FLUX MANUAL

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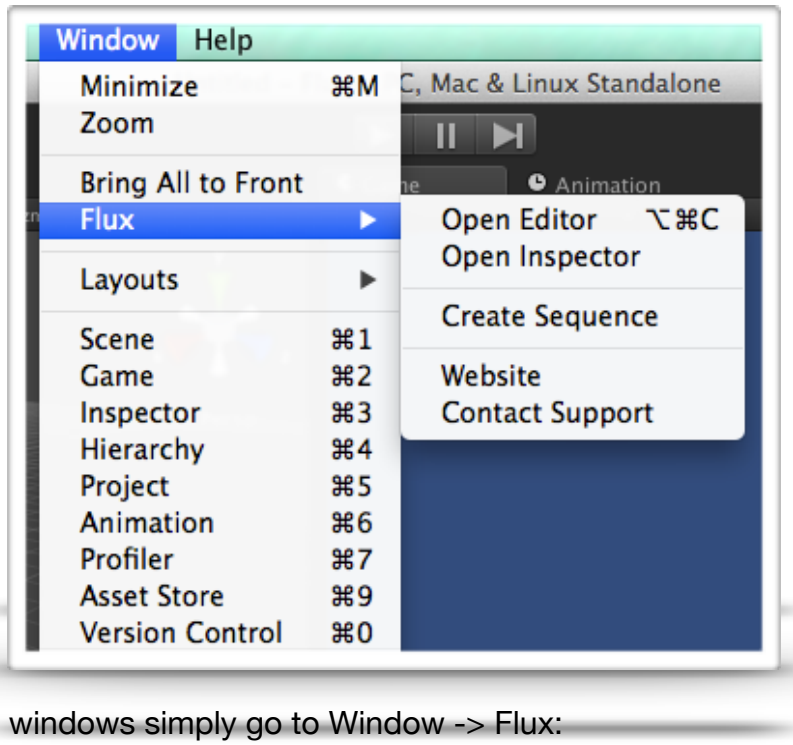
For more information on Flux - including video tutorials - please visit http://www.fluxeditor.com or contact us via support@fluxeditor.com.

WHAT IS FLUX?

Flux is a cinematic editor for Unity, kind of the same way that Matinee is for Unreal Engine. It's focus is to do cinematic content, however it is clear that given the current state of the animation workflow in Unity. It can also be used to setup complex animation flows, allowing for better understanding at a glance of what's going on and also control over events.

Flux creates sequences, which are like scripts that say what happens at what time.

It is comprised of 2 parts: Editor window, and Inspector window.



To access these windows simply go to Window -> Flux:

INSPECTOR WINDOW

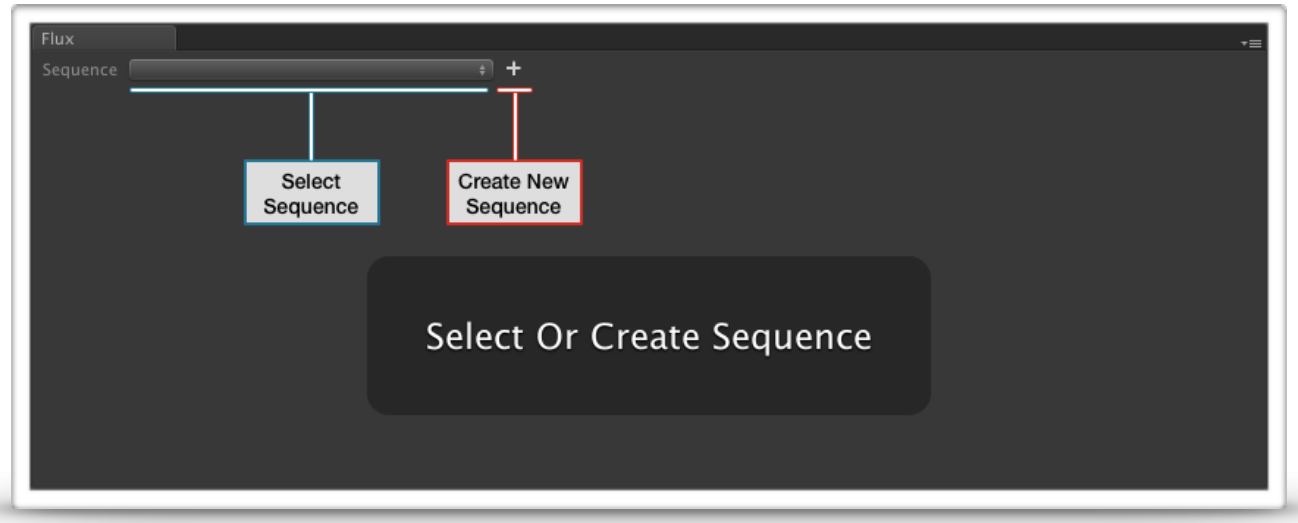
When creating a sequence you need to access a lot of different objects to setup it's events, and the way Unity works the inspector is always overtaken by the selected objects, which breaks the whole editing workflow.

For that reason, Flux has it's own Inspector, which you can find under Window -> Flux menu.

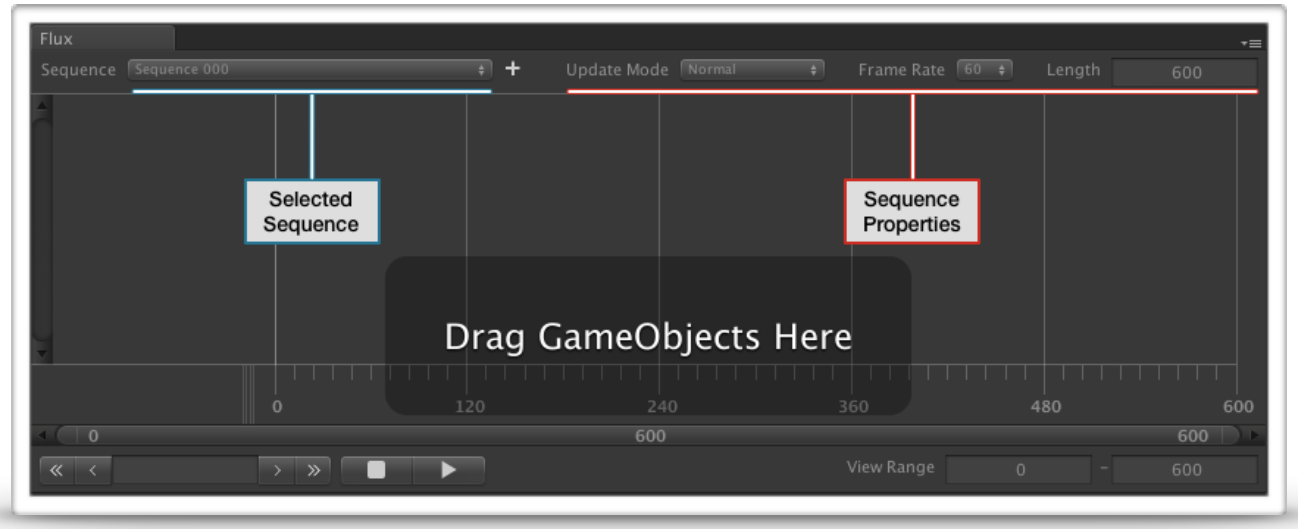
When you select events they get shown in the Flux inspector. Not only that, but the tracks they belong to are also shown in the same spot.

EDITOR WINDOW

The Editor window is where you can setup the sequences. By default, it looks like this:



As you can see, initially the window doesn't have a lot of options. You can either select an existing sequence that is in your scene by choosing it from the drop down or create a new one by clicking +.



When you have a sequence selected, the window changes it's appearance to the following:
By default a new sequence is empty. At the top, you have which sequence is being edited and it's properties:

- Update Mode: what time does it use to update
- Frame Rate: how many frames it has per second
- Length: how long is the sequence in frames

At the bottom you have the time scrubber, view range (both slider and fields), and playback controls.

Sequence Properties

Update Mode

Update mode specifies how the sequence updates. The sequence basically gets evaluated at specific times, and the update mode specifies if we use normal game time, unscaled time (i.e. time that isn't affected by Time.timescale), or fixed time (aka Animate Physics).

Both normal and unscaled time mean that the sequence gets updated in Update(), and fixed time means that it gets updated in FixedUpdate().

Frame Rate

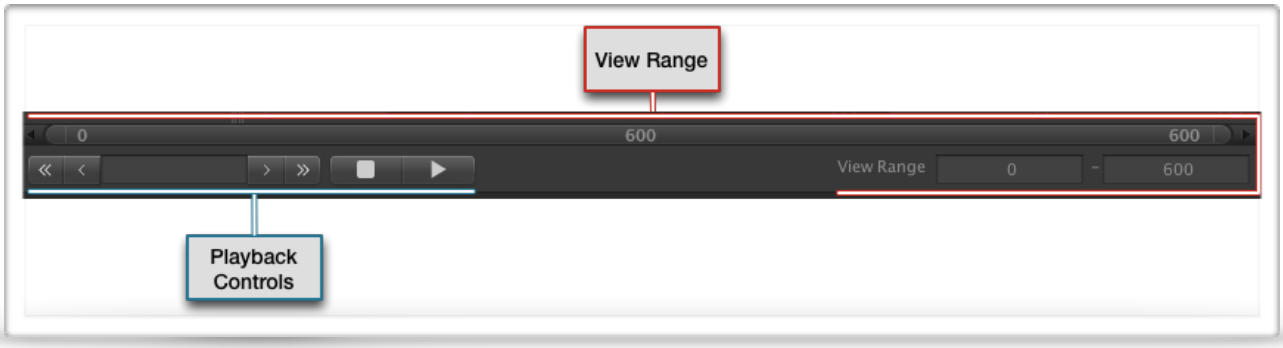
Because Flux is like an animation tool, you have to define how many frames it has per second. Probably the biggest impact this will have is in what kind of animation frame rate you are using, since it will only allow using animations that match that frame rate. By default it has 15, 30, and 60 fps, but you can select a custom frame rate if you choose so.

Length

Length defines how many frames the sequence has. In the picture above, given that the length is 600 frames and the frame rate 60fps it means that the sequence is 10 seconds long.

View Range

The view range defines how much of the sequence we're seeing when we're editing it. It is used simply to help you focus on what you're working on, zooming into the range of frames.



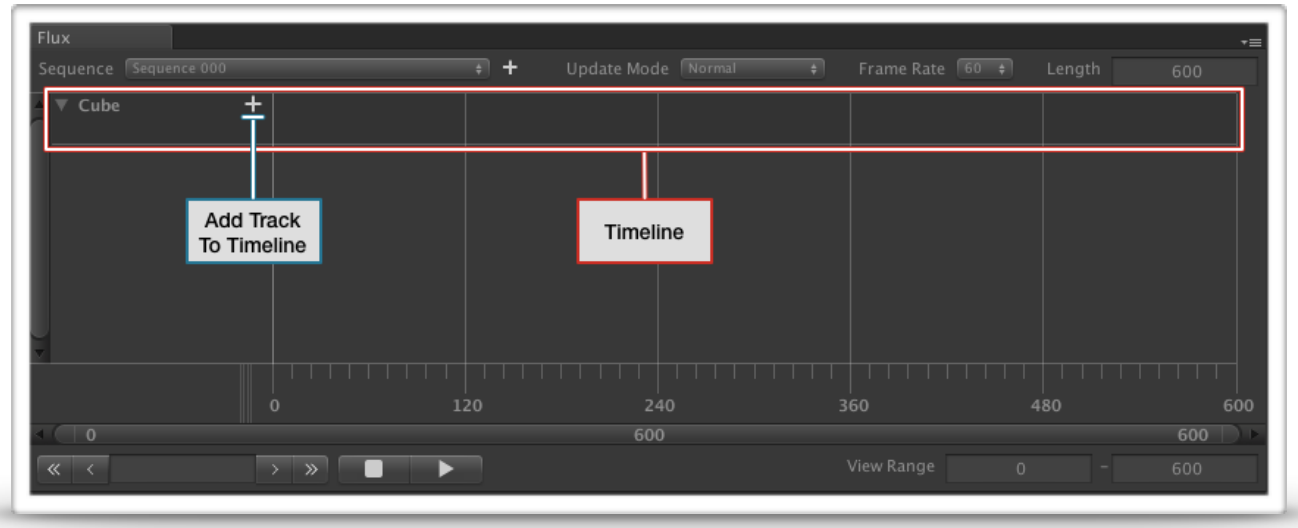
It is also used to limit what gets played when you play it using the playback controls.

Playback Controls

The playback controls are pretty much what you're used to in any animation tool. It has a field to set which frame you want the playback to be, buttons for first/previous/next/last frame, stop and play.

Creating Timelines

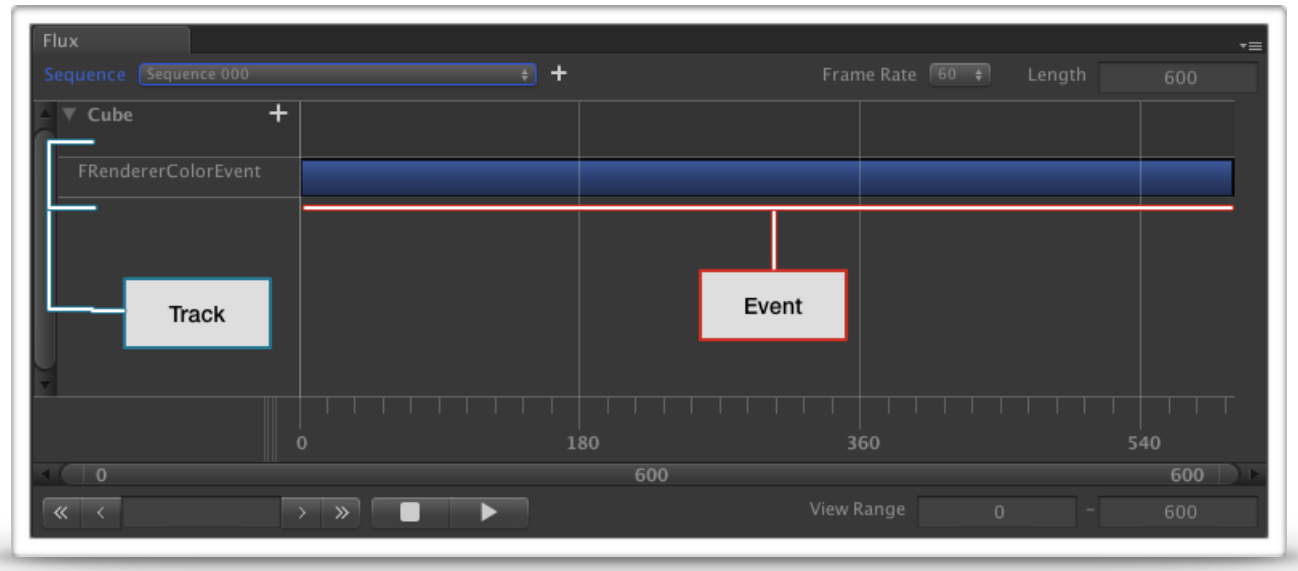
Timelines are the highest level of object in a sequence, they serve as a proxy to an object in the scene. To create a timeline we drag a game object from the scene into the window.



A timeline by itself doesn't do anything, but it allows us to add tracks that will affect that object, aka timeline owner.

Adding Tracks to Timelines

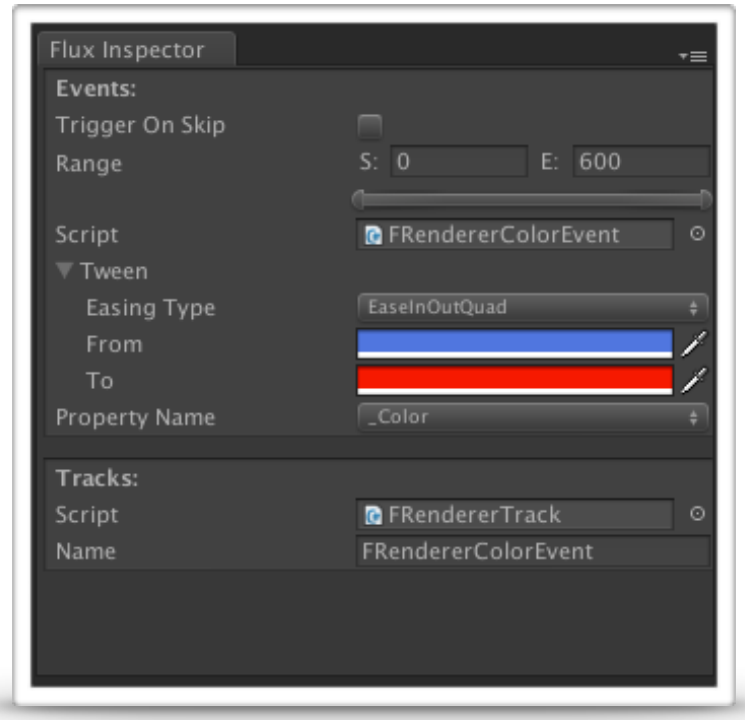
To add tracks to a timeline just click on the + icon in the timeline header. There is a set of default events bundled with Flux, but you can always add your own later on.
That will create a track for that event type. By default you have one event added to it.



Selecting & Editing Events

You can select events simply by clicking and dragging in the track. If you click and drag in the timeline, it will select all the events in that range of the tracks that belong to that timeline.

The selected events and it's tracks are shown in the Flux Inspector window.

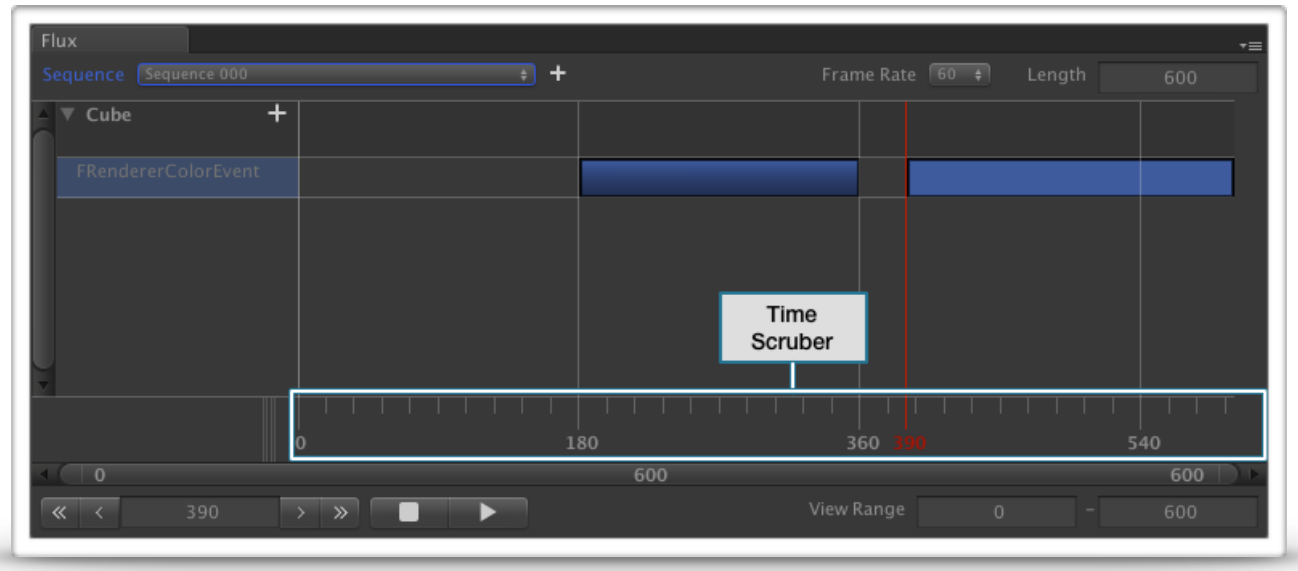


In the inspector you can change all the settings of the event - and track if it has any -, butt here's a few actions you can perform on the events directly in the editor window. To scale events you simply drag the start or end of the event. To move them, just drag the event by the middle.

Adding Events To Tracks

Most of the times you'll want to have multiple events of the same type, for example one to fade in the object and another to fade it out.

To add new events to tracks just scrub to the frame where you want to add it, and press K.



Note that events need to have a length of at least 1 frame, and that there can only be a maximum of 2 events in one frame per track (i.e. end of one event and start of other).