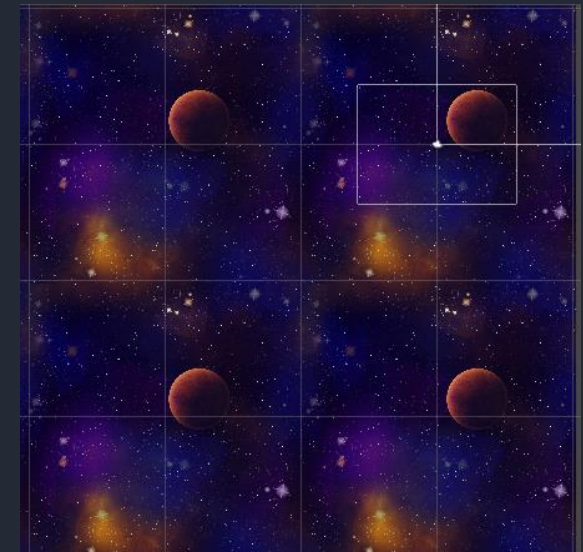
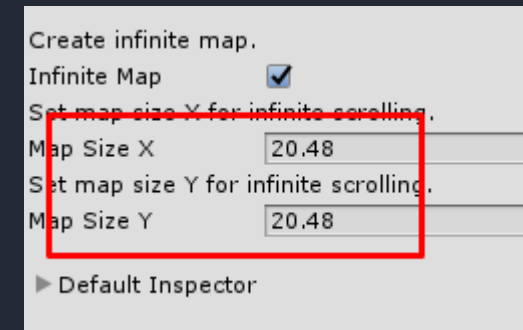
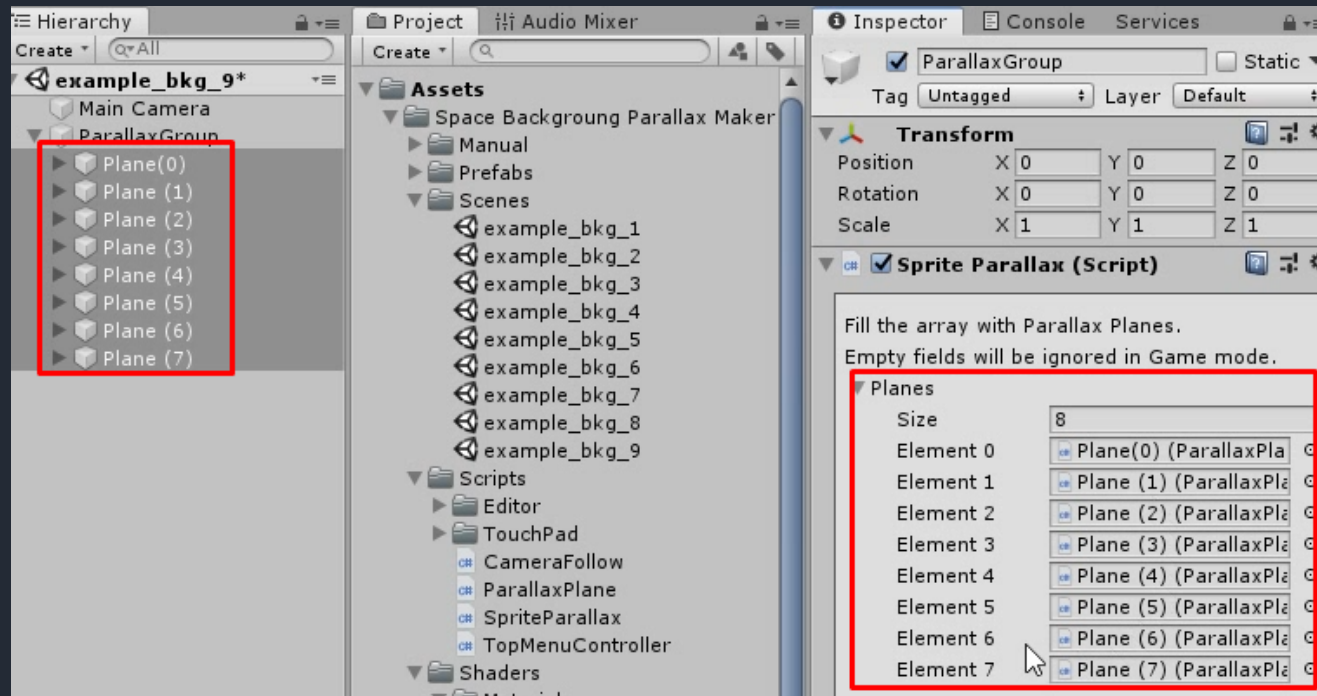
8. Set your sprites in each SpriteContainer. Set appropriate Order In Layer for SpriteRenderer. Set material with appropriate blending properties.

9. Add to ParallaxGroup SpriteParallax.cs script

10. Add to field Planes all ParallaxPlanes

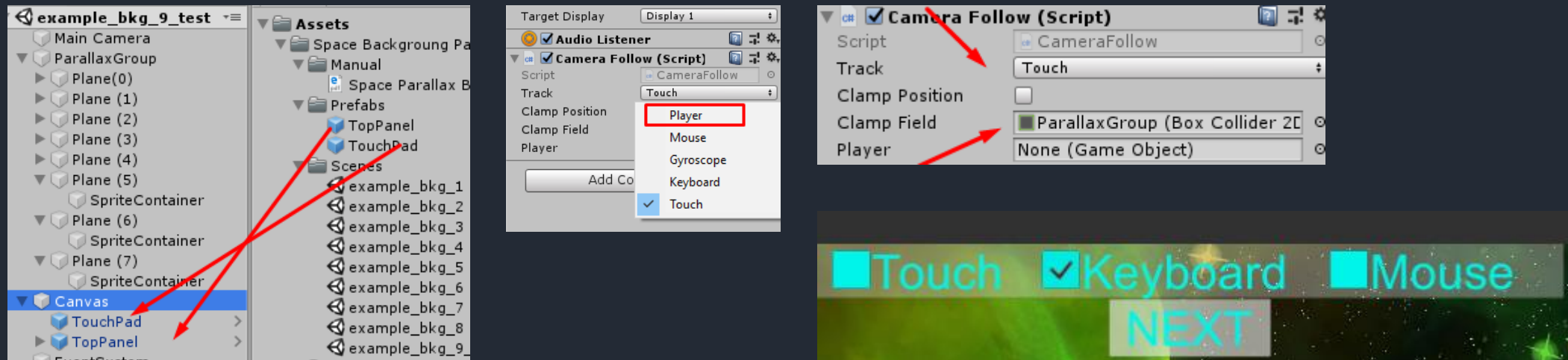


# How to create Parallax Effect



11. Set map size X and map size Y (size in units). Need for map repeating along x axis and y axis for infinite map simulation.
12. To move Camera, add to camera CameraFollow.cs script.
13. Create Canvas, drag in Canvas TouchPad prefab and TopMenu prefab.

# How to add Parallax Effect



15. Start scene, select any option and play.
16. You can also follow the moving Player (GameObject with tag player). Select only for Camera – Track Player and disable Top Menu.
17. If you need to limit camera movement, add BoxCollider2D to the ParallaxGroup object and change boundaries of movement. For this, check ClampPosition and add Collider in the ClampField.
18. You can control camera movement with touch, gyroscope, mouse, keyboard or camera can follow the player.
19. Save scene, press play button and try your own Parallax Backgrounds..





# Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.



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