

Screen Fade (VR support)

User Manual – Version 0.5

Screen Fade (VR support) is an asset for Unity 3d to quickly allow you to fade from and to specific colors on your camera view. It is specially developed to provide VR support independent of the different headsets vendors. Simply call the Method **PlayfulSystems.ScreenFade.CameraFadeEffect.TriggerFade()** to start fading.

Using the Asset

CameraFadeEffect.TriggerFade(Color startColor, float startAlpha, float targetAlpha, float duration, System.Action onDone = null)

This method will attach a CameraFadeEffect component to your MainCamera. It will then use the given color fade from startAlpha to targetAlpha over the given duration. Once the fade is done, the given onDone action will be executed, if any.

Hint: You may want to add the namespace "**PlayfulSystems.ScreenFade**" to your script for ease of use. Simply add "**Using PlayfulSystems.ScreenFade**" to the top of your script. Otherwise you need to preface all class references with **PlayfulSystems.ScreenFade**.