

Loading screen package

This asset contains 12 different loading screens. They were tested on mobile platforms (Android, iOS). These can be used on any platform, possibly you will have to tweak a little bit in the animations. Most of them is white color based, so you can edit it's color in the editor to easily to fit your project. All of them scales with the screen size, but there are some which are more suitable for wider screens (landscape type) or longer screens (portrait type). Here is a list of the suitable screen types for all loading screen on mobile devices:

	Portrait type	Landscape type
Loading screen 1		X
Loading screen 2	X	X
Loading screen 3	X	X
Loading screen 4	X	X
Loading screen 5	X	
Loading screen 6	X	X
Loading screen 7		X
Loading screen 8	X	X
Loading screen 9	X	X
Loading screen 10	X	X
Loading screen 11	X	X
Loading screen 12		X

There is a demo scene for each of them. If you start it, it will play the '*Hide*' animation, and if you click, it will play the '*Reveal*' animation, and load the scene again.

Usage

You have to drag and drop any of the loading screen prefab into your project. You can put it under a Canvas element, or individually, because it has it's own Canvas component already.

You have to change the '*LoadingScreenManager.cs*' script:

- **OnFinishedReveal** : You have to remove it's content, and load your own scene here.
- **OnFinishedHide** : You have to remove it's content and call functions which you want to be called after the loading screen is revealed.

If you have any questions, suggestions or feedback, please feel free to leave a review on the Unity Asset Store or contact me at petrahugyecz@gmail.com.