

# Scene Transition FX Pro: Ultimate Edition Documentation

## 1. Importing the Asset

- Import the **Scene Transitions FX Pro - Ultimate Edition** package into your Unity project.
- Once imported, you'll find the **TransitionManager** script and demo scenes included.

## 2. Setting Up Transition Manager

- In your **current scene (Scene A)**, create a new **empty GameObject** and name it "TransitionManager".
- Attach the **TransitionManager** script to this GameObject.

## 3. Setting Up Panels (Panel A & Panel B)

- **Panel A (Current Scene Panel):**
  - Create a **UI Panel** in your scene.
  - Set this panel to represent the **current scene** by attaching the RectTransform of this panel to the "**Current Scene Panel**" field in the **TransitionManager**.
- **Panel B (Next Scene Placeholder Panel):**
  - Create another **UI Panel** in the scene to serve as the **placeholder** for the next scene.
  - Attach the RectTransform of this panel to the "**Next Scene Panel**" field in the **TransitionManager**.
  - This panel represents a **preview** of the next scene and will display during the transition.

## 4. Adding Canvas Group for Fading Transitions

For transitions involving fading (e.g., **Fade**, **SpinWithFade**), both **Panel A** and **Panel B** need to have a **Canvas Group** component. To add the Canvas Group:

- Select each panel (Panel A & Panel B) in your hierarchy.
- In the **Inspector**, click **Add Component > Canvas Group**.  
The fading transition effect controls the **Alpha** property in the Canvas Group to create the fade-in and fade-out effects.

## 5. Selecting Transition Effects

- In the **Inspector** for **TransitionManager**, select the desired **transition effect** from the dropdown menu.
- Customize the effect with the available parameters (e.g., **Transition Speed**, **Directions**, **Pop Type**, etc.).

## 6. Assign the Scene Loader

- In the **TransitionManager** component, link the **SceneLoader** script, which handles loading the actual next scene after the transition ends.
- Ensure the **Next Scene** to load is specified within the **SceneLoader** script.

## 7. Trigger the Transition

- To trigger the transition, call the **OnPlayButtonClick()** method on any UI button or event in your scene.

## 8. Adjust Transition Parameters

- For advanced customization, adjust the transition parameters:
  - **Transition Speed**: Controls the speed of all transitions.
  - **Pop Type**: Choose between **Pop In** or **Pop Out** for the **Pop** effect.
  - **Cube Direction**: Set the cube rotation direction (left or right).
  - **Slide/Wipe Directions**: Choose the direction for these transitions.
  - **Z Rotation Amount**: Controls the depth of **SmoothFlow** transitions.

## 9. Scene Switching

- **Scene A** (Panel A) transitions smoothly into **Scene B** (Panel B).
- Once the transition completes, the actual **Scene B** is loaded using the **SceneLoader** script.

You're ready to create beautiful, smooth, and engaging scene transitions in your Unity project! 🚀

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## Scene Transition FX Pro: The Ultimate Edition - Features

**Slide:** Direction, Slide Duration, Start Delay.

**Fade:** Fade In Duration, Fade Out Duration, Start Delay.

**Zoom:** Zoom In Duration, Zoom Out Duration, Start Delay.

**Wipe:** Direction, Wipe Duration, Start Delay.

**Spin With Fade:** Spin Duration, Fade In/Out Duration, Start Delay.

**Card Flip:** Flip Duration, Start Delay.

**Cube:** Direction, Cube Rotation Duration, Start Delay.

**Pop:** Pop In/Out Duration, Start Delay.

**Smooth Flow:** Flow Direction, Flow Duration, Z Rotation Amount, Reverse Z Rotation, Start Delay.

**Glitch:** Glitch Intensity, Glitch Duration, Start Delay.

# SCENE TRANSITION FX PRO

THE  
ULTIMATE  
EDITION

MADE  
FOR UNITY  
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