Drop 3D Effect Tutorial v1.4
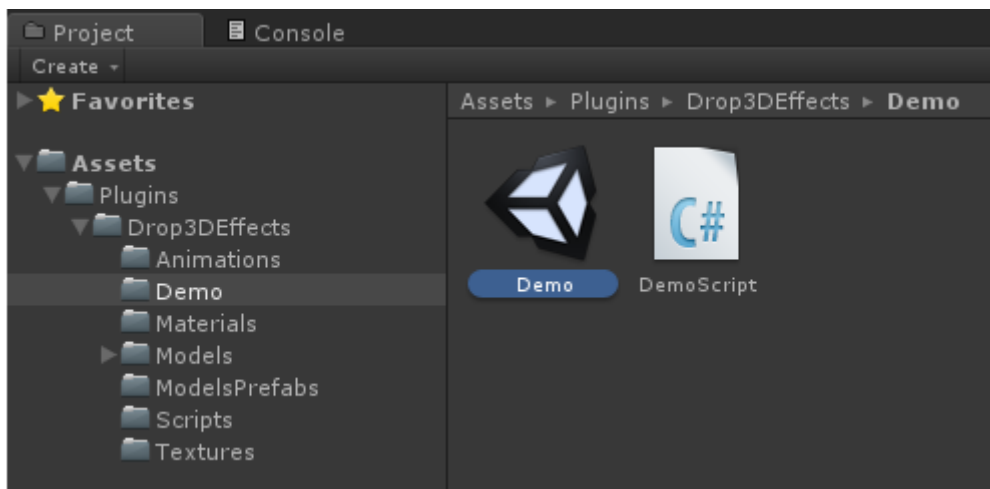
1. Demo.

Check WebGL demo example:
http://nubick.github.io/plugins/d3dewebgl/index.html

or

Open "Demo" scene from "Assets/Plugins/Drop3DEffects/Demo" directory and try different animations and models.

2. Camera.

Plugin uses separated camera to play animation, which is the first layer in game.
Get "AnimationCamera" prefab from "Assets/Plugins/Drop3DEffects" directory and move it into "Hierarchy". All animations are tuned for this camera and should be placed as this camera children.

3. Animations.

You can find all animations in directory "Assets/Plugins/Drop3DEffects/Animations".
Drag one of them and drop under "AnimationCamera".
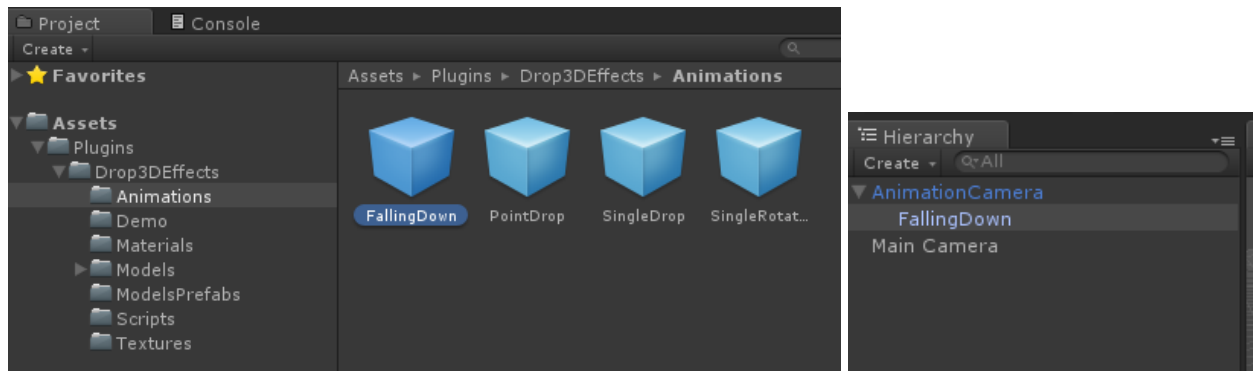
Directory "Assets/Plugins/Drop3DEffects/ModelsPrefabs" contains all prefabs of the models. Select animation object from "Hierarchy" ("Animator3D" script) and set ObjectPrefab field by one of prefab model from directory:
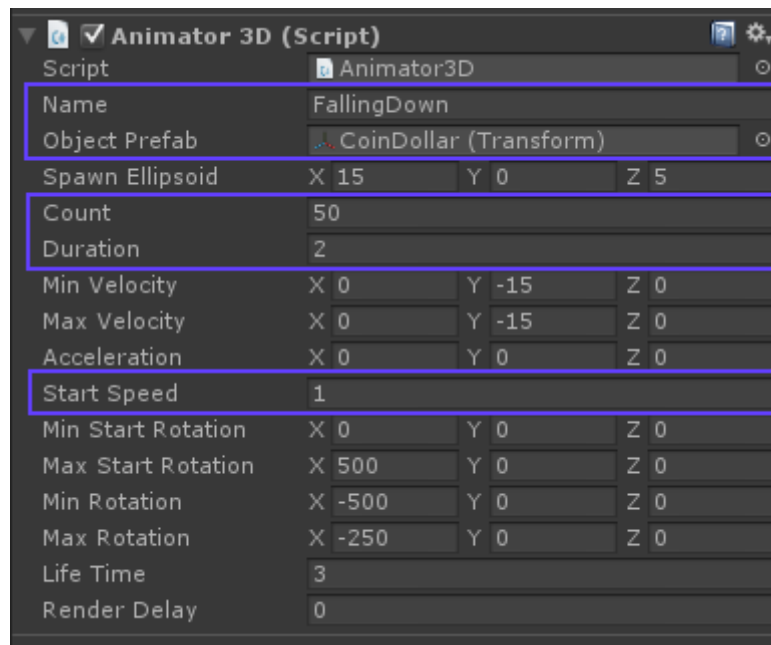
You can change other animation parameters:

"Name" – animation name. Used to run animation from code by name.

"Object Prefab" – set prefab of the model which will be animated.

"Count" – count of objects which will be in animation.

"Duration" – duration of animation.

"Start Speed" – animation running speed. Base value is 1 but you can make animation quicker or slower .

4. Play animation.

When you want to play animation from code just write:

Animator3D.Run("PointDrop");

Where "PointDrop" is value of animation "Name" property.

```
public class TestScript : MonoBehaviour
{
    public void Start ()
    {
        Animator3D.Run("PointDrop");
    }
}
```

If you have reference to animation instance, you can play it using Run() method:

```
public class TestScript2 : MonoBehaviour
{
    public Animator3D Animation;

    public void Start()
    {
        Animation.Run();
    }
}
```

5. Support.
For any questions write to me: nubick@gmail.com