



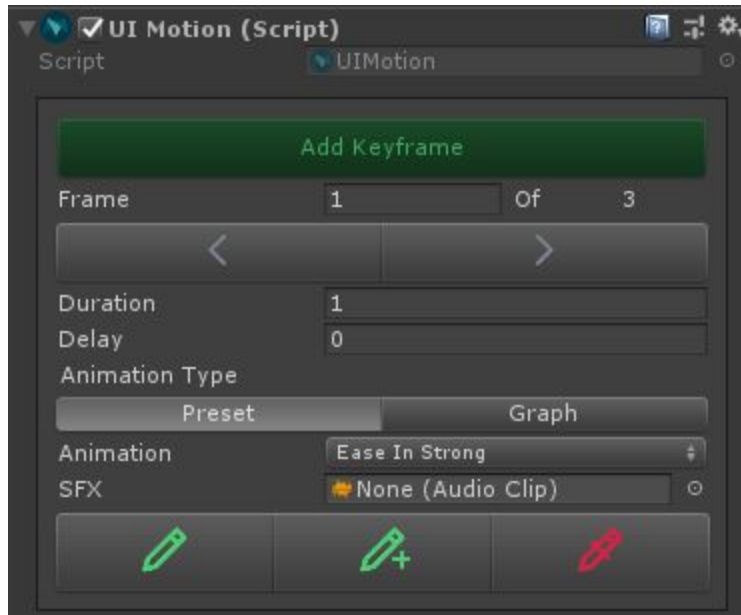
# Modular Motion

## What is this?

Modular Motion makes your workflow as twice as fast. As it was designed to be simple and in just one component, you can do most of the animation. Spend more time on your design and less time on your coding screen. You can also seamlessly craft your ideas into a unique interaction with UI button, mouse events, Unity Events, or via C# programming language.



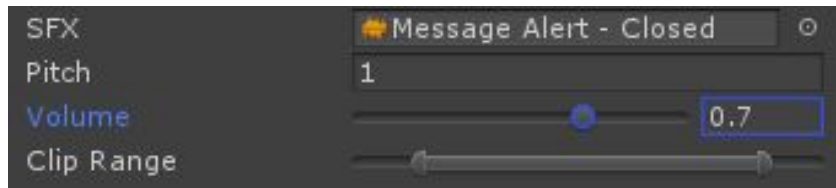
## Main Component



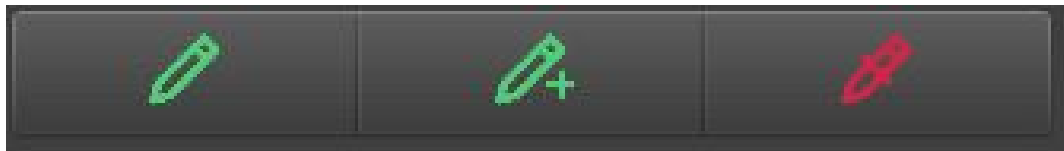
**UI Motion** is the main component used to create an animation of all sorts.

Properties:

1. **Frame:** The current frame which user is currently on.
2. **Duration:** A time in seconds (float) to play current frame
3. **Delay:** A time in seconds (float) to delay the animation in current frame.
4. **Animation Type:**
  - a. **Preset:** A set of designed animation curve used in current frame.
  - b. **Graph:** A graph of customizable animation curved used in current frame.

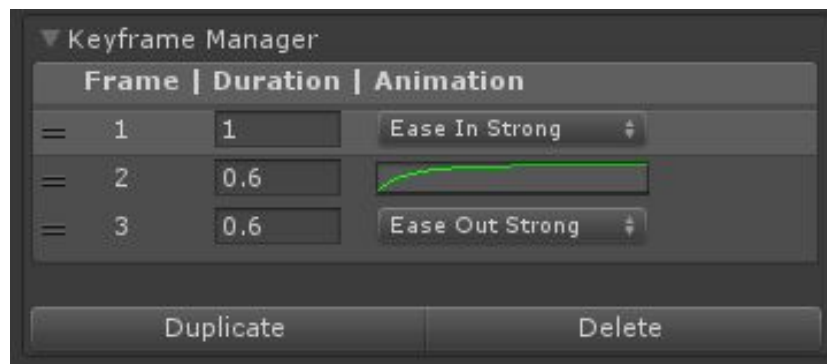


5. **SFX:** An audio clip used in current frame.
  - a. **Pitch:** a pitch of your sound. This can be negative numbers and will cause sound to play backward.
  - b. **Volume:** how loud of your sound. 1 means 100%.
  - c. **Clip Range:** a clip range where to start and end playing your clip.

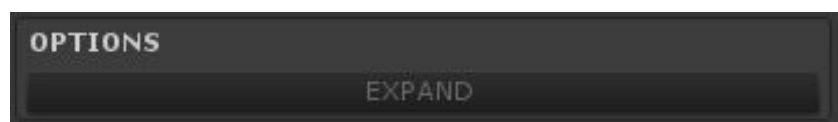


#### SET A KEYFRAME | SET A KEYFRAME OFFSET | DELETE A KEYFRAME

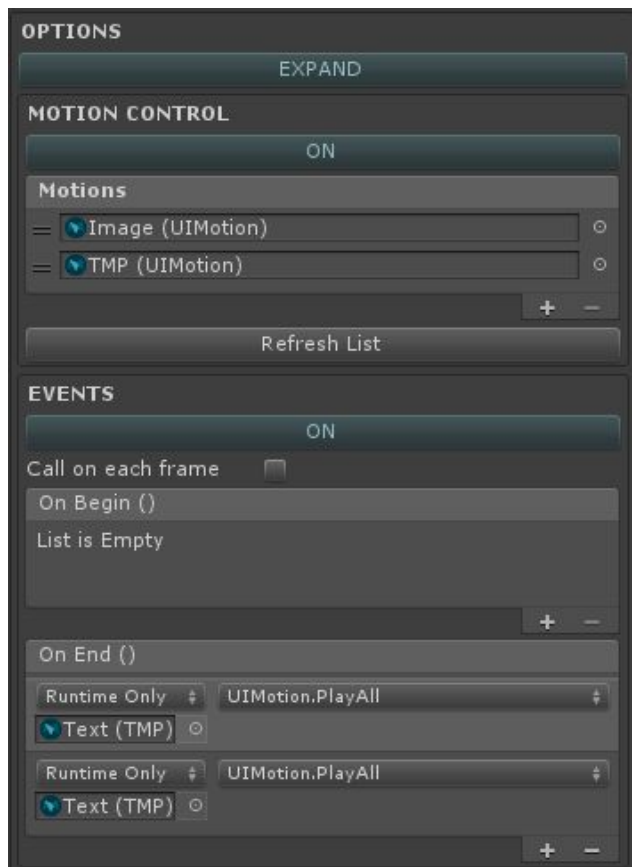
1. **Set a keyframe:** Set or make changes on a current keyframe.
2. **Set a keyframe offset:** Set or make changes on a current keyframe with an offset value relatively between original value and current value.
3. **Delete a keyframe:** Delete current keyframe.



**Keyframe Manager** is a tool to manage your keyframes. You can drag to reorder each of your motions, duplicate or delete selected motion in the list.

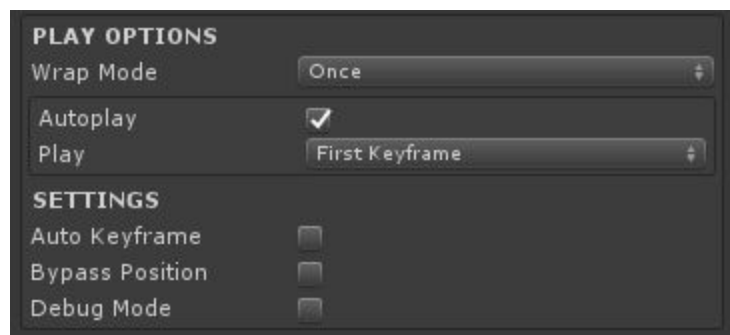


**OPTIONS** is an optional control of your animations. You can either expand it or leave it off.



Properties:

1. **Motion Control:** A UI Motion component manager. When you drag your UI Motion GameObject to this list, you can control all of them at once.
  - a. **Refresh List:** When clicked, this will get all UI Motions in children and retrieve all of them in the list. You can also alternatively drag any UI Motion component into this list as well.
2. **Events:** A UnityEvents that triggers at the beginning or the end of the animation.
  - a. **Call on each frame:** Check this box when you want events to trigger every frame UI Motion plays.



Properties:

1. **Wrap Mode:** An animation playing mode.
  - a. **Once:** Only play once and will playback to the first frame if Play(), PlayNext() or PlayAllForward is called.
  - b. **Loop:** Play animation in eternally.
  - c. **Ping Pong:** Play animation forward to the end of the frame and playback the animation from the last frame to the first frame when triggers. Recommend using PlayAll(), PlayAllForward() and PlayAllBackward() with Ping Pong Wrap Mode.
2. **Autoplay:** Play the animation automatically.
3. **Play:** Play method.
  - a. **First Keyframe:** Play only first keyframe.
  - b. **To Last Keyframe:** Play to the last keyframe.
4. **Auto Keyframe:** Set a keyframe every time any modifications has been made in the component.
5. **Bypass Position:** Play an animation regardless position of the component.
6. **Debug Mode:** Show Debug.log() when function is called.

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## Call and Reference Modular Motion

On top of your c# script, do not forget to put

**using ModularMotion;**

You can use **GetComponent<UIMotion>()**; anywhere in your script and make a call by following.

**ModularMotion.UIMotion.OnBegin()**

Triggers UnityEvent on the beginning of the animation

**ModularMotion.UIMotion.OnEnd()**

Triggers UnityEvent at the ending of the animation

**ModularMotion.UIMotion.Keyframes()**

A list of keyframes in this component

**ModularMotion.UIMotion.Frame**

Get current frame in this component

**ModularMotion.UIMotion.Play()**

Play animations between two frames. (Trigger Ex. Open,Close)

**ModularMotion.UIMotion.PlayFromStartTillEnd()**

Play animations from the start regardless what frame is currently on.

**ModularMotion.UIMotion.PlayAll()**

Play animations from the start to the end. (if Ping-Pong wrap mode selected, it will go back and forth)

**ModularMotion.UIMotion.PlayNext()**

Play next animation.

**ModularMotion.UIMotion.PlayPrevious()**

Play previous animation.

**ModularMotion.UIMotion.PlayAllForward()**

Play next animation to the end of frame. (Recommend to use with Ping-Pong wrap mode)

**ModularMotion.UIMotion.PlayAllBackward()**

Play previous animation to the end of frame. (Recommend to use with Ping-Pong wrap mode)

## Feedback, Support or Request

Any comments would be appreciated.

Please enjoy using Modular Motion!

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