



Welcome!

Cinematic Slow Mo requires Unity 5 Standard Assets for its' work.

-Getting started

1. Import Standard assets – Effects package.
2. Unrar the CinematicSlowMo file.
3. Drop the CinematicSlowMo script to ANY active gameobject on the scene.
4. Set Fixed Timestep to low amount (0.001-0.005). Go to Edit>Project Settings>Time.
5. Press play and hit C button to toggle slow motion.

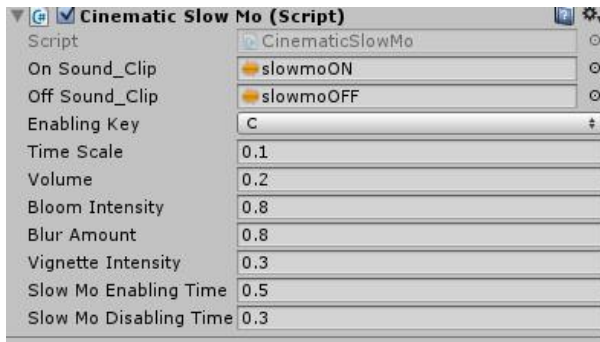
Q: *Why is the script archived?*

A: The script is using Unity Standard Assets libraries, so to avoid errors of nonexistent libraries the script should be archived until you imported Standard Assets – Effects package.

Q: *Why should I decrease Fixed Timestep?*

A: Because the lower Fixed Timestep is, the smoother is game in slowmo mode.

-Script parameters



On Sound Clip – Audio file to be played when enabling slowmo mode.

Off Sound Clip - Audio file to be played when disabling slowmo mode.

Enabling Key – enabling key.

Time Scale – speed of game in slowmo mode (0.1 means 10% from real time speed, 0.2 – 20%, etc).

Volume – volume level in slowmo mode. Set 1 to disable volume reducing.

Bloom intensity – bloom intensity in slowmo mode. Set 0 to disable blooming.

Blur amount – blur amount in slowmo mode. Set 0 to disable blurring.

Vignette intensity – vignette intensity in slowmo mode. Set 0 to disable vignetting.

Slow Mo enabling time – time in seconds in which game slows down to TimeScale amount.

Slow Mo disabling time – time in seconds in which game speeds up to 1.

Thank you for purchasing!

For any questions write to keereedev@gmail.com.