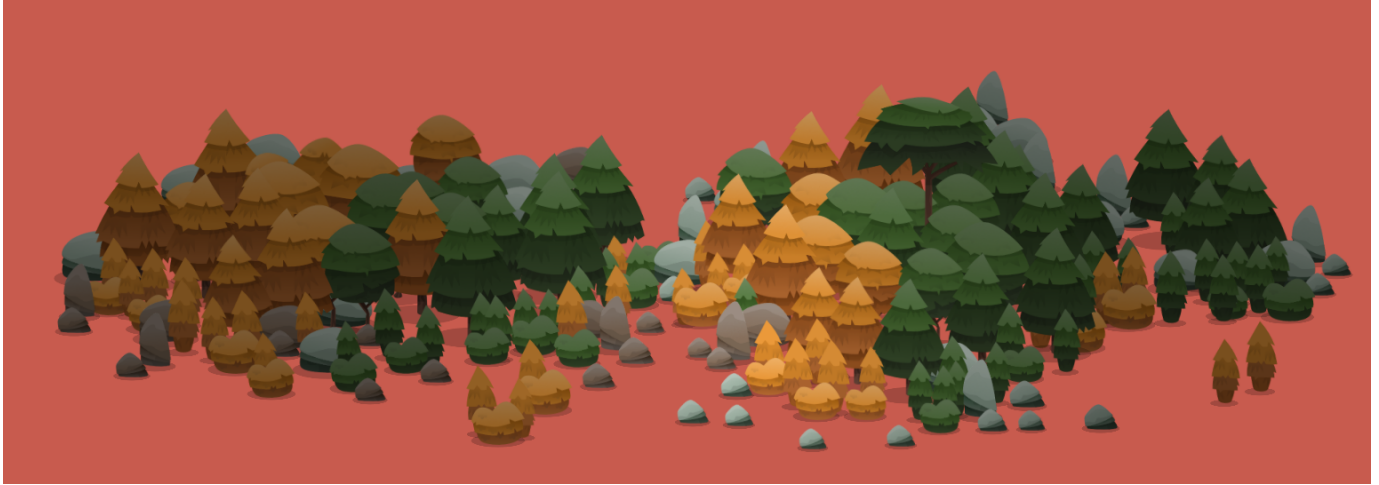


# Vector Forest Scenery



## How to use

### Items

#### Dynamic vs Static

There are two versions of each scenery item in this package, static and dynamic. Dynamic items are composed of at least three renderers, animations (wind, idle, shake, and snow), and one particle system each. If you need to optimize your project, you can use static versions, which are composed of a single renderer and no animations.

#### Interactions

Each dynamic item prefab has a component called `SceneryItem` attached to it. In order to access the interactions, you can get the `SceneryItem` component, and call the following methods:

- **RandomizeSize:** Randomizes the size of the item, according to `_minSize` and `_maxSize` properties defined in the inspector.
- **WindLeft:** Swings the item to the left side (doesn't affect stones).
- **WindRight:** Swings the item to the right side (doesn't affect stones).
- **Shake:** Shakes the tree, and triggers the particle system.
- **SnowOn:** Shows snow layers.
- **SnowOff:** Hides snow layers.
- **TriggerParticle:** Triggers the particle system (trees and bushes only).

#### Other properties

- **\_randomizeSize:** Randomize automatically item size when it is instantiated.
- **\_shakeOnStart:** Activate shake animation when the item is instantiated.

## Utils

Included in this package, you'll find a few utility components that help you to interact with your dynamic scenery.

### Scenery

*Scenery* is the root component for all your dynamic scenery items. You need to put all the items inside of it before the initialization or add it through its *Add* method.

### Light Variation

This utility component shades the scenery items according to a few parameters that can be passed to its method *SetVariation* (light origin, distance, and max color variation).

### Wind

The *Wind* utility allows you to reproduce wind movements in your scenery items by calling the method *StartWind*, according to a few parameters (wind origin, velocity, and max distance).

