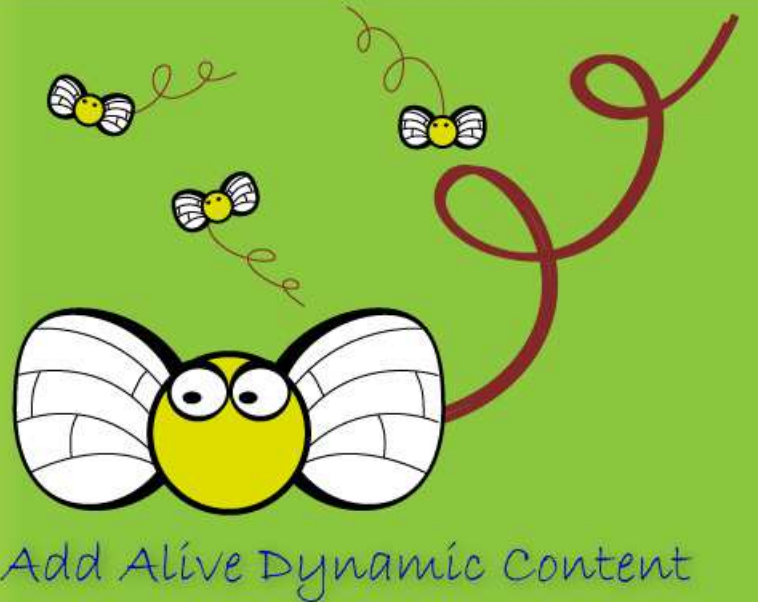


FLY ANIMATED MODEL BEHAVIOUR ASSET

<http://assets.theweb3d.com>



Add Alive Dynamic Content

REALISTIC FLIES ANIMATION BEHAVIOUR

Housefly modelling in low poly, attached script with realistic random animal behaviour / movement.

The pack also includes the Fly Buzz sound effect attaching to the prefab.

You could instantiate a band of flies each one with single behaviour.

Get a great effect with multiple instanced objects.

Add alive dynamic content to your games

INSTRUCTIONS

You can add as flies as you want over your scene.

Simply drag the Fly.prefab to the scene at the aprox. position you want it start moving.

You can add various flies at the same position and at runtime each one will follow his own random path.

You can also make a group of flies child of an animated character, then all them will follow the parent movement.

Furthermore, for each fly instanced you could modify these parameters:

- Displacement. Vector3 value that determine dispersion of the movement over X,Y & Z coordinates.
- Desp Vel. Float value that adjust the velocity of the movement.
- On the Audio Source component, you could adjust other parameters such as Volume and Pitch of the Fly Buzz, and rolloff distance settings of the 3D sound.

The package also includes a Demo Scene where you can directly see the asset behaviour.

ADVANCED

You could also attach the FlyBehav.js script (inside 'sources' folder) to your own Rigidbody Object, and adjust the movement parameters according to the dimensions and characteristics of the model.

In case of multiple instances, the FlyBehav.js incorporate a limitation for the simultaneous playing Audio Sources, currently set to 4. But you could change this by setting the 'audioSourceMax' private var on the script.

We hope your feedback in the Asset Store for improving our free assets, thanks.

For any questions or find examples of use, please visit the asset site at:

<http://assets.theweb3d.com/flies>