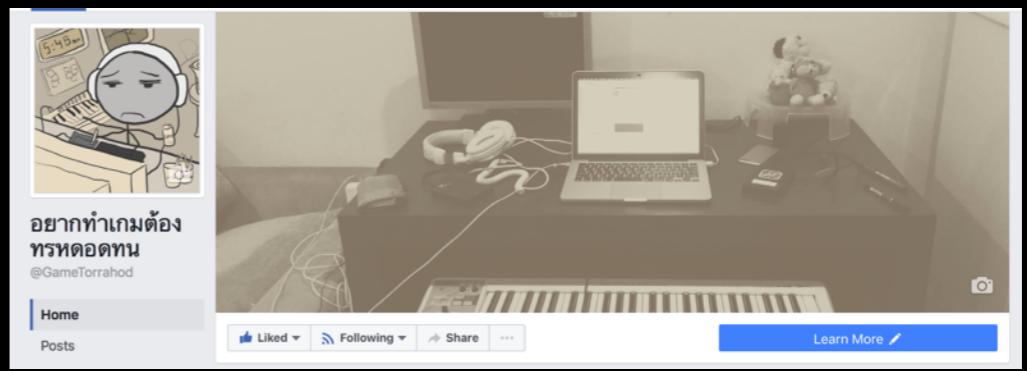


# Unity UI & The Art of UI Animations



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★ EXPERIMENTS



[gamerorrahod.com](http://gamerorrahod.com)

# An important polish that many beginner missed

- Notice how when you added complete UI flow, (can go from title screen and back to title screen again) your game feels a ton better?
- Notice how when you added sounds, your game feels a ton better?
- Notice how when you added camera shakes, screen flashes, attack stagger, your game feels a ton better?
- But maybe you are missing the **UI animation!**

# I am addicted to cool UIs!

- Static UI sucks! Something must move!
- At least there should be a transition in-out!
- Let's learn from examples.







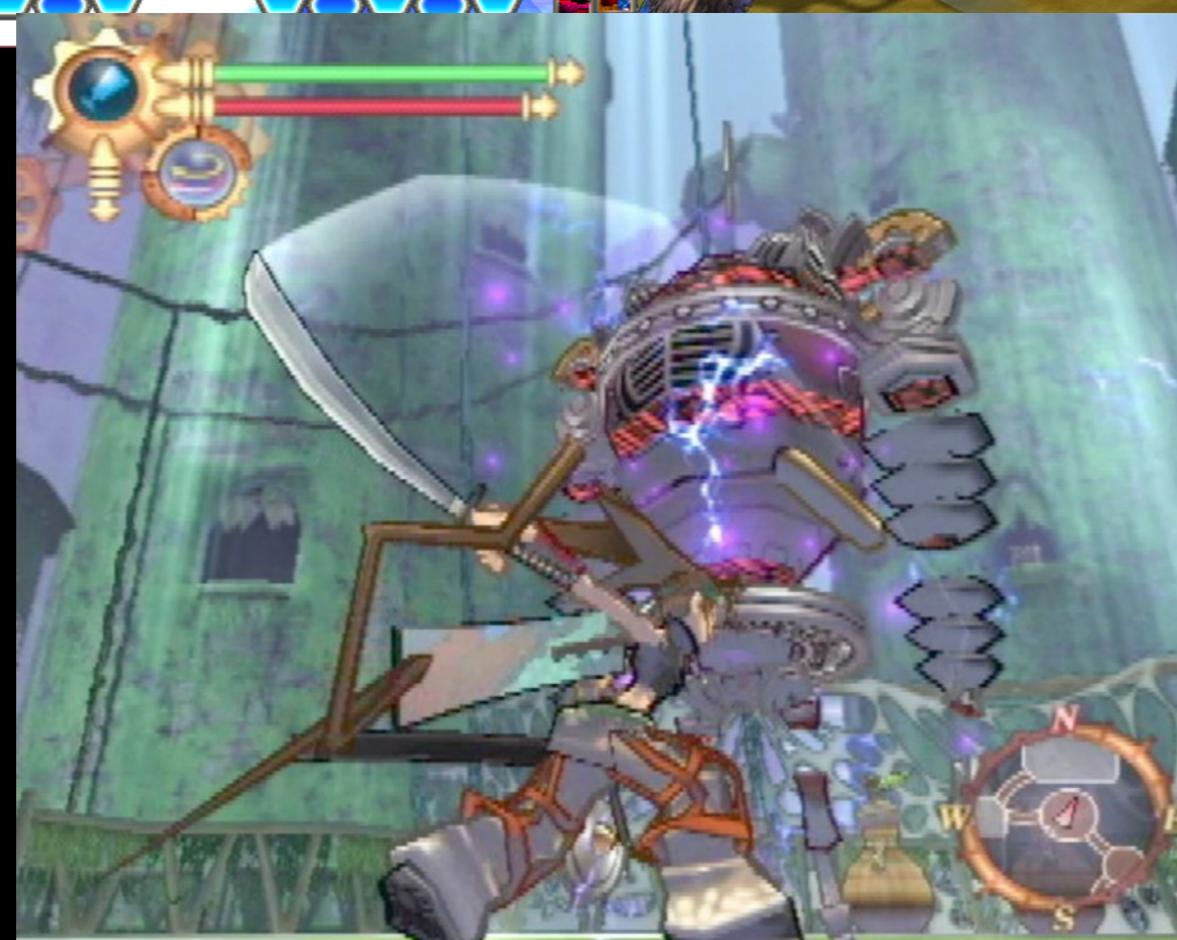




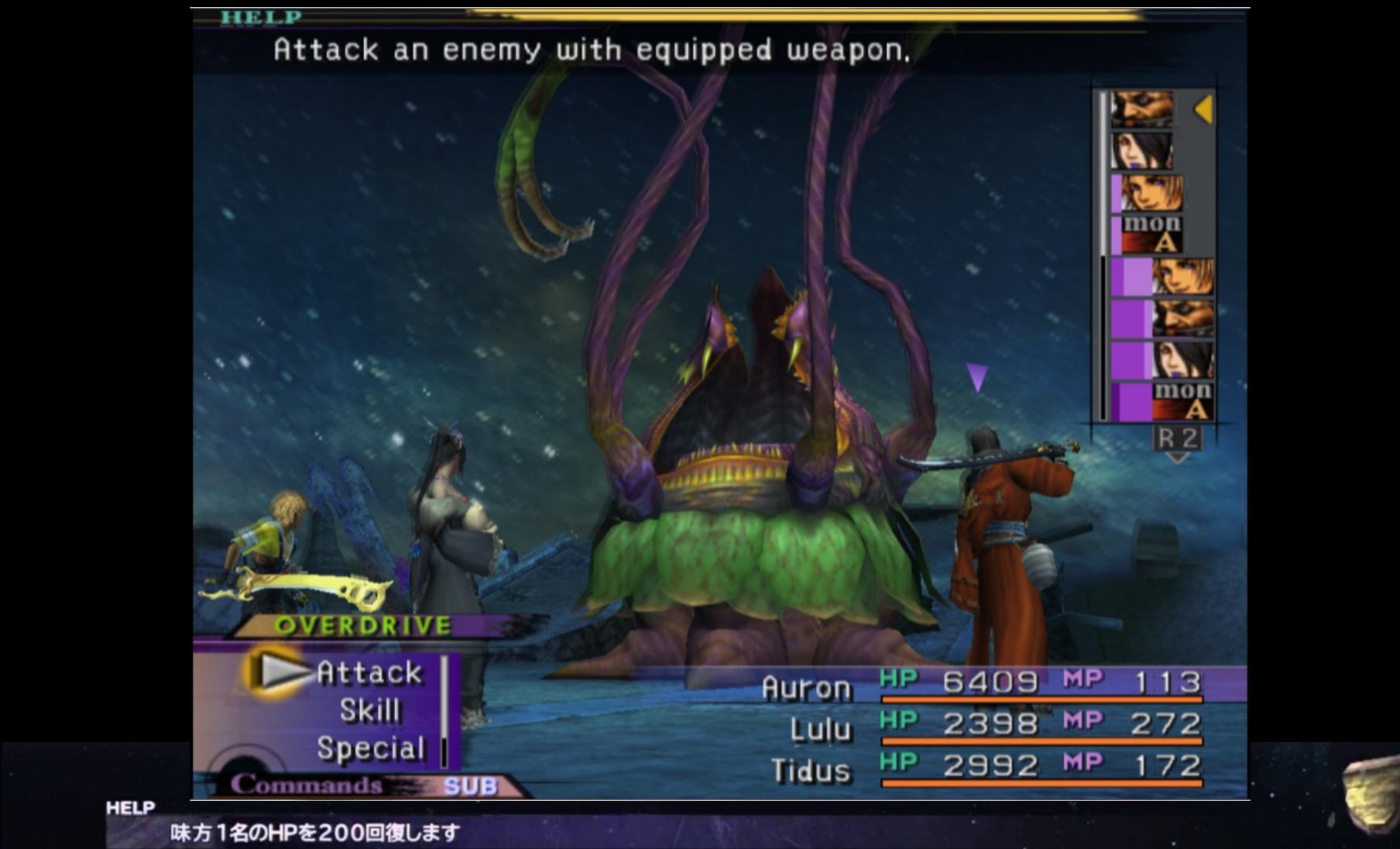


# About idle animations...

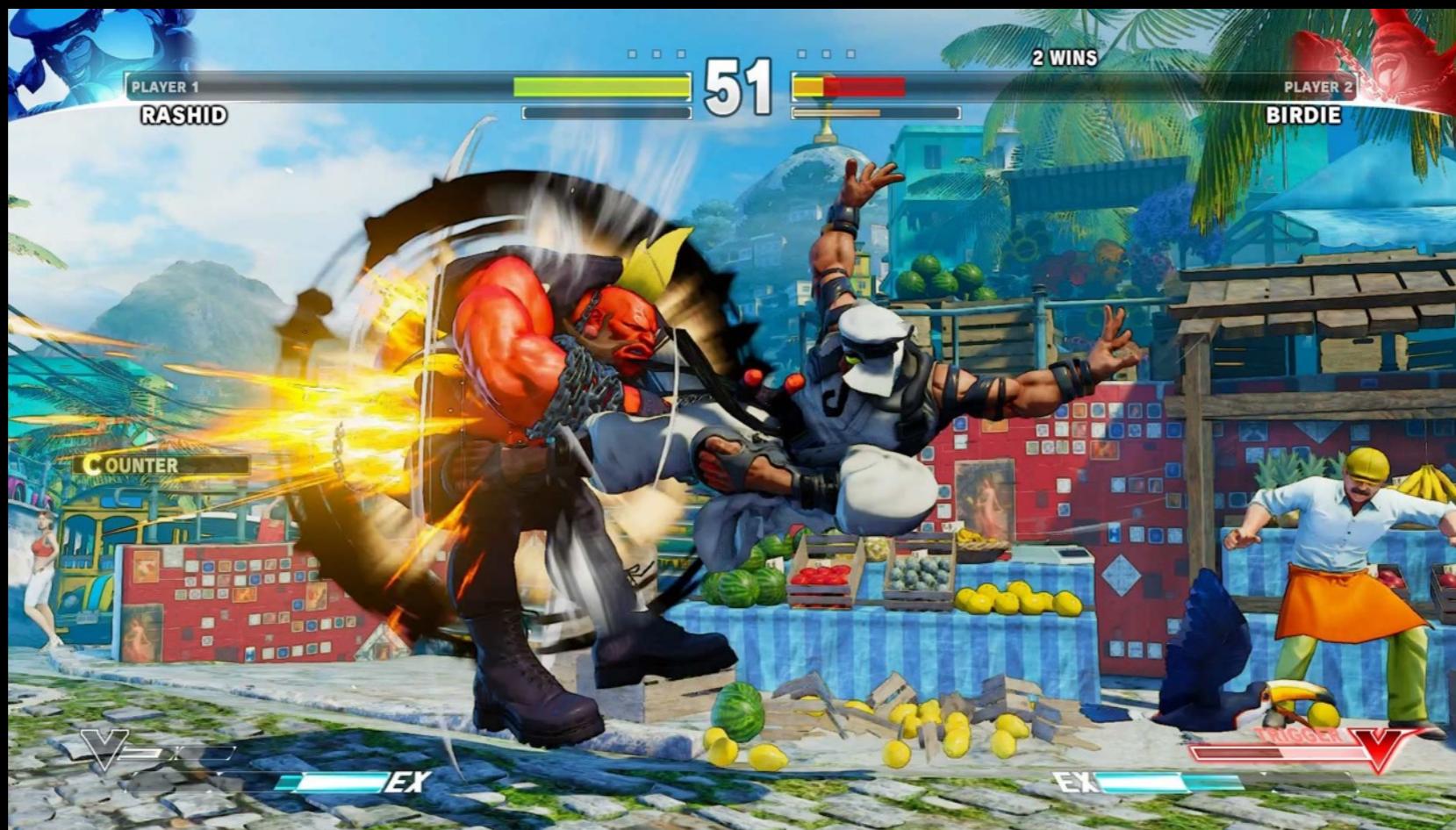
- IF YOU HAVE NO IDEA JUST PUT SOME SPINNING GEARS! (just kidding)



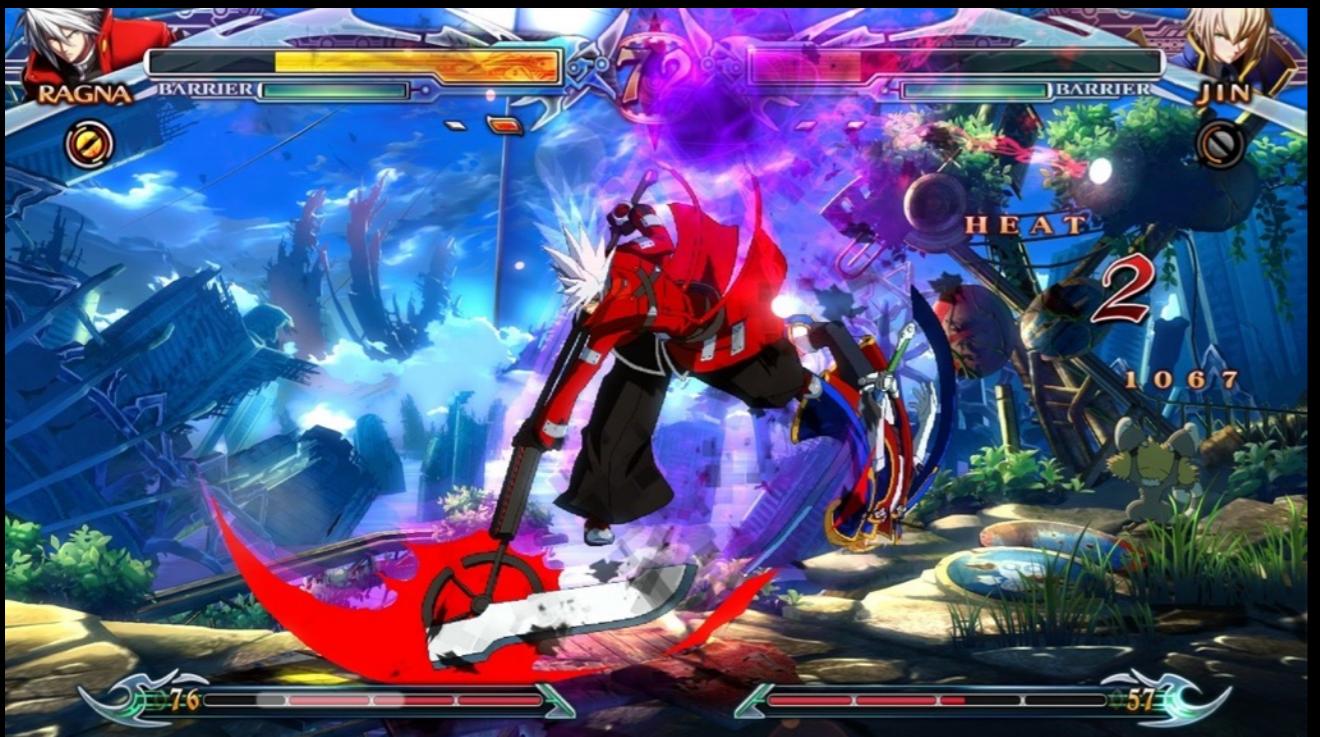
# Current Trend?













# I will show the workflow!

- Unity has Legacy Animation and Mechanim Animation.
- At first I though Mechanim is a pain for just a UI but I changed my mind after I discovered the correct workflow.
- So that's what we will learn today! We will also learn how to think of cool animations! (by stealing from games...)

# Pay attention to!

- Disney's Principle of Animation ([http://minyos.its.rmit.edu.au/aim/a\\_notes/anim\\_principles.html](http://minyos.its.rmit.edu.au/aim/a_notes/anim_principles.html))
- **Movement** : Linear? Ease-in? Ease-out? Step?
- **Appearing** : Fade? Instant? Move in?
- **Speed** : Fast? Slow? Instant?
- **Order** : Which one first? Which one later?
- You have to notice these things from everything you see from now on! **A UI addict's journey!**

