The Verb Collective

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htc

to roll
to crease
to fold
to store
to bend
to shorten
to twist
to dapple
to crumple
to shave
to tear
to chip
to split
to cut
to curve
to lift
to inlay
to impress
to fire
to flood
to smear
to rotate
to swirl
to support
to hook
to suspend
to spread
to hang

```
/*
 * You seem really nice
 * friendly and kind
 * so I'm sad to say it
 * but you're going to die
 */

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class toDie : Verb {

    public Verb[] triggeredVerbs;

    private void Start()
    {
        SetAudio();
    }

    // Update is called once per frame
    private void Update()
    {
        if (isActive)
        {
            Activate(triggeredVerbs);

            //Unique verb content
            //_____________________________
            //_____________________________

            Destroy(this.gameObject);

            //_____________________________
            //_____________________________
        }
    }
}
/*
 * The object subject to this verb will be destroyed, or removed from the scene.
 */

```

Verb Collective Transfer test - Rough Groove - PC, Mac & Linux Standalone - Unity 2019.3.12f1 Personal* <DX11>

Hierarchy

- Rough Groove*
  - Main Camera
  - PlainGroove
  - Terrain
  - 4PointLightLineRi
    - ColorPointLine1
    - ColorPointLine2
    - ColorPointLine3
    - ColorPointLine4
  - Cube

Scene | Game | Asset Store

Shaded | 2D | Gizmos | All

Persp

Inspector

toDie Import Settings

Open... | Execution Order...

Verb Sound: None (Audio C

Audio S: None (Audio S

Default references will only be applied in edit mode.

Imported Object

toDie

Assembly Information

Filename: Assembly-CSharp.d

```
/*
 * You seem really nice
 * friendly and kind
 * so I'm sad to say it
 * but you're going to die
 */

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class toDie : Verb {

  public Verb[] triggeredVerbs;

  private void Start()
  {
    SetAudio();
  }

  // Update is called once per frame
  private void Update()
  {
    if (isActive)
```

Asset Labels

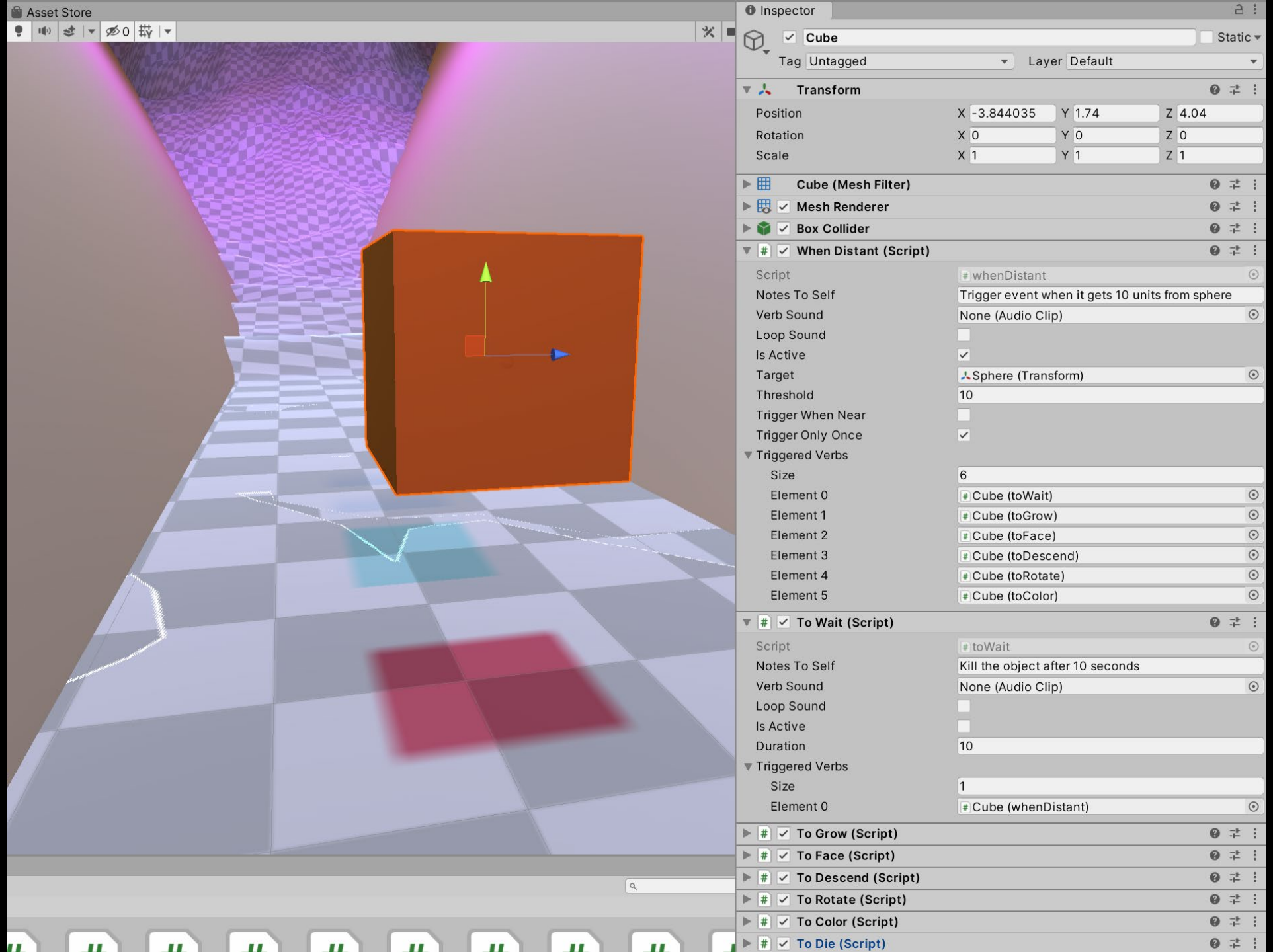
Project | Console

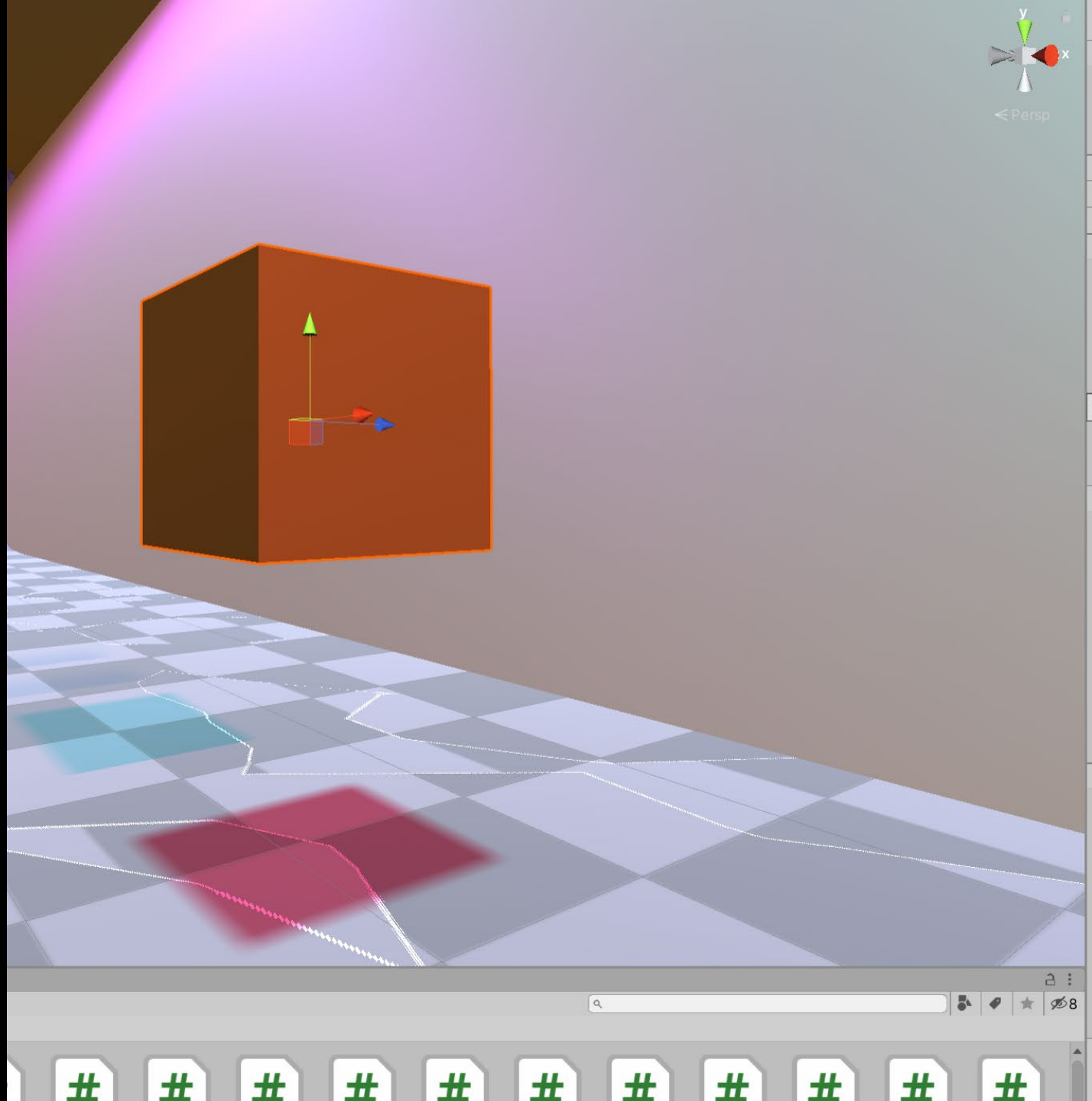
Assets > verb-collective > Verbs

- Assets
  - Scenes
  - verb-coll
    - Demo
      - mate
      - pref
      - Scri
    - Docum
    - Scene
      - Mat
      - Pref
  - Sound

toApproach, toAscend, toAttach, toBackstep, toCheck, toColor, toCount, toDescend

toDie, toDisable, toEnable, toExample, toFace, toFollow, toGrow, toKill


Asset Store
Inspector
Cube
Static
Tag Untagged
Layer Default
Transform
Position X -3.844035 Y 1.74 Z 4.04
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Cube (Mesh Filter)
Mesh Renderer
Box Collider
When Distant (Script)
Script whenDistant
Notes To Self Trigger event when it gets 10 units from sphere
Verb Sound None (Audio Clip)
Loop Sound
Is Active
Target Sphere (Transform)
Threshold 10
Trigger When Near
Trigger Only Once
Triggered Verbs
Size 6
Element 0 Cube (toWait)
Element 1 Cube (toGrow)
Element 2 Cube (toFace)
Element 3 Cube (toDescend)
Element 4 Cube (toRotate)
Element 5 Cube (toColor)
To Wait (Script)
Script toWait
Notes To Self Kill the object after 10 seconds
Verb Sound None (Audio Clip)
Loop Sound
Is Active
Duration 10
Triggered Verbs
Size 1
Element 0 Cube (whenDistant)
To Grow (Script)
To Face (Script)
To Descend (Script)
To Rotate (Script)
To Color (Script)
To Die (Script)



Tag Untagged Layer Default

Transform

Position	X -3.844035	Y 1.74	Z 4.04
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Cube (Mesh Filter)

Mesh Renderer

Box Collider

To Wait (Script)

Script: toWait
Notes To Self: This will wait for a second
Verb Sound: None (Audio Clip)
Loop Sound: ☐
Is Active: ☑

Turn this on to have the verb be active on start

Size: 1
Element 0: Cube (toGrow)

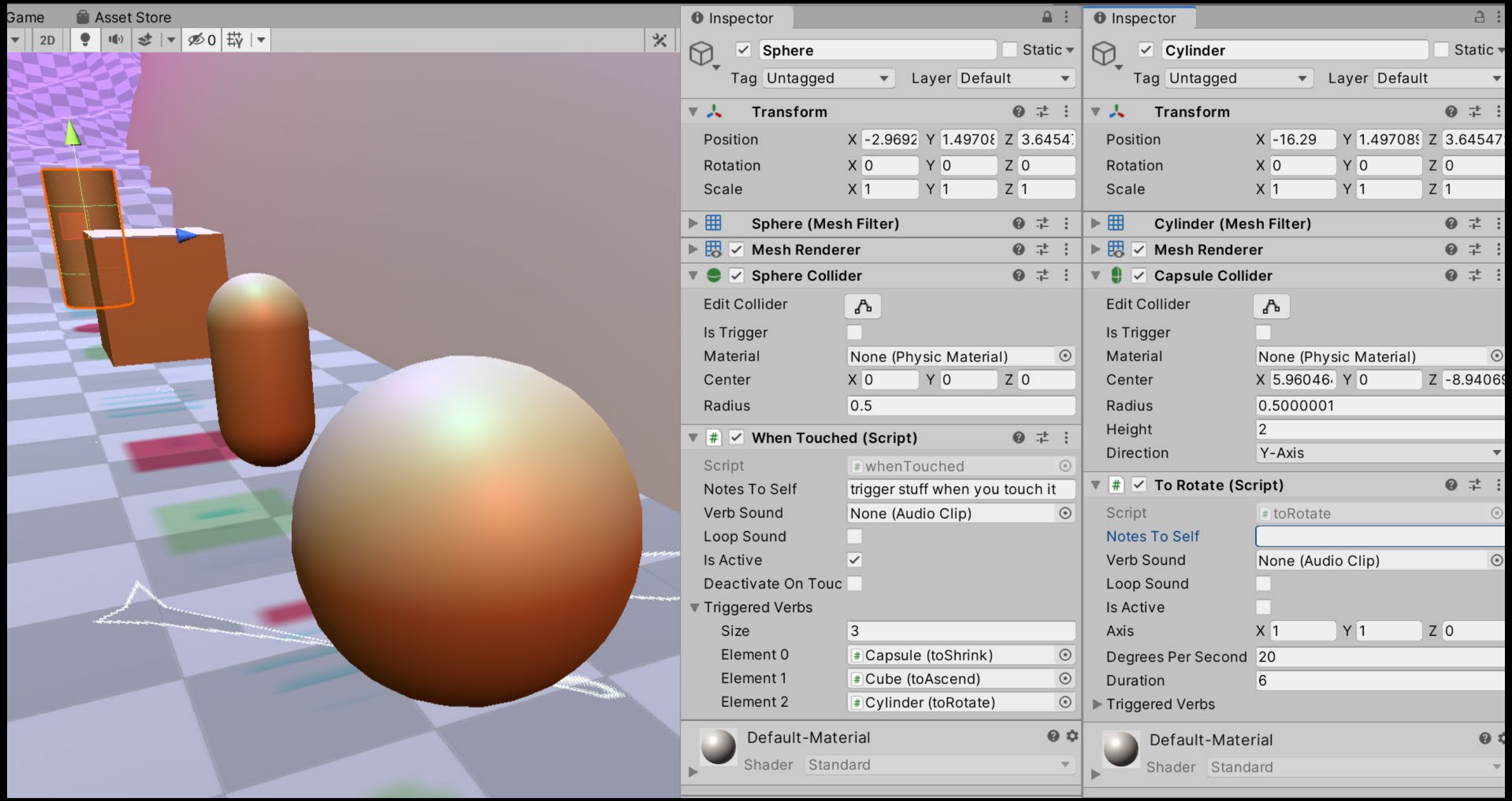
To Grow (Script)

Script: toGrow
Notes To Self: This is going to make it grow in scale
Verb Sound: None (Audio Clip)
Loop Sound: ☐
Is Active: ☐
Grow Multiplier: 2
Duration: 3
Triggered Verbs
Size: 1
Element 0: Cube (toShrink)

To Shrink (Script)

Script: toShrink
Notes To Self: to make it shrink back down and re-trigger wait
Verb Sound: None (Audio Clip)
Loop Sound: ☐
Is Active: ☐
Shrink Multiplier: 0.5
Duration: 3
Triggered Verbs
Size: 1
Element 0: Cube (toWait)

Default-Material
Shader Standard


Game
Asset Store
2D
Inspector
Sphere
Static
Tag Untagged
Layer Default
Transform
Position X -2.9692 Y 1.49708 Z 3.6454
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sphere (Mesh Filter)
Mesh Renderer
Sphere Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Radius 0.5
When Touched (Script)
Script whenTouched
Notes To Self trigger stuff when you touch it
Verb Sound None (Audio Clip)
Loop Sound
Is Active
Deactivate On Touc
Triggered Verbs
Size 3
Element 0 Capsule (toShrink)
Element 1 Cube (toAscend)
Element 2 Cylinder (toRotate)
Default-Material
Shader Standard
Inspector
Cylinder
Static
Tag Untagged
Layer Default
Transform
Position X -16.29 Y 1.49708 Z 3.64547
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Cylinder (Mesh Filter)
Mesh Renderer
Capsule Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 5.96046 Y 0 Z -8.94069
Radius 0.5000001
Height 2
Direction Y-Axis
To Rotate (Script)
Script toRotate
Notes To Self
Verb Sound None (Audio Clip)
Loop Sound
Is Active
Axis X 1 Y 1 Z 0
Degrees Per Second 20
Duration 6
Triggered Verbs
Default-Material
Shader Standard

Live Demo

The Verb Collective, Justin Berry, Yale Maquette, Fall 2019, https://yalemaquette.com/Justin-Berry

Verb Collective v.98
https://assetstore.unity.com/packages/3d/animations/verb-collective-v-98-156789

YouTube Verb Collective tutorial
https://youtu.be/u1od-30UnnQ

Blended Reality Project website

https://blendedreality.yale.edu/

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