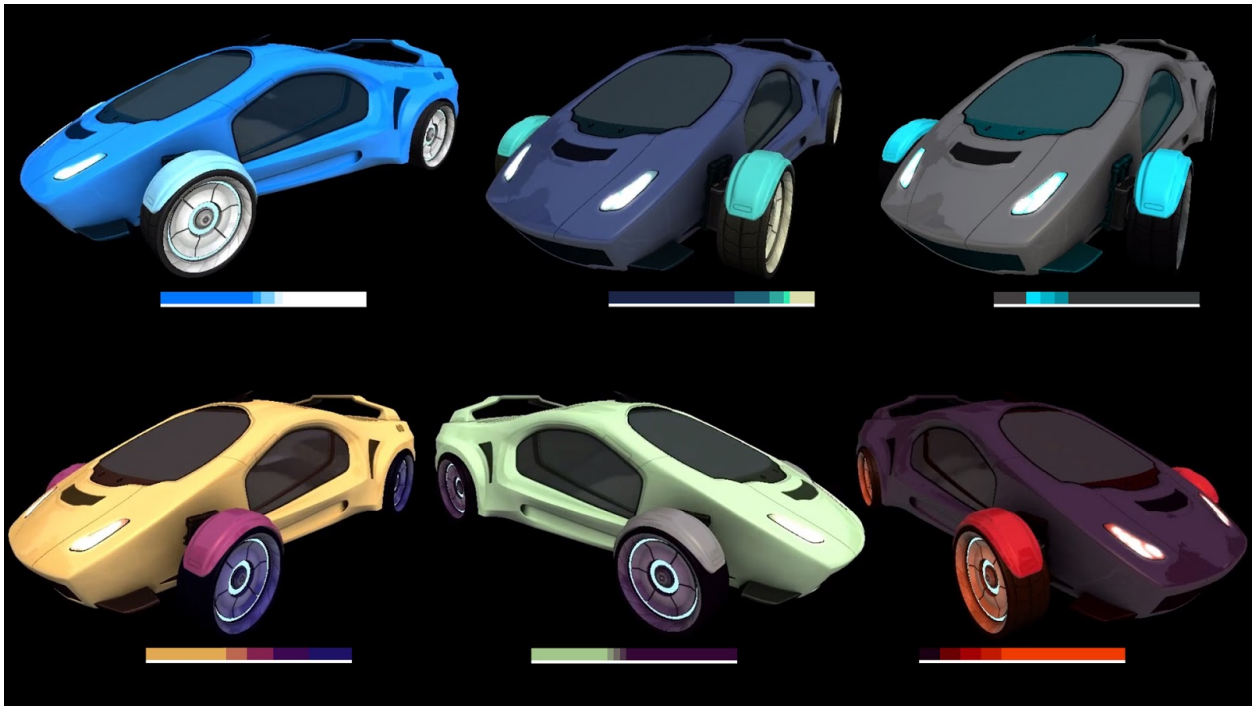
Color Palettes for Unity

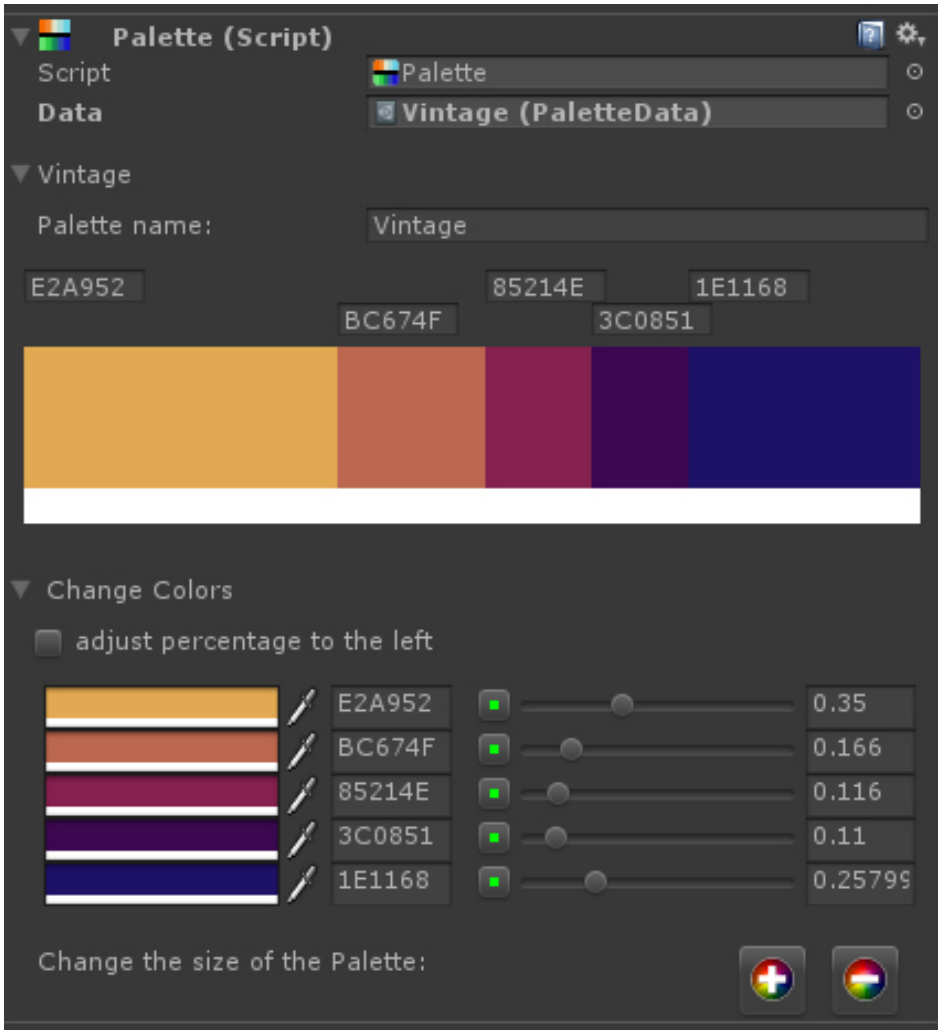
Create awesome color sets
to enhance your Games

The Color palettes asset gives you the possibility to setup various color schemes for your games. It can be used for SpriteRenderer and Material tinting, color transitions, customisation of characters, vertex coloring or simply applying color to any component which has a color.



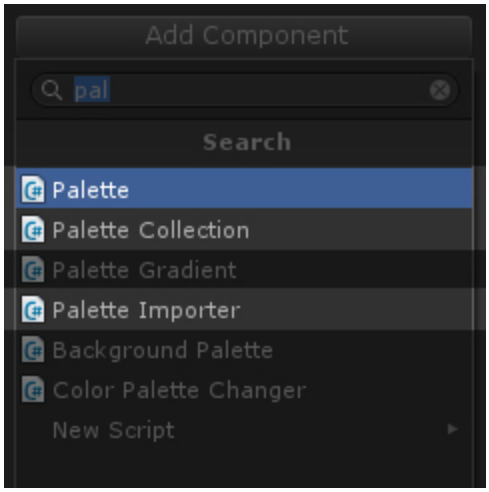
Features

- Simple, convenient UI for ColorPalettes with colorwidths, lockable percentage values
- Collection script for multiple palettes
- Import palettes from colourlovers.com and pltts.me
- Example Scripts
    - Drag'n'Drop components on the palette to assign a color
    - Color switching / lerping through a palette
    - BackgroundPalette which changes in synch with the palette
    - Color switcher for vertex colors
    - Coloring of SpriteRenderer and switching through a collection



Getting started

Simply add a ColorPalette by clicking on the “Add Component” Button of a GameObject and start typing “Palette” in the search field.



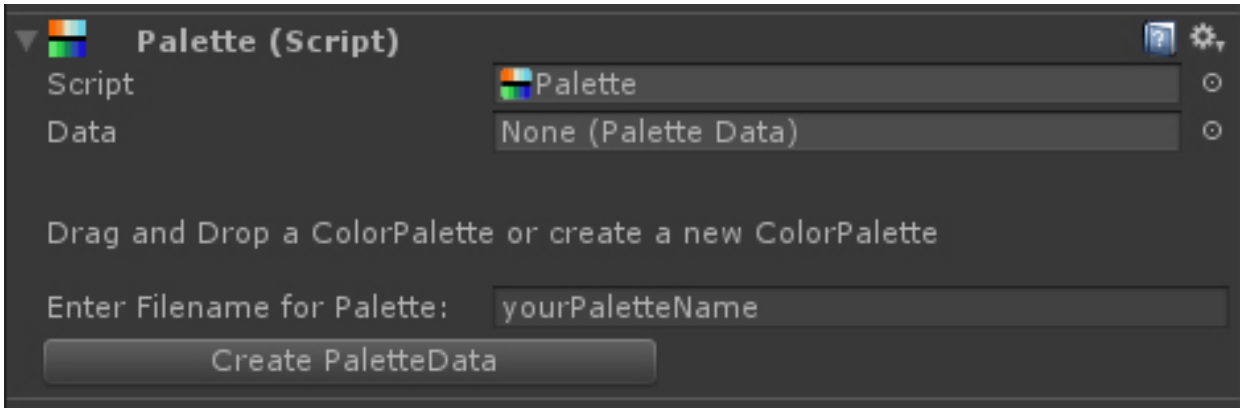
The Palette, Palette Importer and Palette Collection scripts are the main scripts.

The Palette.cs has a bit more detailed UI, the PaletteImporter.cs has the ability to import a palette from a URL and the Collection holds multiple palettes.

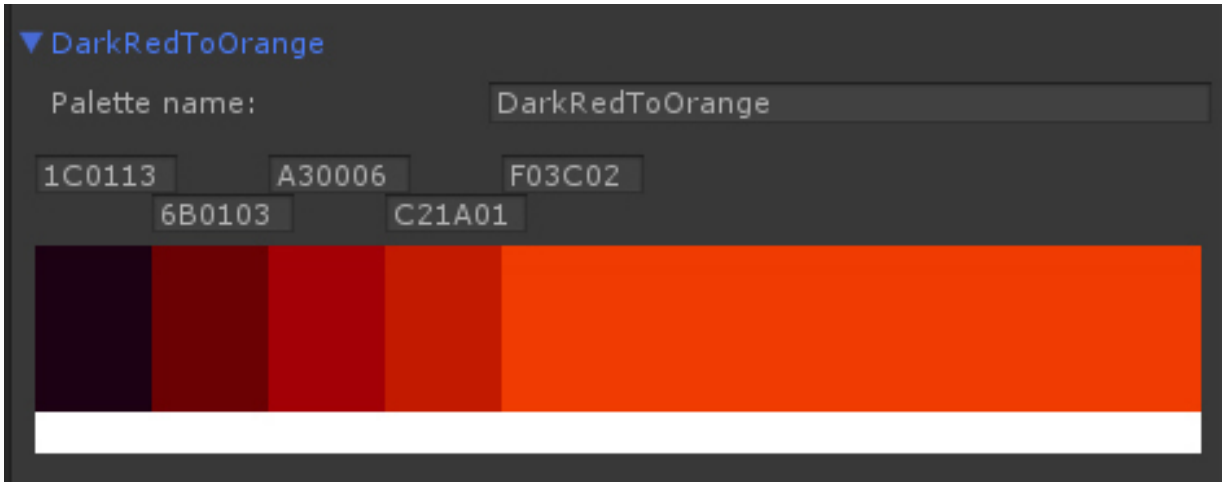
Other scripts starting with “Color Palette” or “Palette” are example scripts which can be used as basis for custom scripts.

How to use

Once a script is added on a GameObject you can either drap and drop or chose a existing Color Palette. Or you type in the Name of your new palette and click on the “Create PaletteData” Button to create a new Palette.



The **first part** is the Color Palette preview section, which shows the name of the palette and the colors of course. The name and the hexadecimal values can be changed.



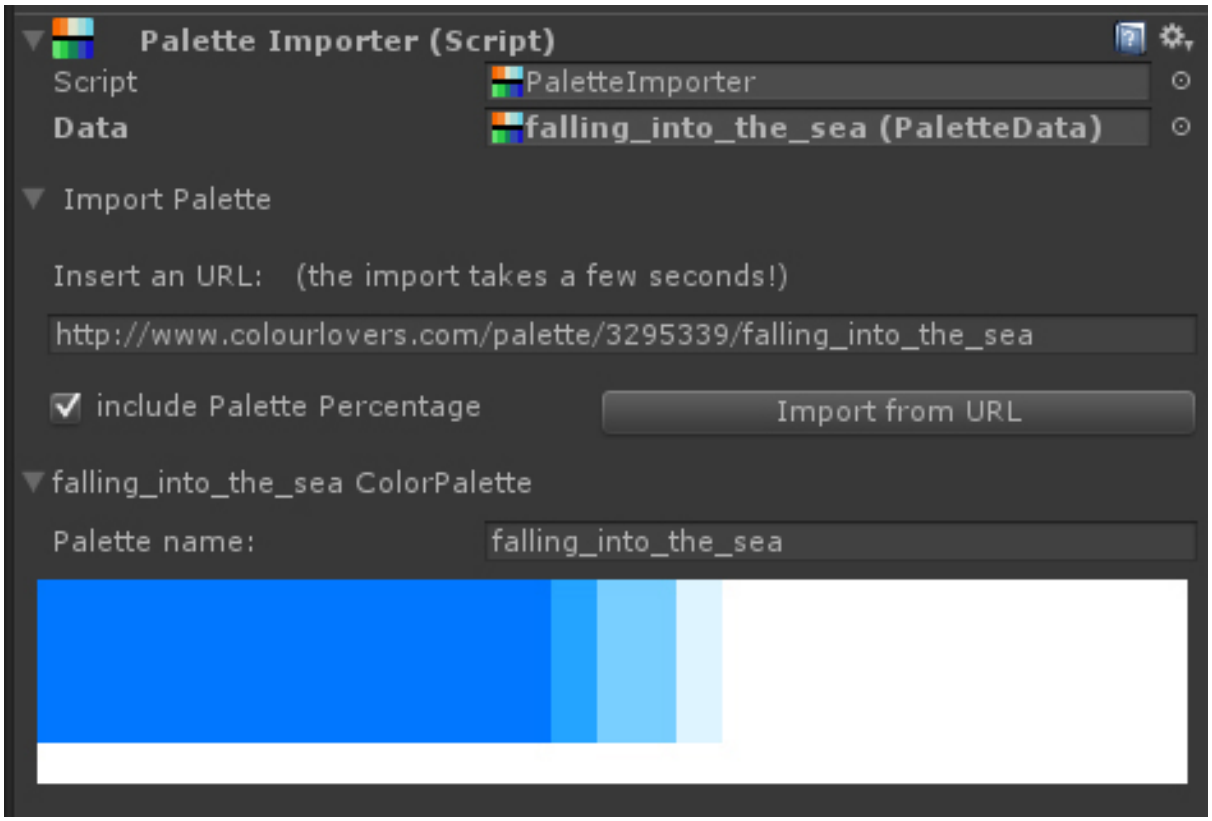
The **second part** is the “Change Colors” section with Colorpickers, hexadecimal fields and the percentage values. Changing any of these values is reflected in the preview part. The percentages values are spread on the palette and will affect each other. With the toggle “adjust percentage to the left” you can change which of the color width is changed. Since version 1.0.2 it is possible to lock the percentage value of a color with the small button in front of it. Red menas locked, green means it can be changed. If a value is locked the one next to it will be affected.

The **third section** is for adding more Colors to the palette or removing them.

Colors will be added at the end of the palette and the last one will be removed.
To save a palette simply save your scene.

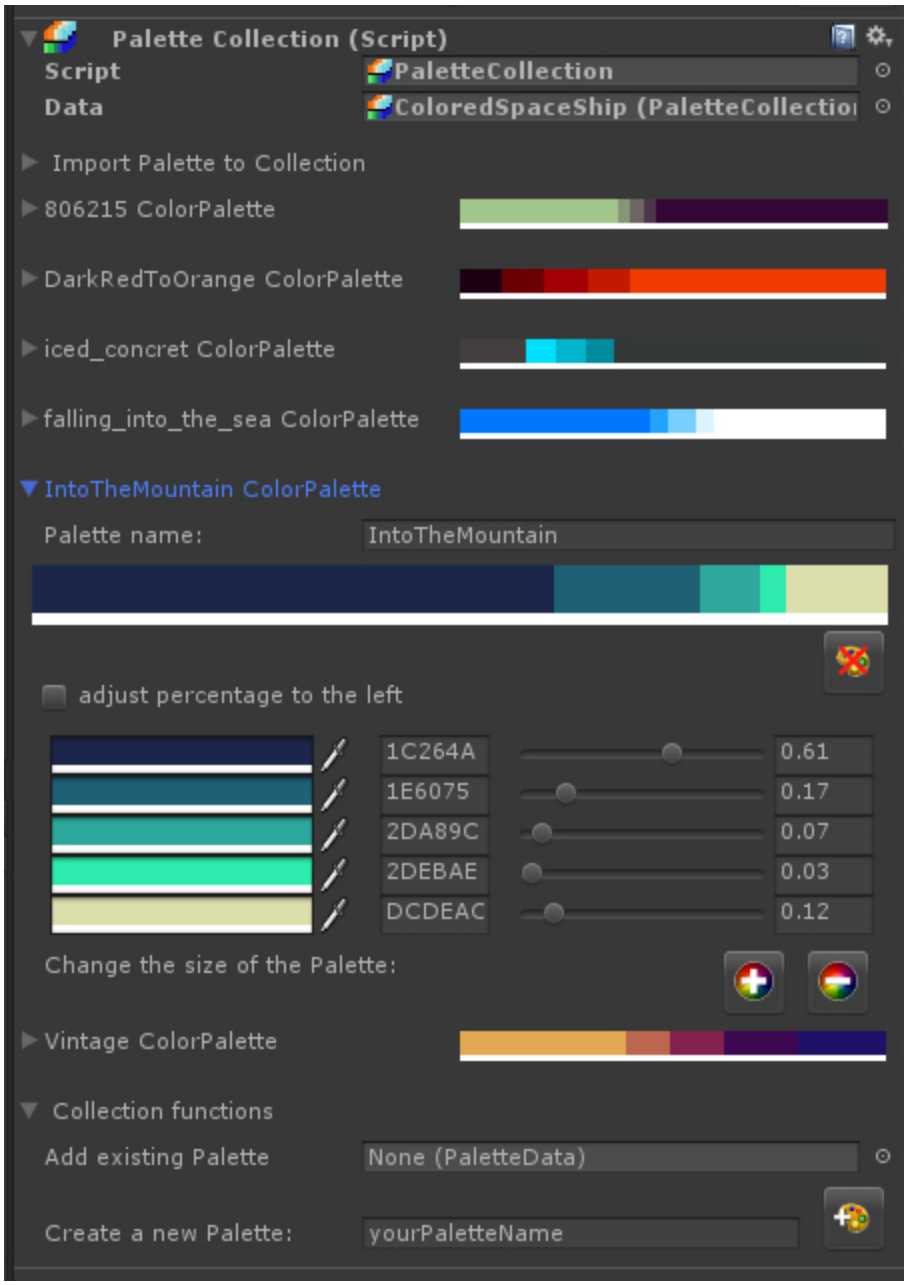
Import Palette

To import a colorpalette you have to use the PaletteImporter.cs script. Then simply insert the URL in the field and click the button. By now colourlovers.com and pltts.me are supported. The import can take a few seconds and of course you have to be online. (Don't forget to save the scene after the import!)



Palette Collections

The collections have the import functionality, if a palette is imported it will be added at the bottom. Collapsed palettes have a small preview. A expanded palette has all the options of a ColorPalette with an additional button to remove this specific palette from the collection. At the bottom the in the “Collection functions” again the ability the button to create and add a new palette.



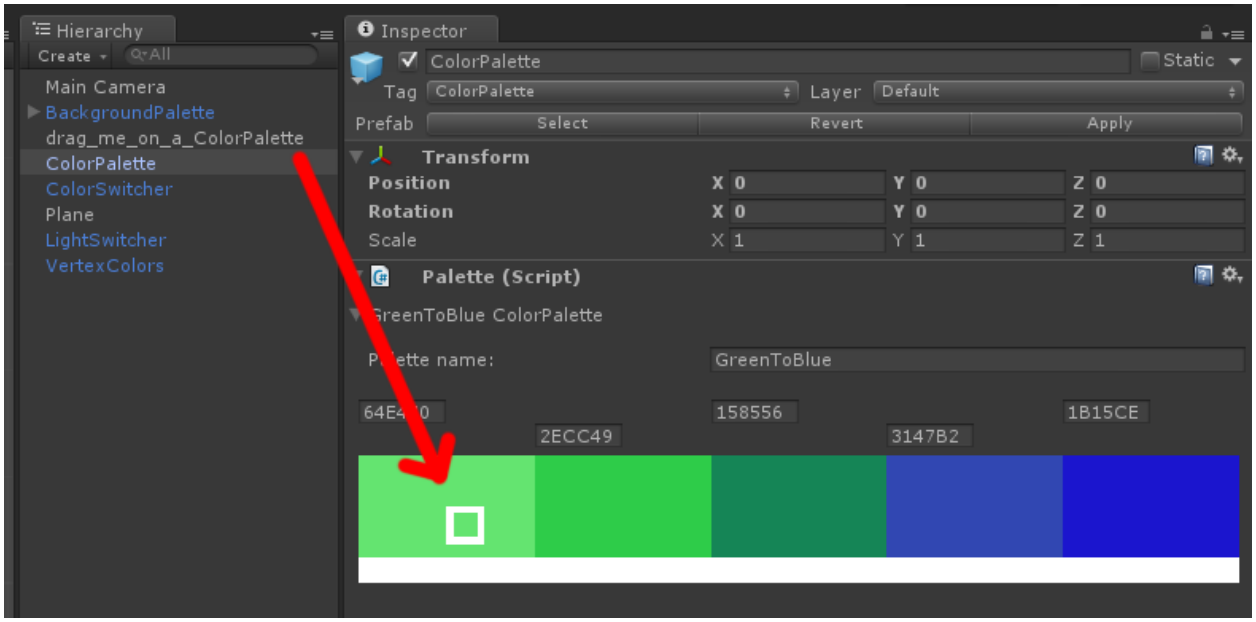
Examples

The example scripts are meant to give a idea of ways to use the ColorPalettes Plugin. Aswell as give a starting point to build up the specific uses in your game. For example you might want to switch to a certain color once a state of an Gameobject has changed, but these uses can be very specific.

There is a Video Tutorial available which shows most of the examples.

Drag'n'Drop

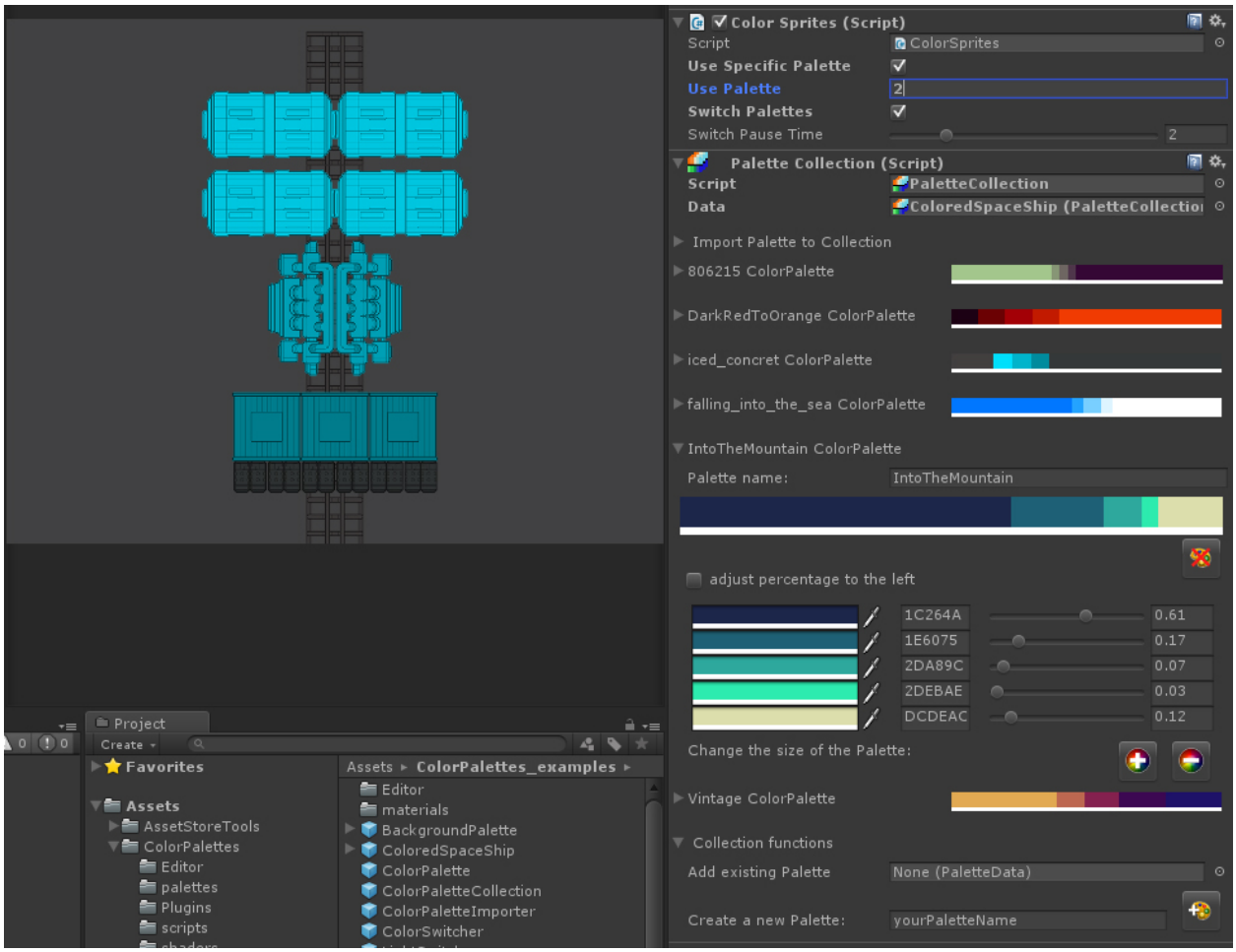
The easiest use of the ColorPalettes is assigning colors via drag'n'drop. You can drag a Gameobject on a color and drop it to apply the color. It works with a renderer the color material will change accordingly. It works with Sprites the color will be applied only to the SpriteRenderer component. And it works with GUIText and TextMesh Components. When dragging a Gameobject with right components over a color a small preview square shows up.



Coloring multiple Sprites

The ColorSprites script is an example where a collection is used to tint the SpriteRenderer children of a Gameobject. So it can be used to create many visual variations of Gameobjects, which can be used for player customisation.

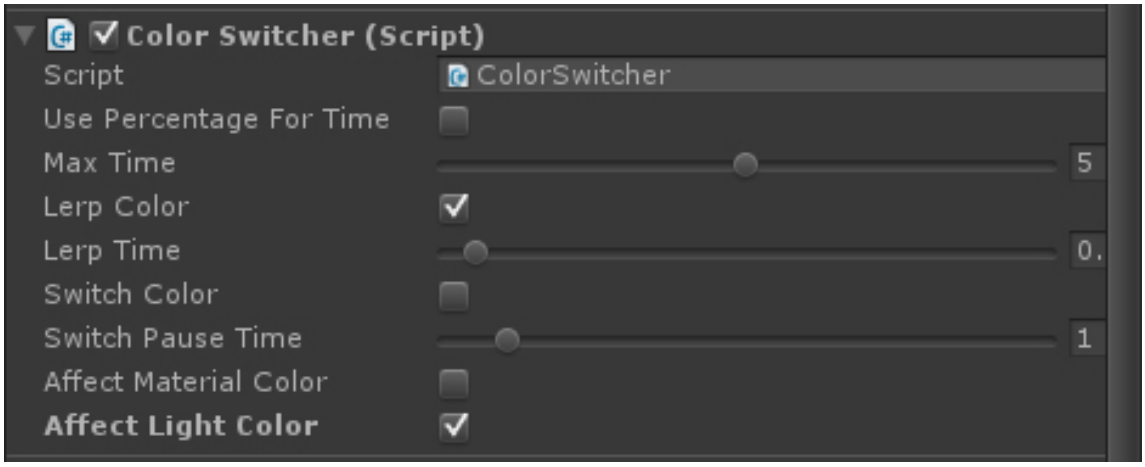
On the script itself you can set the checkbox on “Use Specific Palette” and change the “Use Palette” int to tint the SpriteRenderers with the different ColorPalette. Alternatively you can check on the “Switch Palettes” and enter the play mode to see the color palettes being changed overtime. Could be used for different states of a character / item, for example when taking damage.



Color Switcher

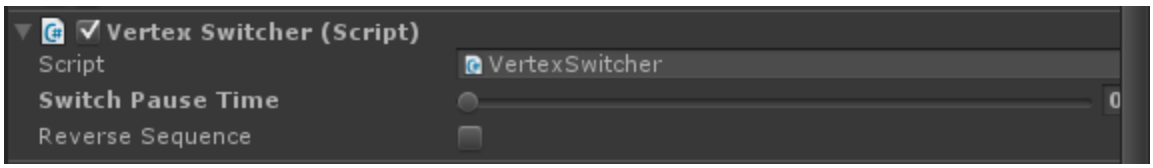
This script goes through a single Palette either swichting or lerping to the next color in the palette. If you tick “Use Percentage For Time” and it will take the MaxTime to switch through the whole palette. Staying on one Color as long as the percentage value of this color. You can still choose “Lerp Color” or “Switch Color”.

You can set the time for a lerp from one to the next color. Or set the time how long the switch stays on a color until it switches to the next one. The script can be added on a Gameobject with a renderer or with a light, change what it should affect with the checkbox.



Vertex Switcher

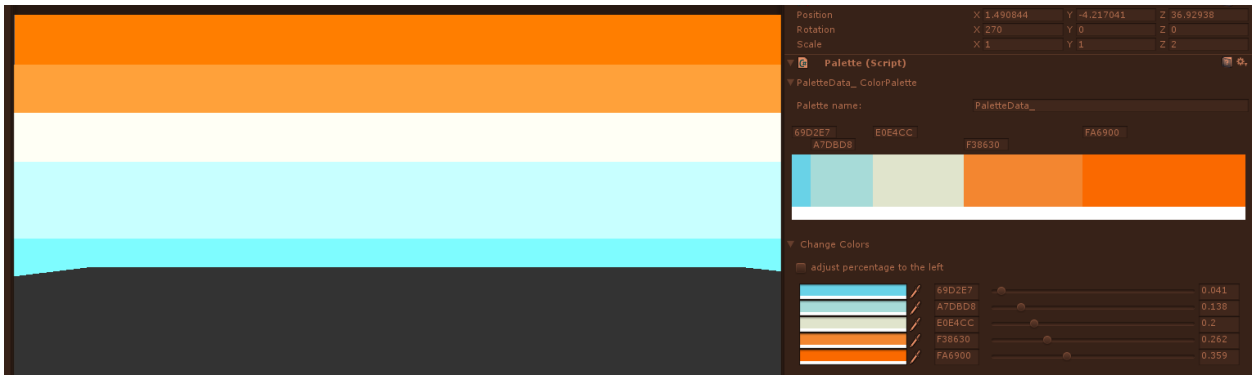
The vertex switcher works very similar, but it changes the vertex colors of a mesh. A VertexColor Shader is needed to see the effect. The example is with a mesh of a cylinder which is pretty basic. If you want to use it for a complex mesh, you might have to use more specific implementation because the vertices sequence.



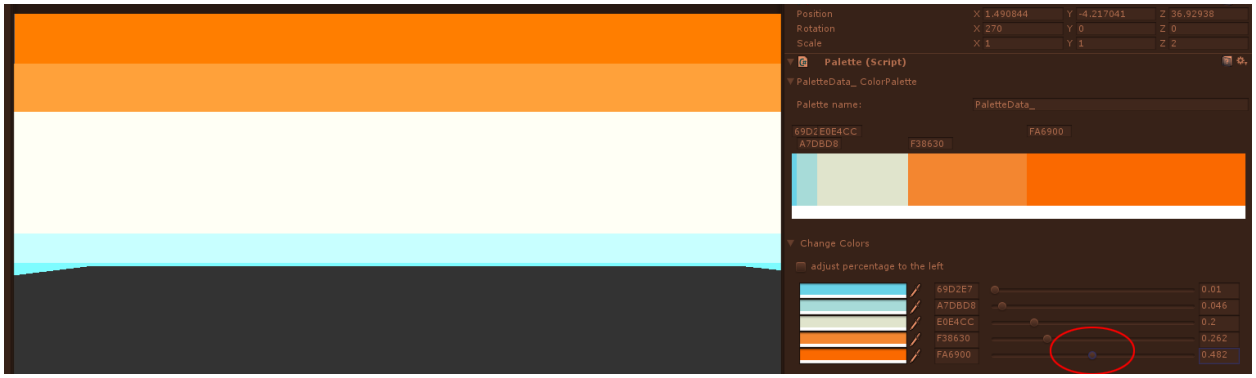
BackgroundPalette

This script is an example which makes use of the OnChange Event of a PaletteData, the planes are changed accordingly to the changes of the ColorPalette. To see it you have to be in play mode and make changes to the ColorPalette.

So it can be used for a Background to change during gameplay.



Changes of the ColorPalette are in sync with the Gameobject.



For further examples have a look at the “ColorPalettes_examples” folder of the asset.

Links

Unity Asset Store Page: http://u3d.as/9BN

Video Tutorial: http://bit.ly/13Y9GRs

API: www.dominikhaas.ch/ColorPalettes/namespaces.html

Report Issues in the Unity Forum Thread or on the Trello board (https://trello.com/b/sllkb6cS).

Credits

The ColorPalettes Asset for Unity is being developed by Dominik Haas.

Since 2005 Dominik Haas has gathered several years experience in software development. In 2011 he decided to work in the field of Game Development and started studying Game Design in 2012 at the Zurch University of the Arts. He is interested in game mechanics which connect players in a fun and exicting way and give players a new experience.

In January 2014 the game Schlicht was created at the GlobalGameJam, together with other students from the ZHdK. In December 2014 Schlicht was awarded with the Newcomer Award given by Ubisoft Blue Byte Studio.

Dominik Haas is part of the Mister Whale's Game Service.

Portfolio: www.dominikhaas.ch	Twitter: @DomDomHaas LinkedIn: Dominik Haas Team Schlicht: @TeamSchlicht

The 2D Spaceship art is free and provided by Circuitry
http://opengameart.org/users/circuitry
http://opengameart.org/content/modular-spaceships