



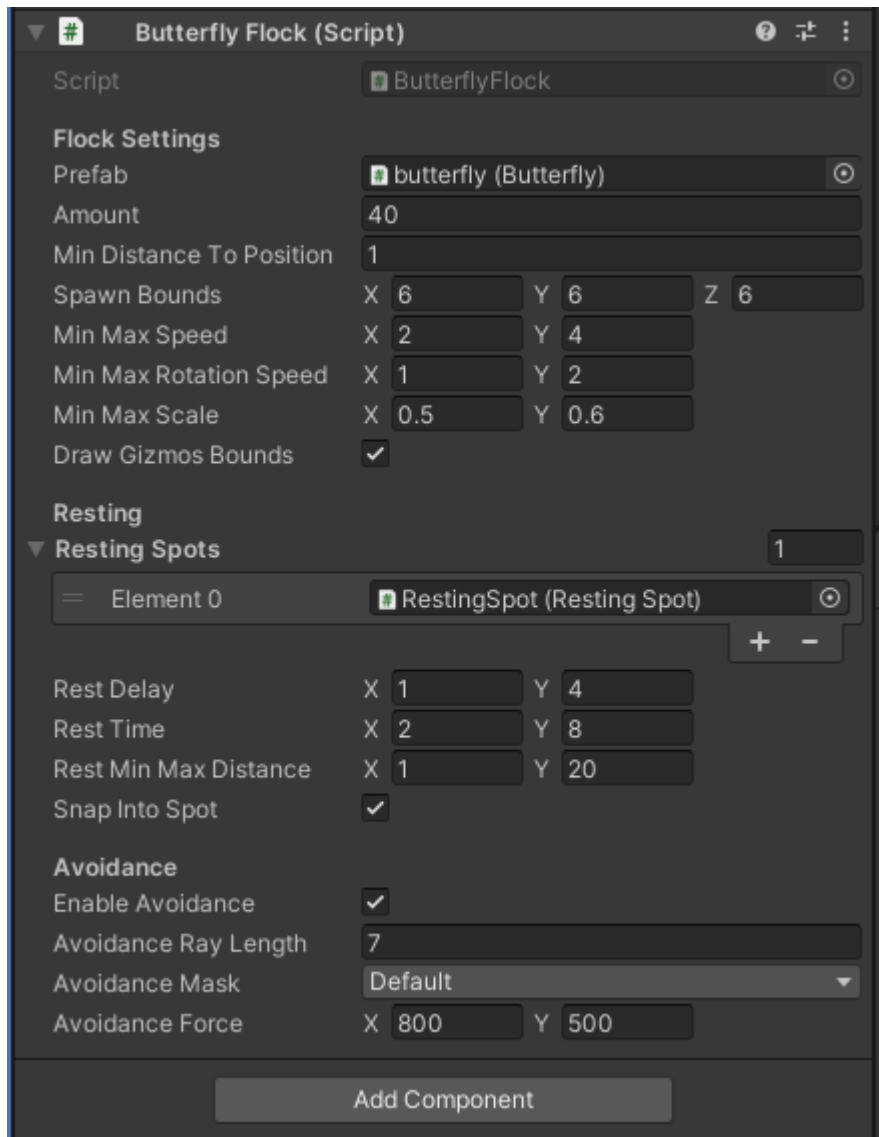
Welcome to Butterfly Flock Documentaton. Butterfly Flock is a drag and drop tool that simulates butterflies, bees and similar insects.

Features:

- Low Poly model
- Vertex Animation via Shader Graph (included)
- Flocking behaviour
- Customization options
- Obstacle Avoidance



How to use



This is a very initial version but it's very simple to setup:

Flock Settings

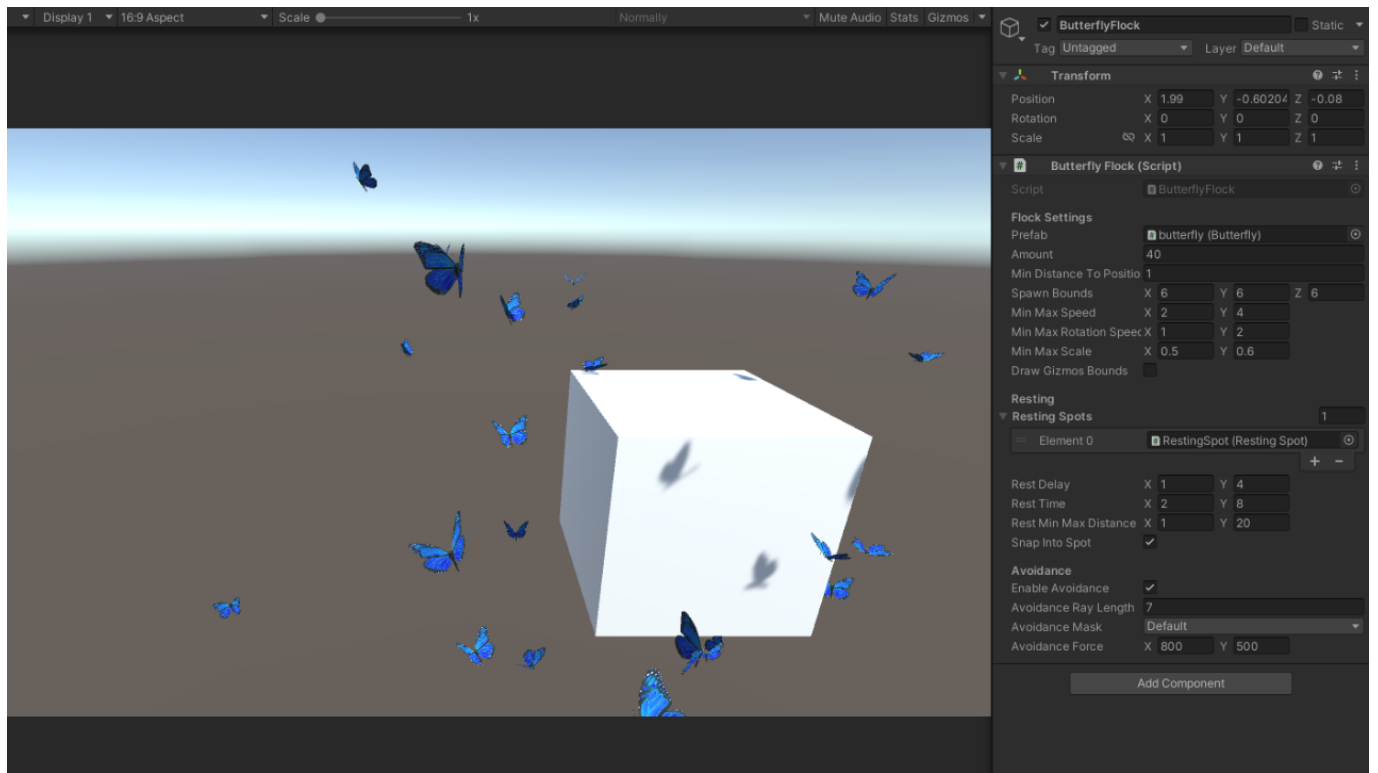
Configure things such as amount of butterflies, minimum distance to change position, spawn bounds and other basic numbers.

Resting

These are resting spots where the butterflies can take a rest after flying around for a while. Rest Delay is for an interval before the butterfly chooses a spot and Rest Time is how much they stay at the point. They are vector2 variables because the number is randomized each time between the X and Y of these variables.

Avoidance

Here you configure the avoidance behaviour. It starts with good settings. You can change the length of the raycast and which objects within which layers the butterflies are going to check against. The avoidance force is applied to their flying direction so they change course instead of flying right into the colliders.



If you have any problems you can contact me at contact@elvismd.com.

I hope you can find this asset useful. Please don't forget to leave a review on the Asset Store to support the tool.

Thank you!