7 Animating the Bricks

Target：

1. Go into the rubbertoy. Select brickify\_asset and choose Assets > Unlock Asset > Brickify. Double-click brickify\_asset, After texture\_switch and add Group by Range.

Set Group Name = hide\_points；Group Type = Points；Range Type = Start and Length；Length = ($F-1)\*20；Under Range Filter, leave Select to 1 and Of to 1；

1. After grouprange add Polygon > Blast. Set Group = hide\_points group. Turn on Delete Non Selected；
2. After texture\_switch node add Sort node. Set change Point Sort = Along Vector. With this set to 0, 1, 0；
3. Add Switch node, rename animation\_switch.First input = texture\_switch, second = node；
4. Assets > Edit Asset Properties > Brickify. Parameters tab and drag a separator. Next, drag the animation\_switch node’s Select Input under the separator. Set Name = animate\_bricks, Label = Animate Bricks. Change Type = Toggle. Parameter Description section, Channels tab and set the default value to 0 [off]；
5. From Create Parameters section in Type Properties, drag an Integer parameter. Set Name = build\_speed, Label = Build Speed. Turn on the Range option, set the first value to 1 and the second value to 20. Click on the lock next to 1. In the Parameter Description section, click on the Channels tab and set the default value to 1；
6. Select new grouprange node, change the Length expression = ($F-1)\*ch(“../build\_speed”), Add output node after material node.Select brickify\_asset node, Assets > Save Asset > Brickify；
7. Select brickify\_asset, Assets > Lock Asset > Brickify. Go to the Squab network, Turn on the Animate Bricks toggle and set Build Speed = 25；

UI：

Node：