



GOOD UI Icon Trail

v1.0 by UNEASY

Feature

- Quick and easy to use
- 20+ Icon Effect Presets
- Support for Box / Circle / Chamfer Shape Icon
- Supported Desktop / Mobile
- Sequence textures unused

Requirements

- Supported Unity versions : 2019.1.1 (or newer)
- Made with Amplify Shader Editor

(If you own Amplify Shader Editor, you can look at the shader source and modify it.)

Category: Visual Effects For UI

Product format : Shader/Material

Shader Mode : Amplify Shader Editor->Legacy / Default UI

Intro

GOOD UI ICON TRAIL

is pack that
helps you to add
cool Effects for
your UI Icon



How To Use

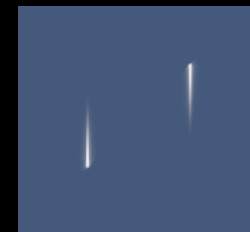
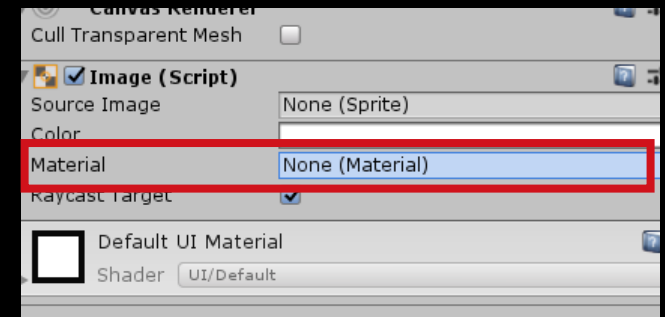
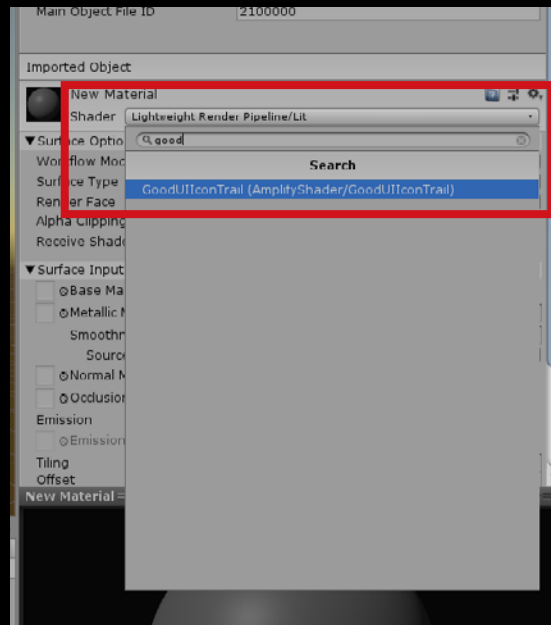
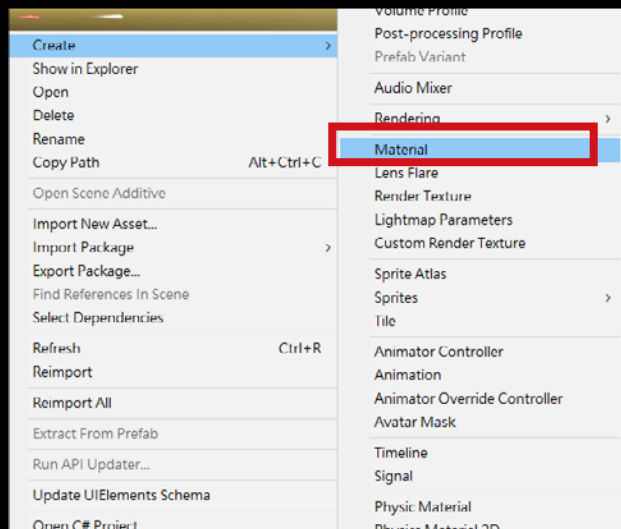
1. Create a Material



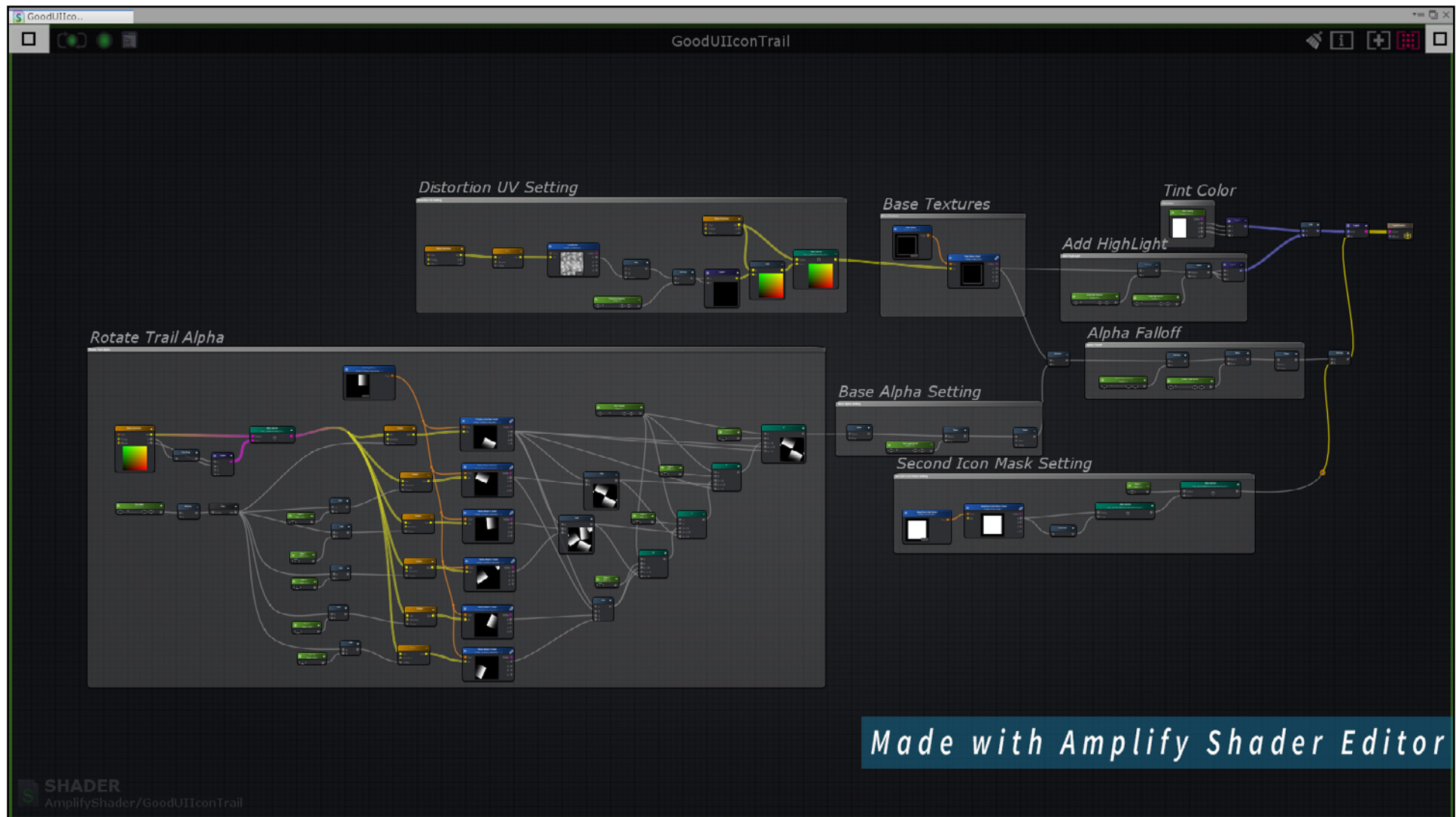
2. Shader->
"GoodUIIconTrail"



3. Import your UI
image"Material"

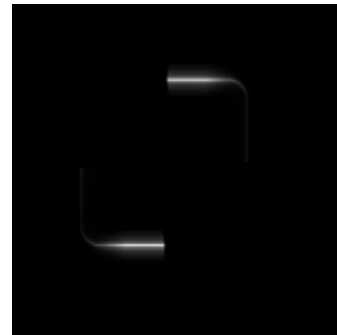


Properties

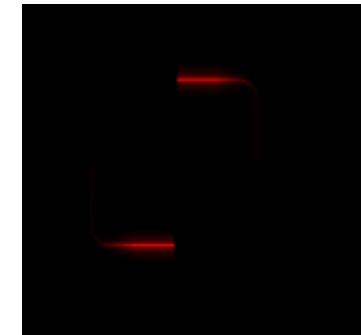


Color Overlay

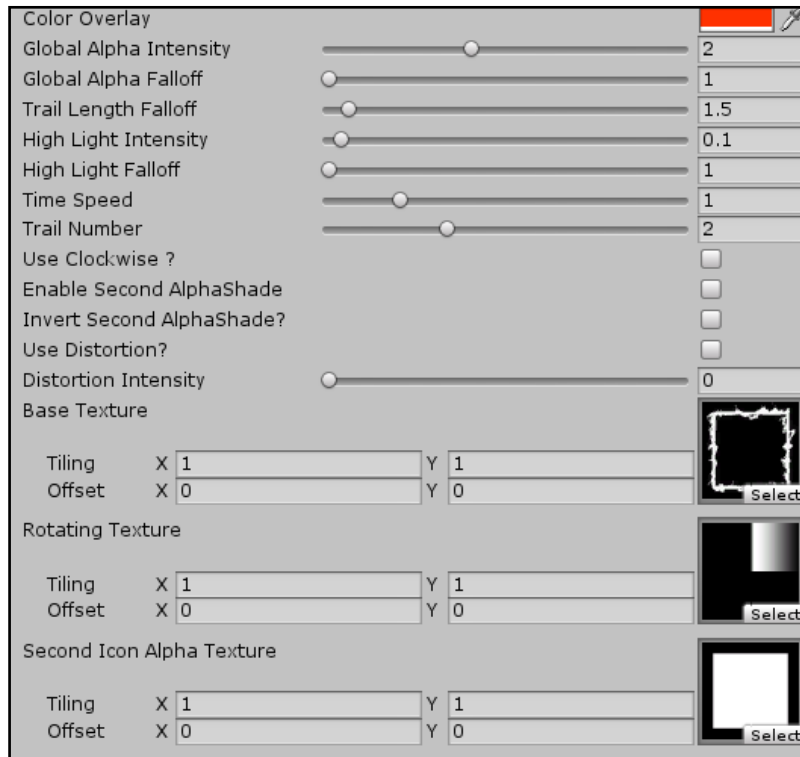
- Tint color



Color : 0,0,0



Color : 255,0,0



Global Alpha Intensity

- Transparency



Alpha Intensity 1



Alpha Intensity 0.1

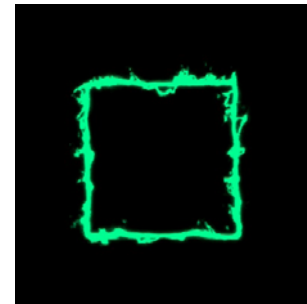
Global Alpha Falloff

- Fade and Sharpen

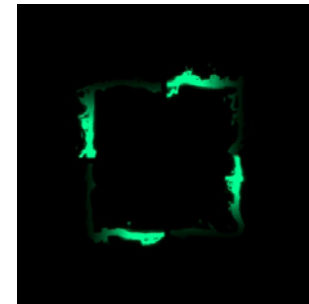


Trail Length Falloff

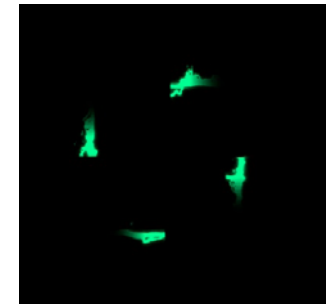
- Fade and Sharpen from tail point



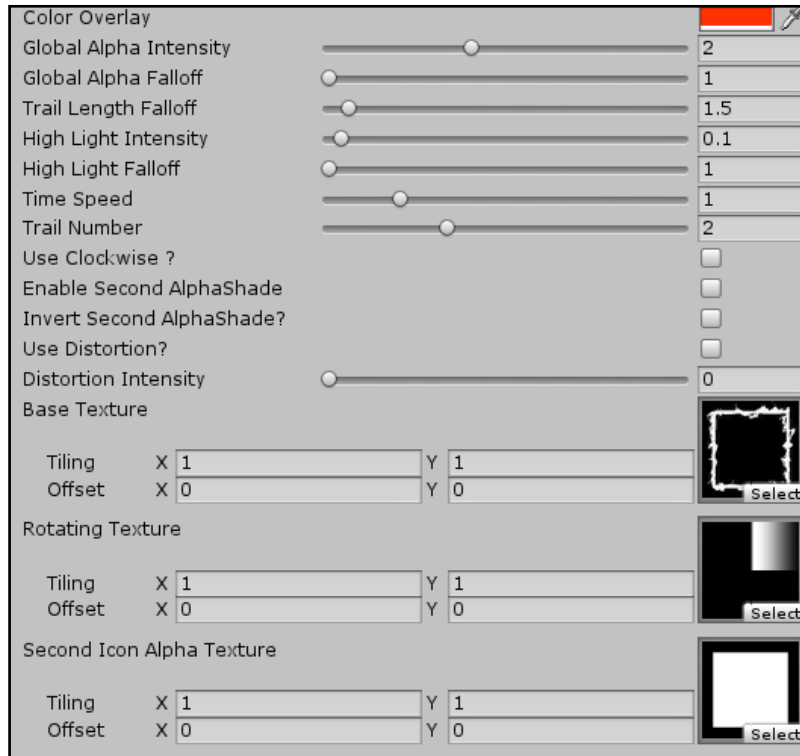
0



1



10



High Light Intensity

- Add bright in the core



High Light Intensity 0



High Light Intensity 1

High Light Falloff

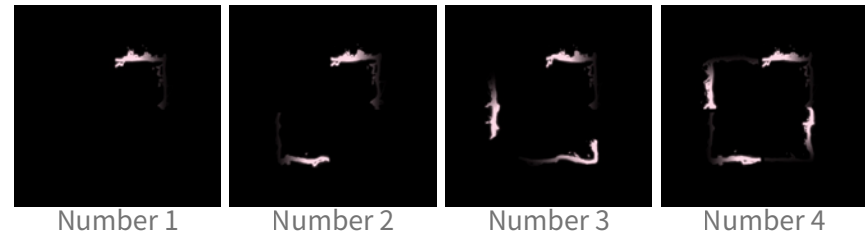
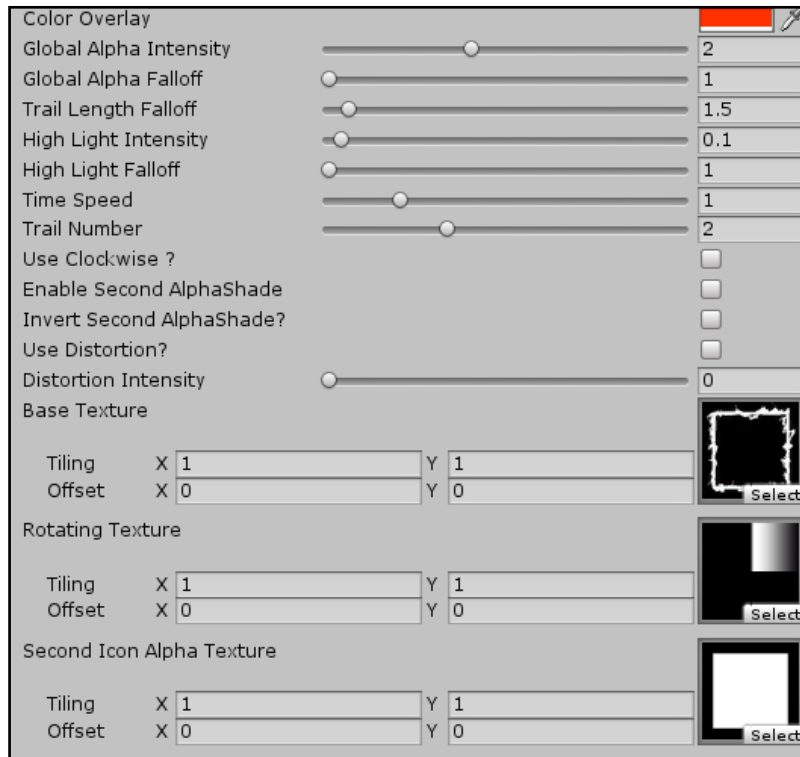
- Fade and Sharpen in High Light

Time Speed

- Time Speed(0 is stop ,2 is speed up)

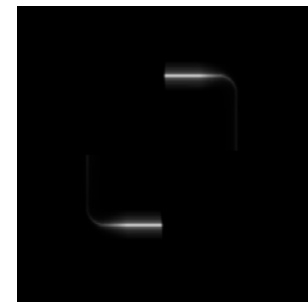
Trail Nmber

- Trail Repeat Times .(Maximum is 4)

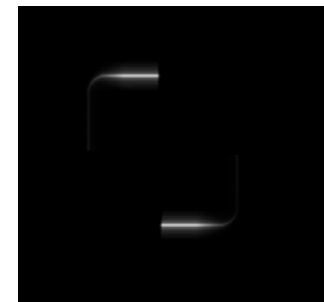


Use Clockwise

- If is true,invert direction of animation



Use Clockwise : False



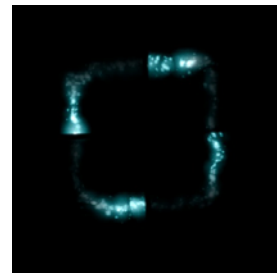
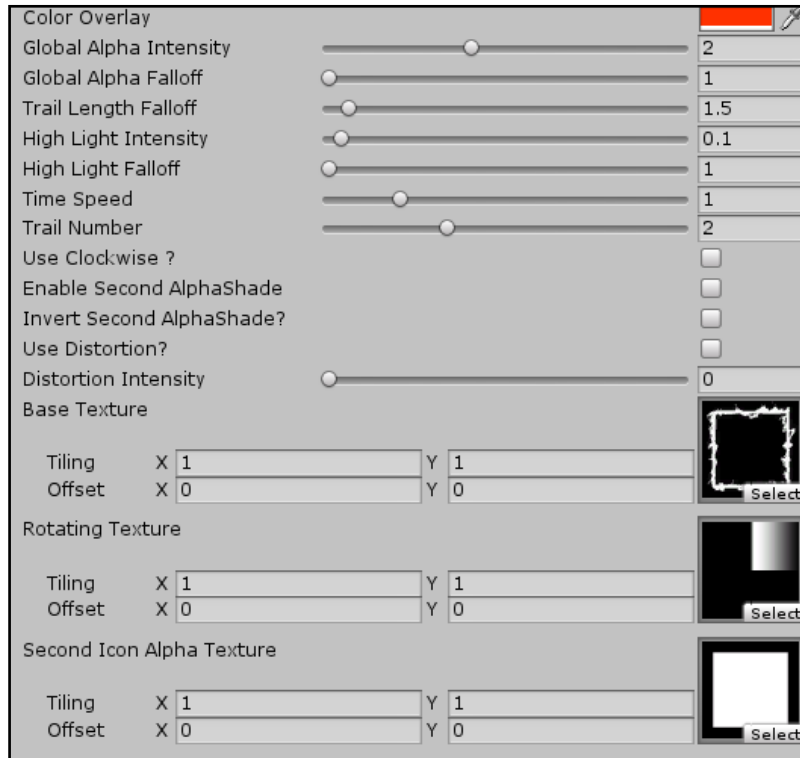
Use Clockwise : True

Enable Second AlphaShape

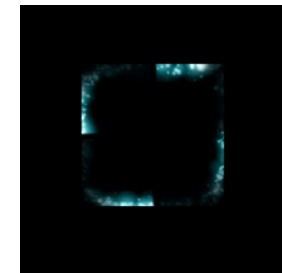
- Using Second Alpha.(Default:X)

Invert Second AlphaShape?

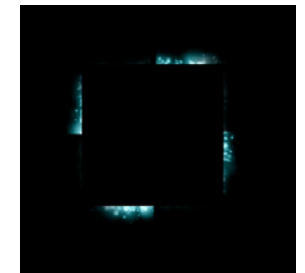
- If is true,invert alpha.



Enable Second AlphaShape : X



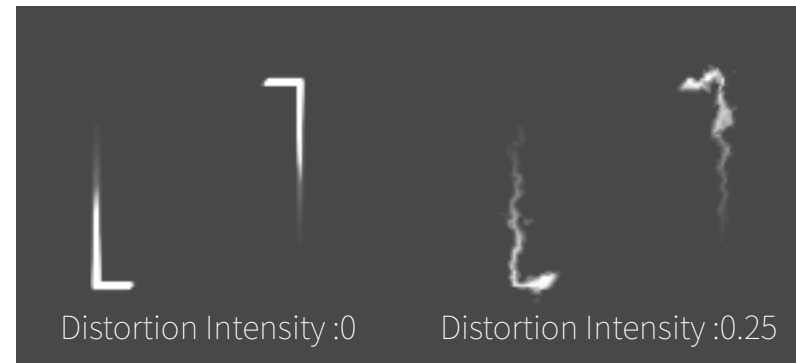
Enable Second AlphaShape : O
Invert Second AlphaShape : X



Enable Second AlphaShape : O
Invert Second AlphaShape : O

Use Distortion / Intensity

- Using distortion for the texture.



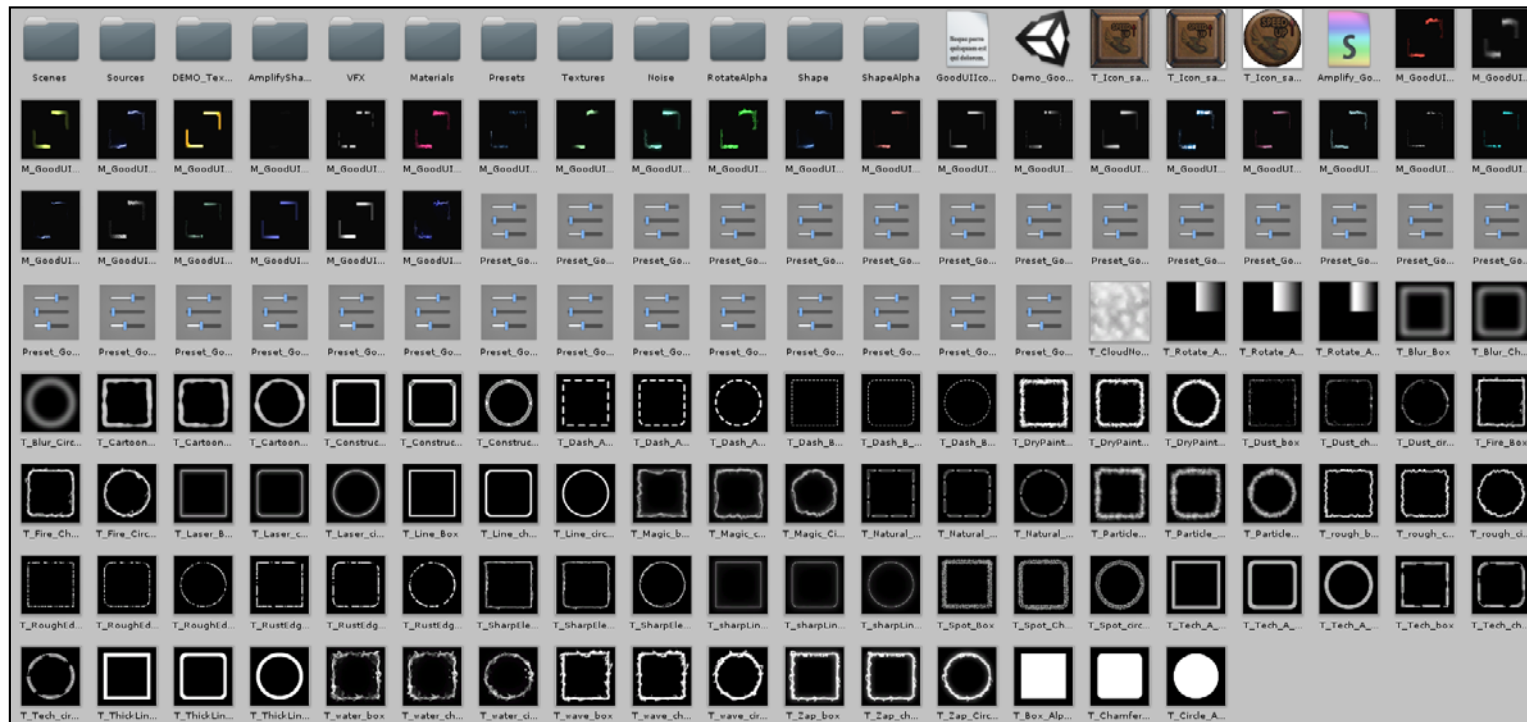
Element And Preset



MOBILE TEST



Android Test:oppo A39 / CPU MT6750 Octa-core 64-bit / RAM 3GB



Package Detail

- Number of Level : 1 showcase
- Number of Textures : 83 (Maximum : 512px)
- Number of Shader :1
- Number of Materials : 28
- Number of Preset : 28



CONTACT

Email: feeling94750@gmail.com

ONLINE DOCUMENTATION

<https://drive.google.com/open?id=1do0ltY3mhqwt9weA9p5v4XL572YTKjA1>