Spiderweb Generator documentation

Summary

What is the spiderweb genarator

Spiderweb generator is a tool for designing spiderweb within the unity editor. You can create spiderwebs which fit exactly with your scene. The geometry tool is really easy to use, the UI is available in the scene view for a fast design.

The procedural shader creates a unique customizable spiderweb in no time! You can choose to use the procedural shader or bake it into a texture and share it between spiderweb objects. Each spiderweb can cast shadows, this really improves the visual of your game.

How to start

- Create an empty gameobject
- Add the 'SpiderwebGenerator' component (Menu->Spiderweb Generator->SpiderwebGenerator)
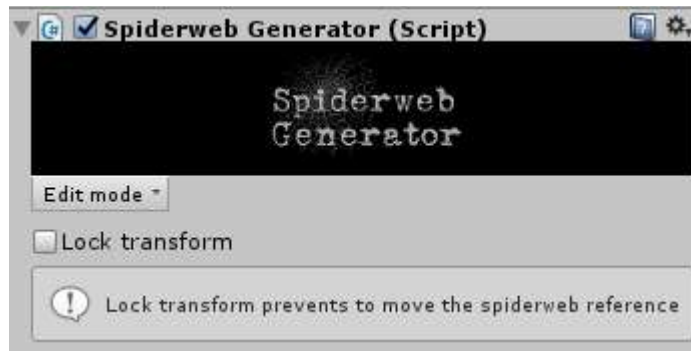
Move the gameObject near the position where you want to add spiderwebs, and lock it by checking 'lock transform'. When you'll create a new spiderweb, its original position will be set at the generator position, as a child gameobject, so moving the generator will move all the spiderwebs.

Note : you can drag and drop the generator as a child of the environment model, the spiderweb will be linked to it.

Spiderweb edition

The edition mode enable the creation or the modification of the spiderwebs, all the tools will be availables.
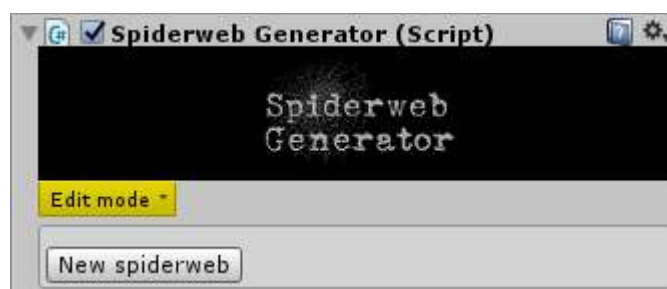
Note : In edit mode, you can't select other gameObjects, the editor is locked on the generator gameobject.
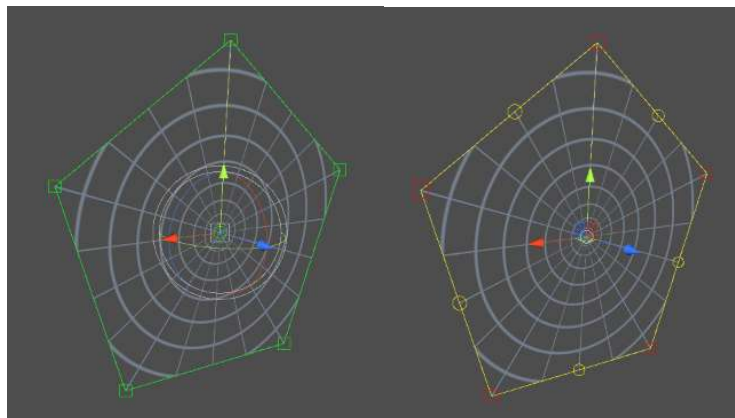
Spiderweb mesh

For creating a spiderweb, switch to 'Edit mode' and click 'New spiderweb' button.
A new spiderweb mesh will be generated at the generator gameobject position.
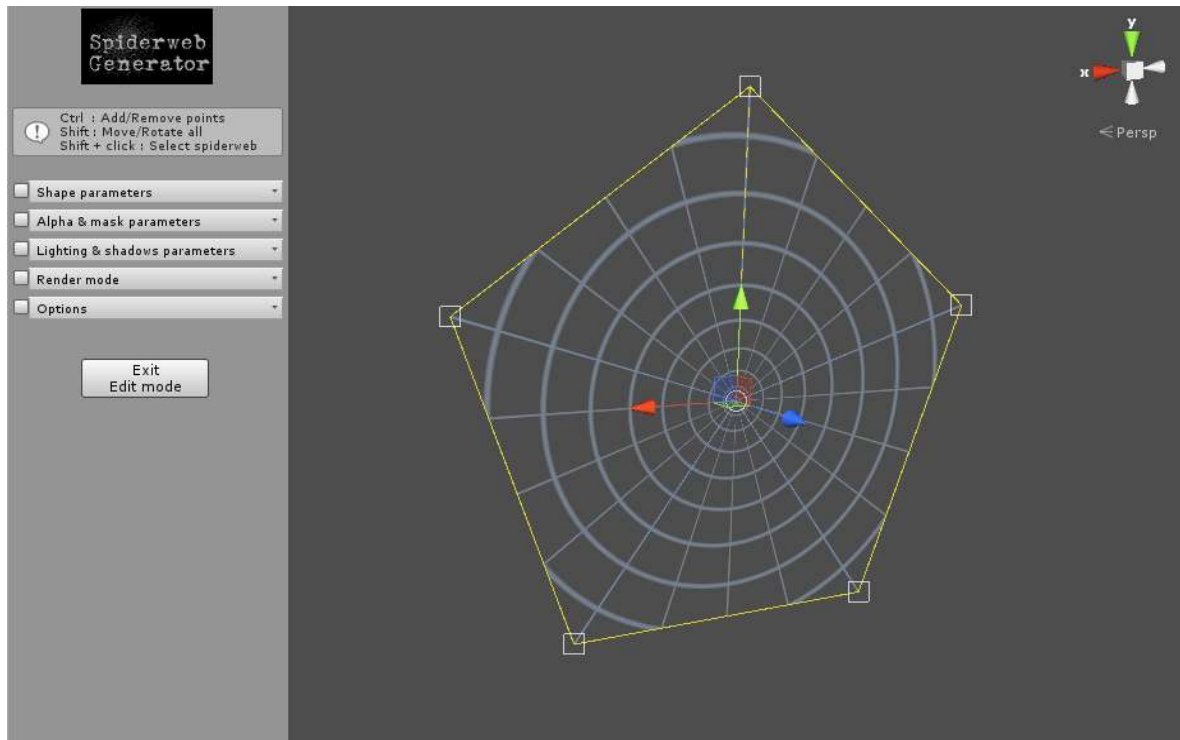
You can change the shape of the spiderweb mesh by draging the anchors (square) or the center of the mesh (circle).

Note : the anchor linked to the center represent the top of the UV coordinates, it should look to the up of the scene.

To change the position of the entire spiderweb, hold the shift key for switching to the moving mode (green). To add or remove, hold the control key for switching to the anchor edition. Yellow buttons insert a new anchor, red ones delete the anchor. Now you can create a mesh that will fit exactly with your scene.

Spiderweb Design

Now you can start designing the spiderweb with the tool.

Shape parameters :
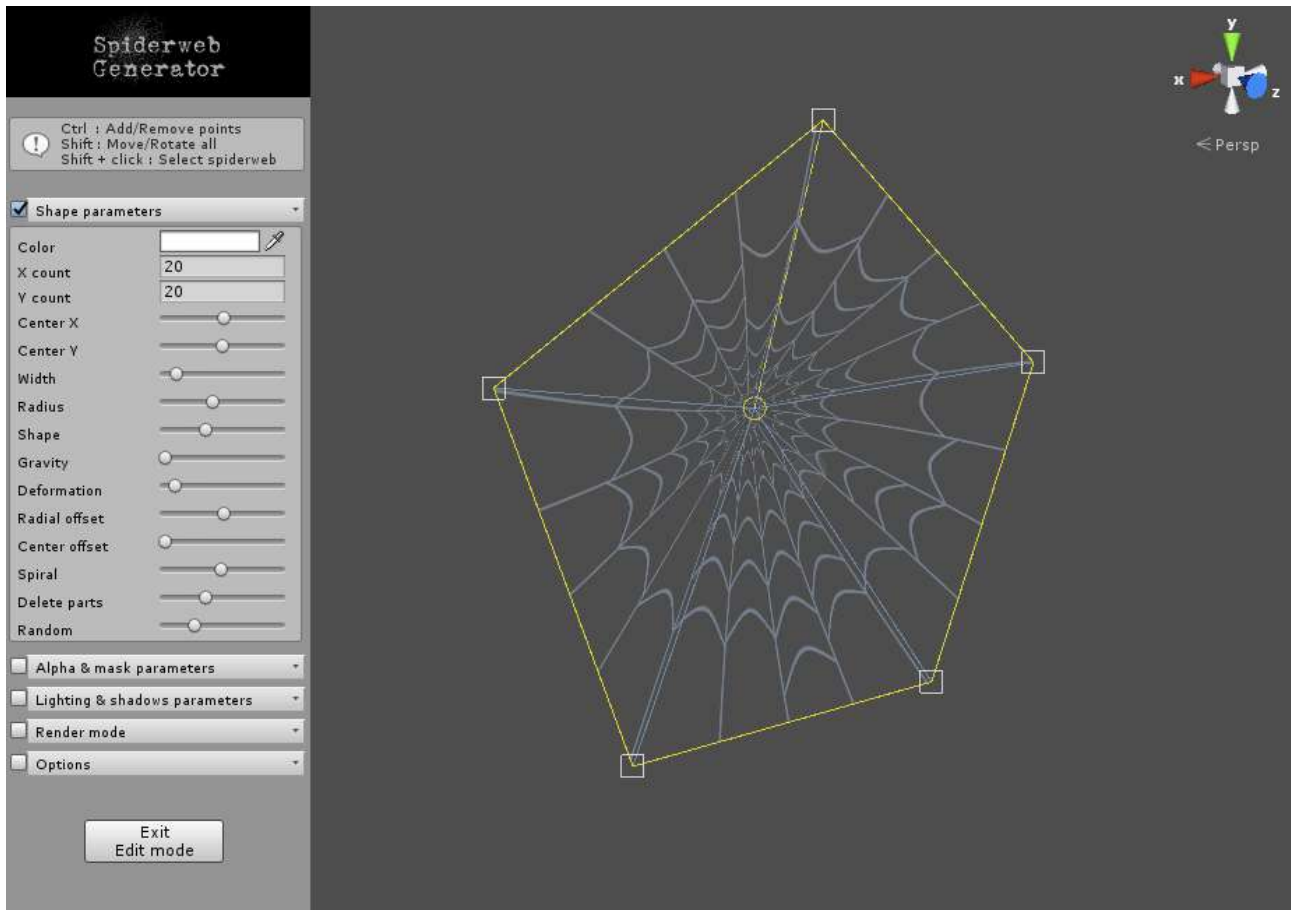
Color : color & alpha of the spiderweb.
X count : number of wire from center to edges.
Y count : number of circles
Center X : X offset from the center of the mesh
Center Y : Y offset from the center of the mesh
width : width of the wire
Radius : radius of the spiderbeb
Shape : shape of each radial wire
Gravity ; garvity applied on each radial wire, according to the UV direction
Deformation : a global deforfation factor.
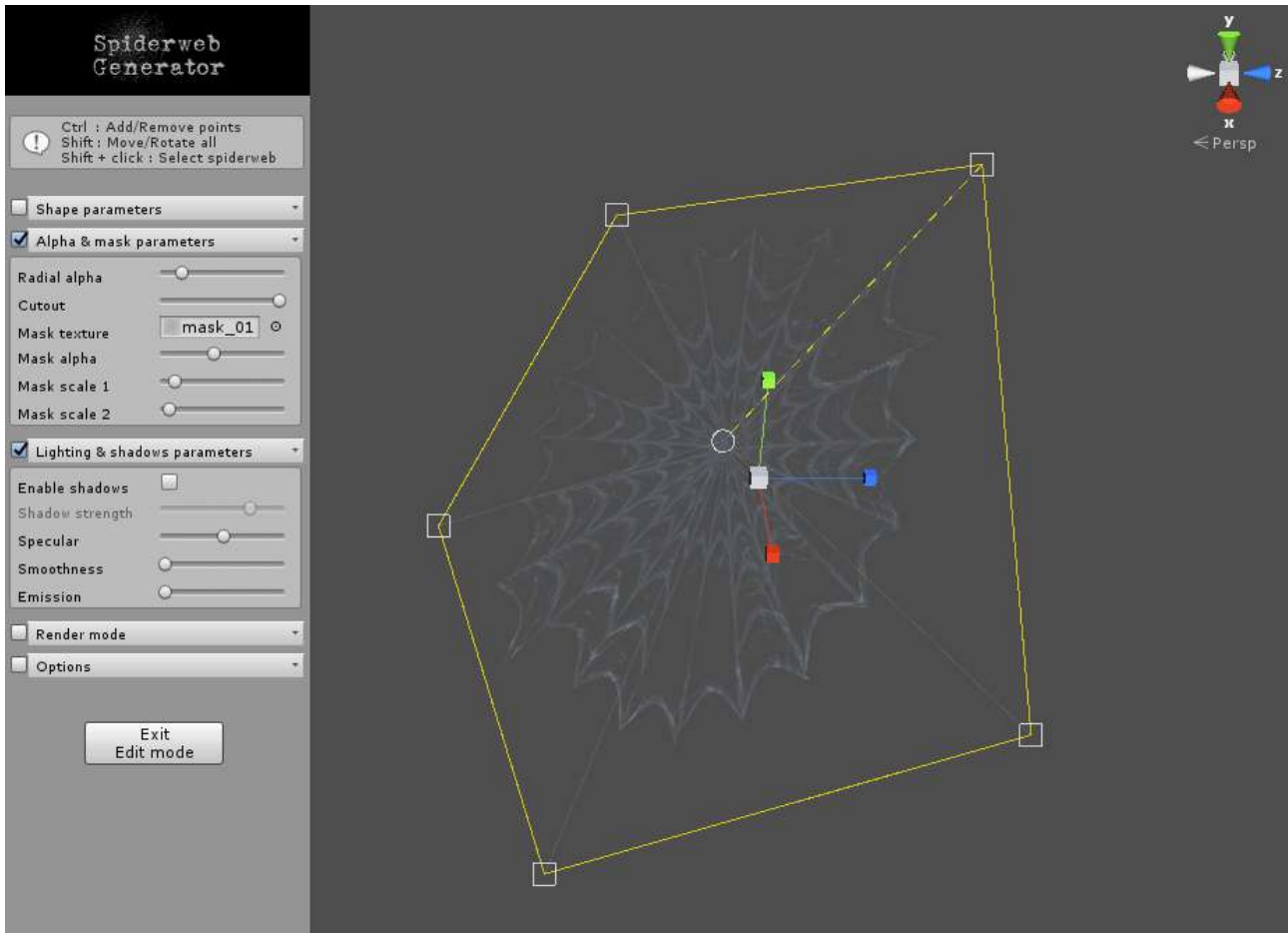**Radial offset** : small variation of the radial wires in sections.
Center offset : small variation of the center to edge wires.
Spiral : spiral deformation factor
Delete parts : delte some random sections
Random : random seed.

Alpha & mask parameters

Radial alpha : alpha from edge to center

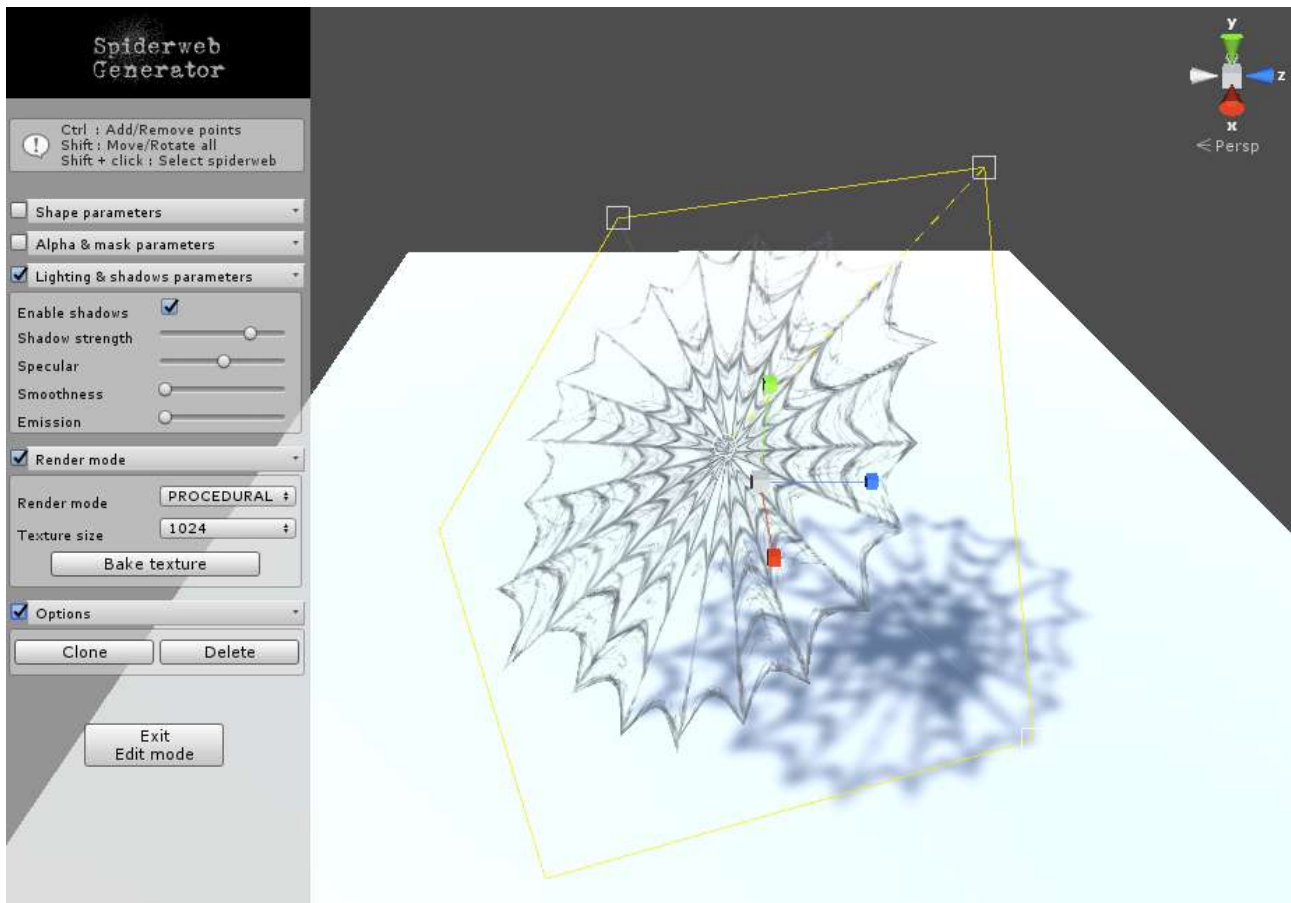**Cut out** : set some part non-transparent and receiving shadows.

Mask texture : a texture mask for adding details

Mask alpha : alpha for the mask

Mask scale 1 : 1st scale factor for the mask

Mask scale 2 : 2nd scale factor for the mask

Lighting & shadows parameters

Enable shadows : toggle shadows
shadow strength : width od the shadow
Specular : specular parameter
Smoothness : smoothness parameter
Emission : emission parameter

Render Mode

There's 2 render mode : PROCEDURAL or TEXTURE.

The PROCEDURAL mode, the material use a shader that compute the spiderweb image, in the TEXTURE mode, the design is baked into a single texture. When you choose the TEXTURE mode, you 'll have to bake the texture to a project folder ,each time you do a modification.

Options

You can clone or delete a spiderweb.