UNITY ASSET
Simple UI Fader

Overview

This clean, simple ui fading asset allows you to quickly fade in and out your Unity UI aswell as allowing you transition to and from different backgrounds with ease - saving time and headache!

Rate

If you like my asset please rate it on the asset store, it goes along way! If you have any questions or improvements please let me know via email. :)

Example scenes

- ImageFadeIn
- ImageFadeOut
- ImageTransition
- ImageCycle

Example scripts

- UIFadeInExample.cs
- UIFadeOutExample.cs
- UITransitionExample.cs
- UICycle.cs

Setup

Really easy to setup! :)

- Locate _UIFader Folder > Prefabs > UIFader Prefab - in the project window
- Drag and drop into "Hierarchy" window of your scene

Depending on what you want to do, call the one of the following:

- UI Fade In: UIFader.FadeIn(Image image, UnityAction onComplete, float fadeDuration = 2)
- UI Fade Out: UIFader.FadeOut(Image image, UnityAction onComplete, float fadeDuration = 2)
- UI Transition To: TransitionTo(Image image, Sprite spriteIMGTarget, UnityAction onComplete, float fadeDuration = 2)

For UI transition/cycle see UICycle.cs in ImageCycle scene which essentially an extension of UIFader.TransitionTo - infinitely looping over UI.TransitionTo when a sprite has successfully transitioned.

Contact

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