

You can find more detailed information on how to work with the material here: [VFX Ui setup progressBar tutorial - YouTube](#)

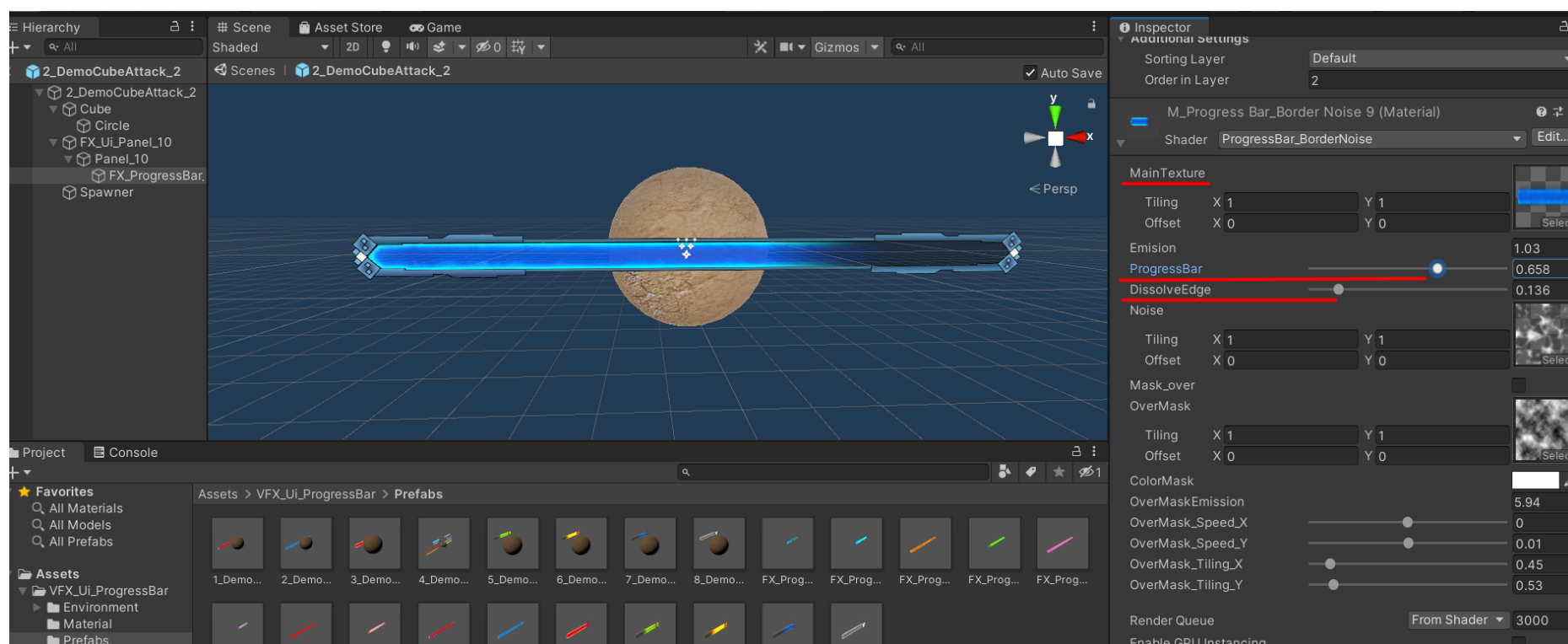
email: mariamchkhikvishvili55@gmail.com

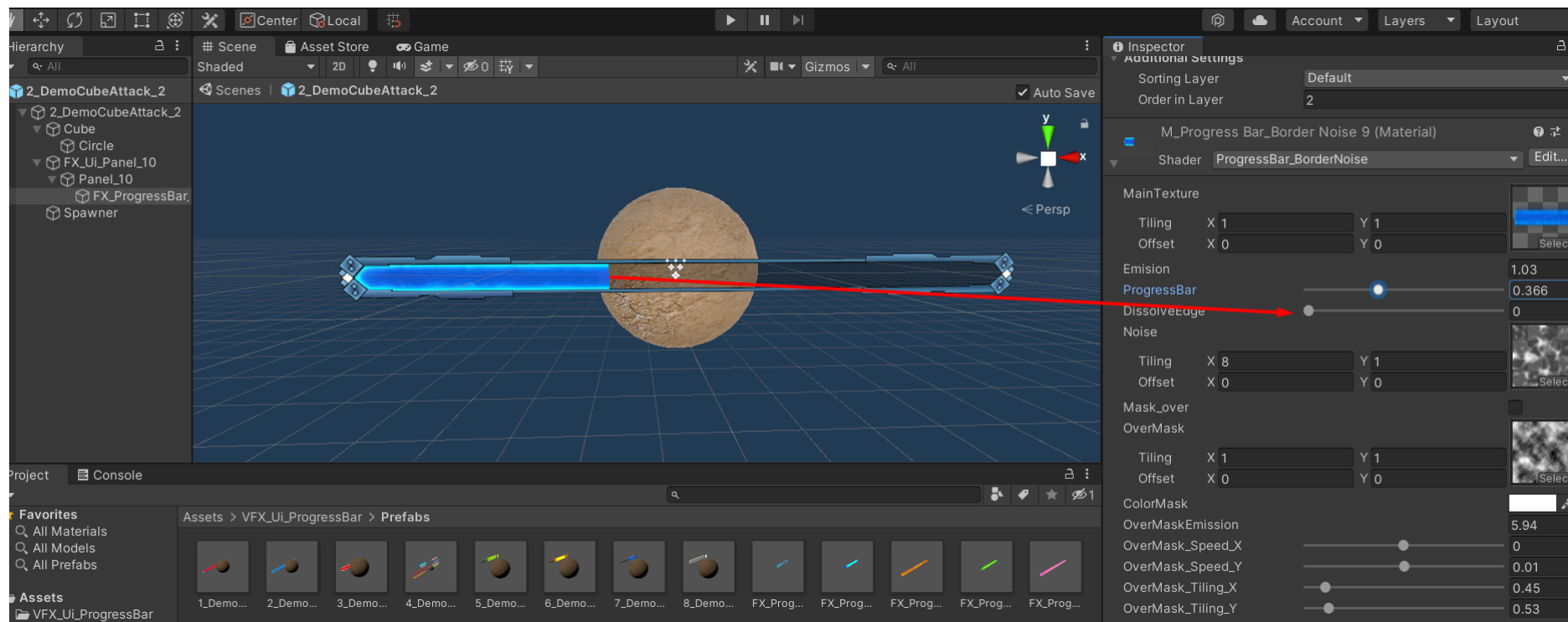
The main material parameters in **progress bars** are **Dissolve Edge** and **ProgressBar**. Changing these parameters affects the distortion of the progress bar edge and its fill level.

In the **Main Texture**, you can use any sprite you want, and don't forget to duplicate it in Sprite Render or Image.

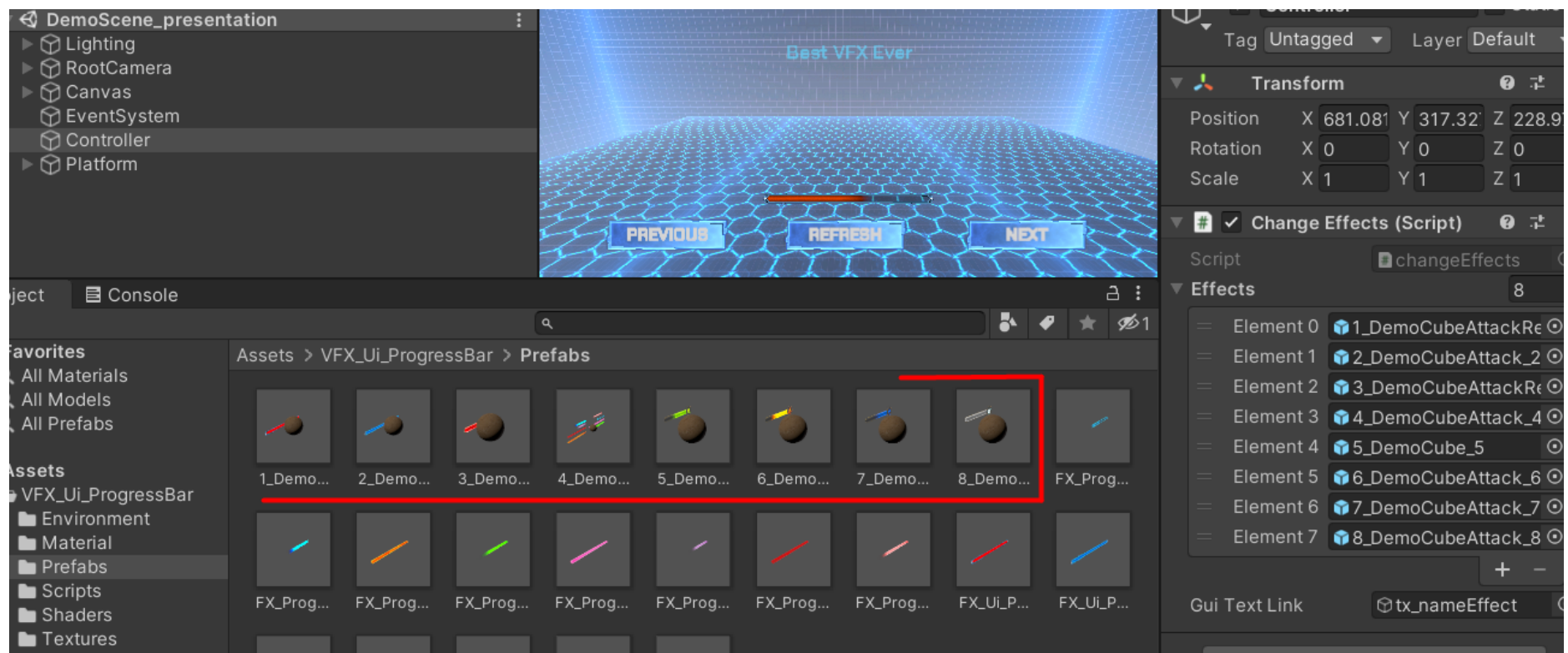
The **Noise texture** parameter affects the visual appearance of the Dissolve Edge.

Mask_over parameters allow you to apply a mask over the progress bar.

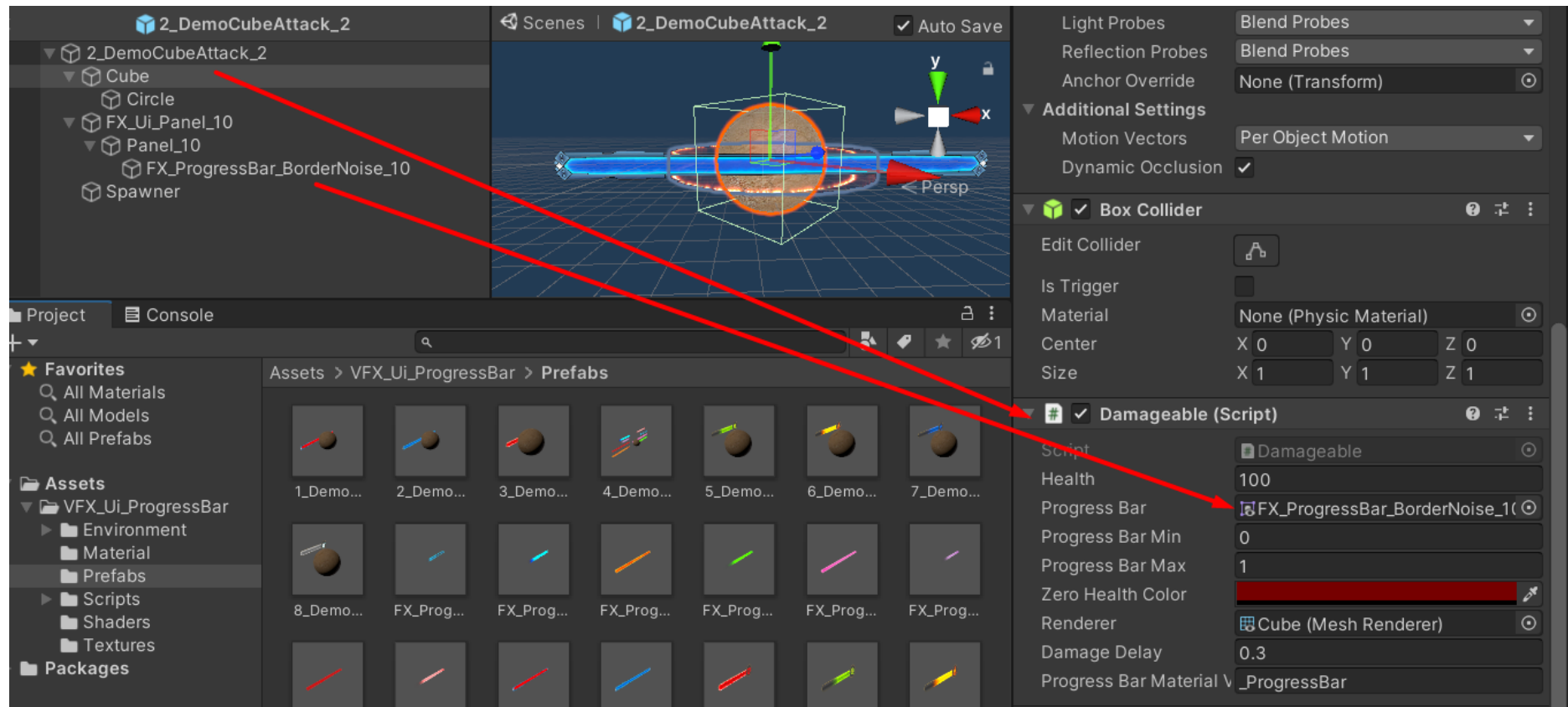




Adding a new prefab, for the demoscene
Prefabs with HP bar



In each scene, there is an object with the **Damagable** script attached to it. In the completed scenes, it is named Cube, and it is the object that will receive damage. It has the following settings

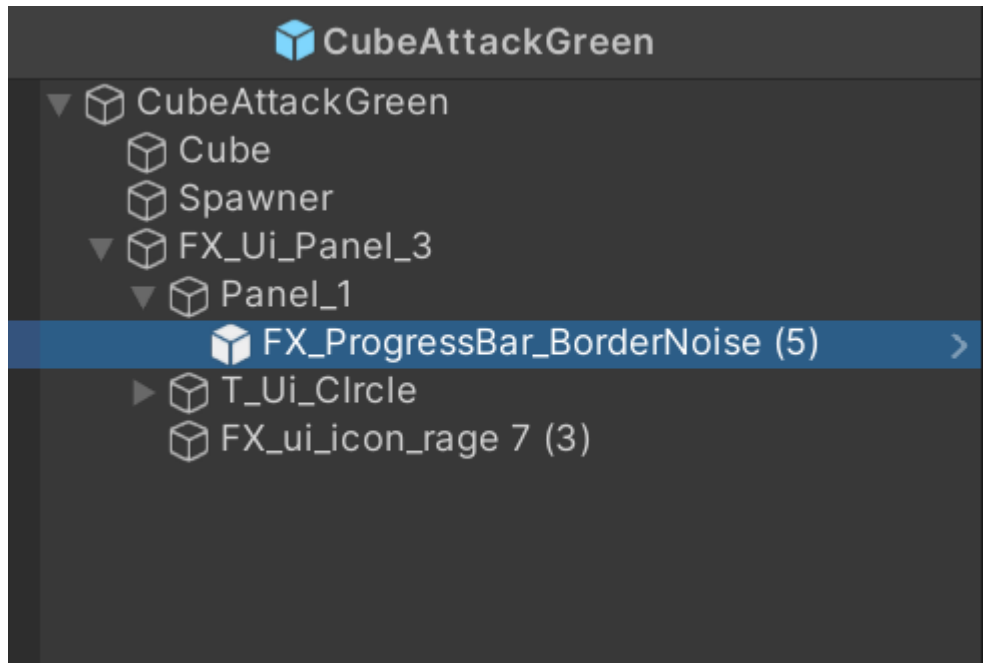


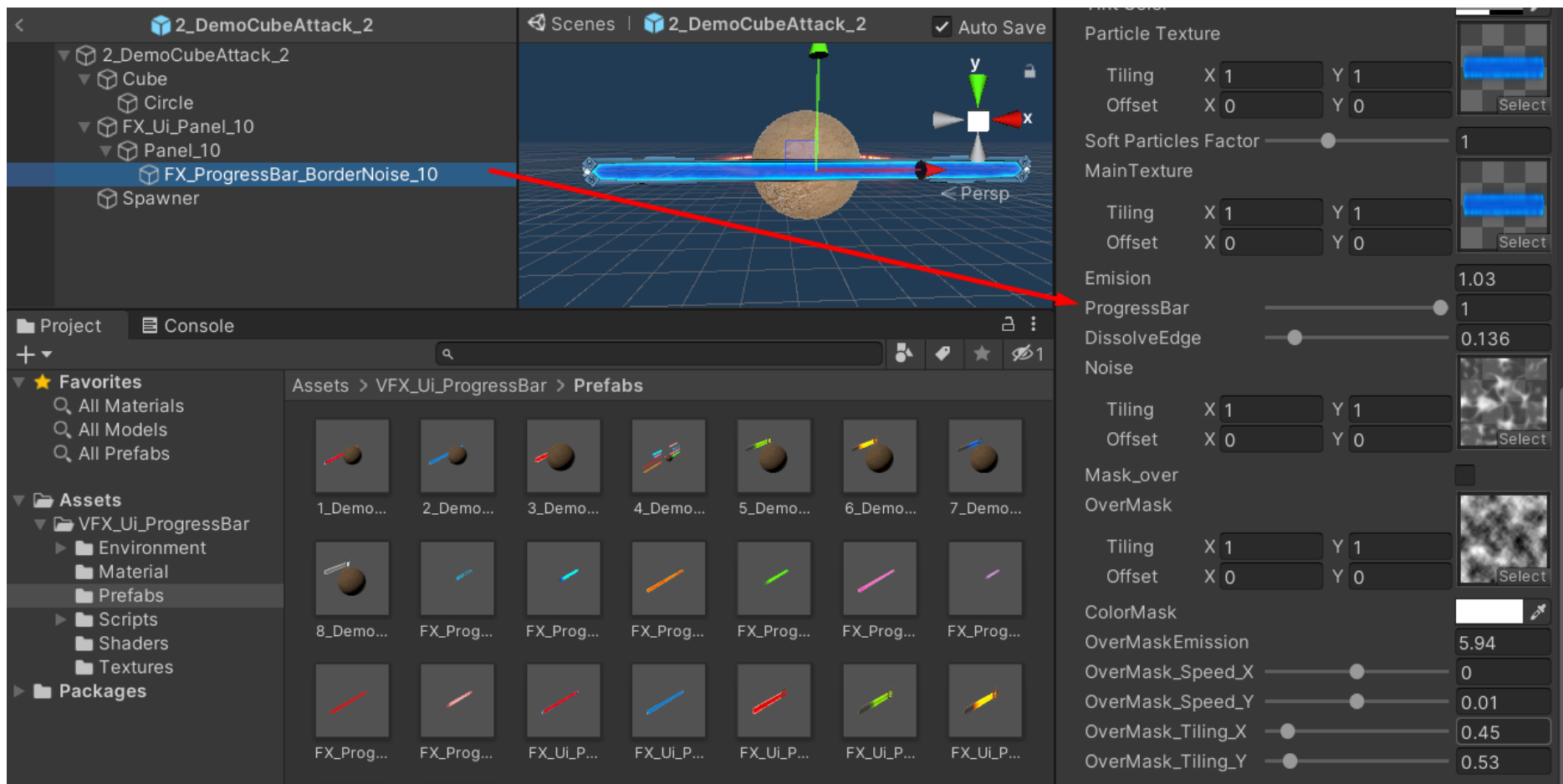
"Health" means maximum health. The following will be an explanation of where the damage comes from.

"ProgressBar" should be an object that contains a progress bar

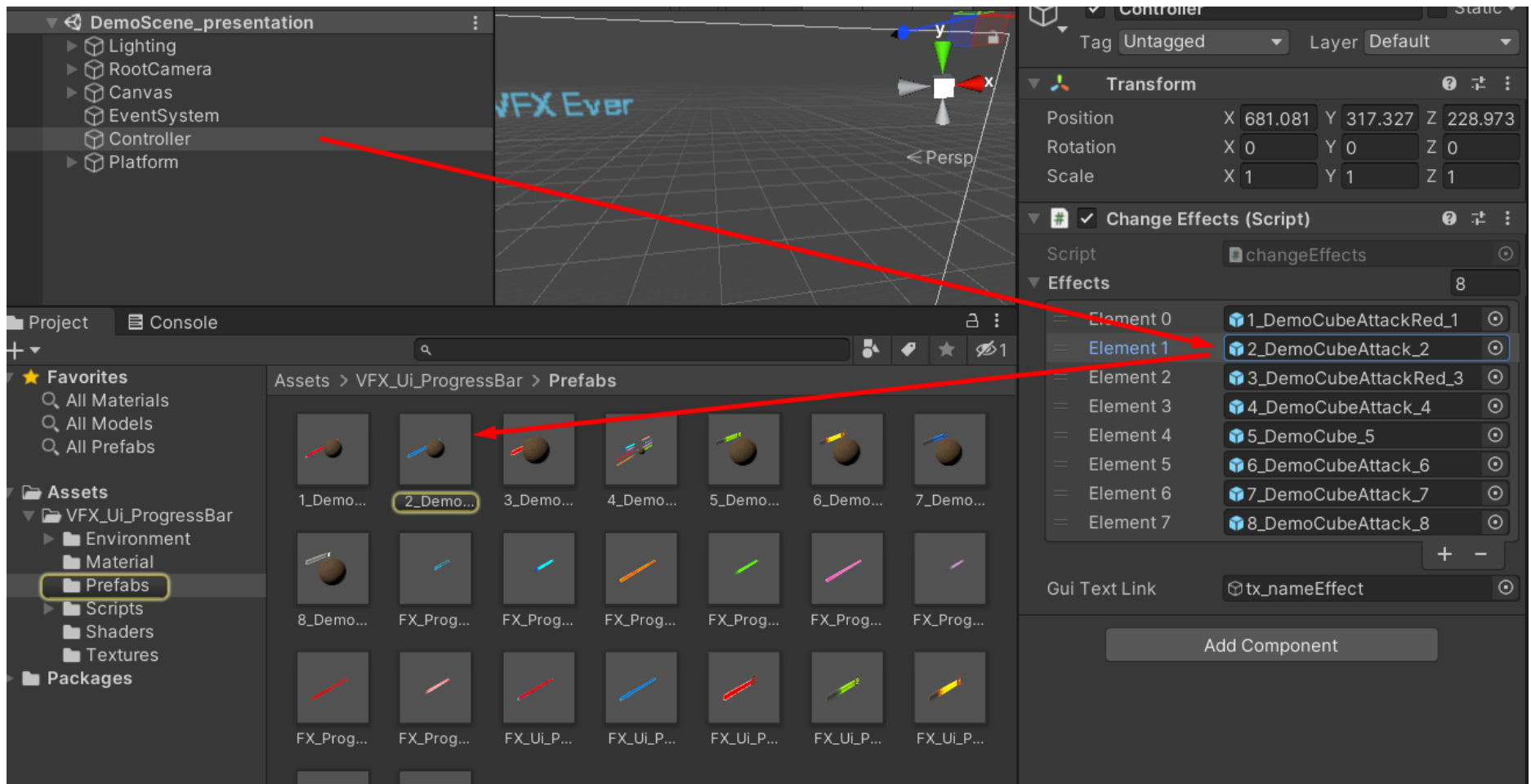
Other parameters are:

- Zero Health Color: This is the color that will be displayed when health is at zero. As health decreases, the material color will interpolate towards this color from the initial color.
- Renderer: This is a reference to itself. If you copy scenes, you won't have to set it again.
- ProgressBarMaterialVarName: This is the material parameter that controls the progress.





Insert the finished prefab into the demo scene controller.



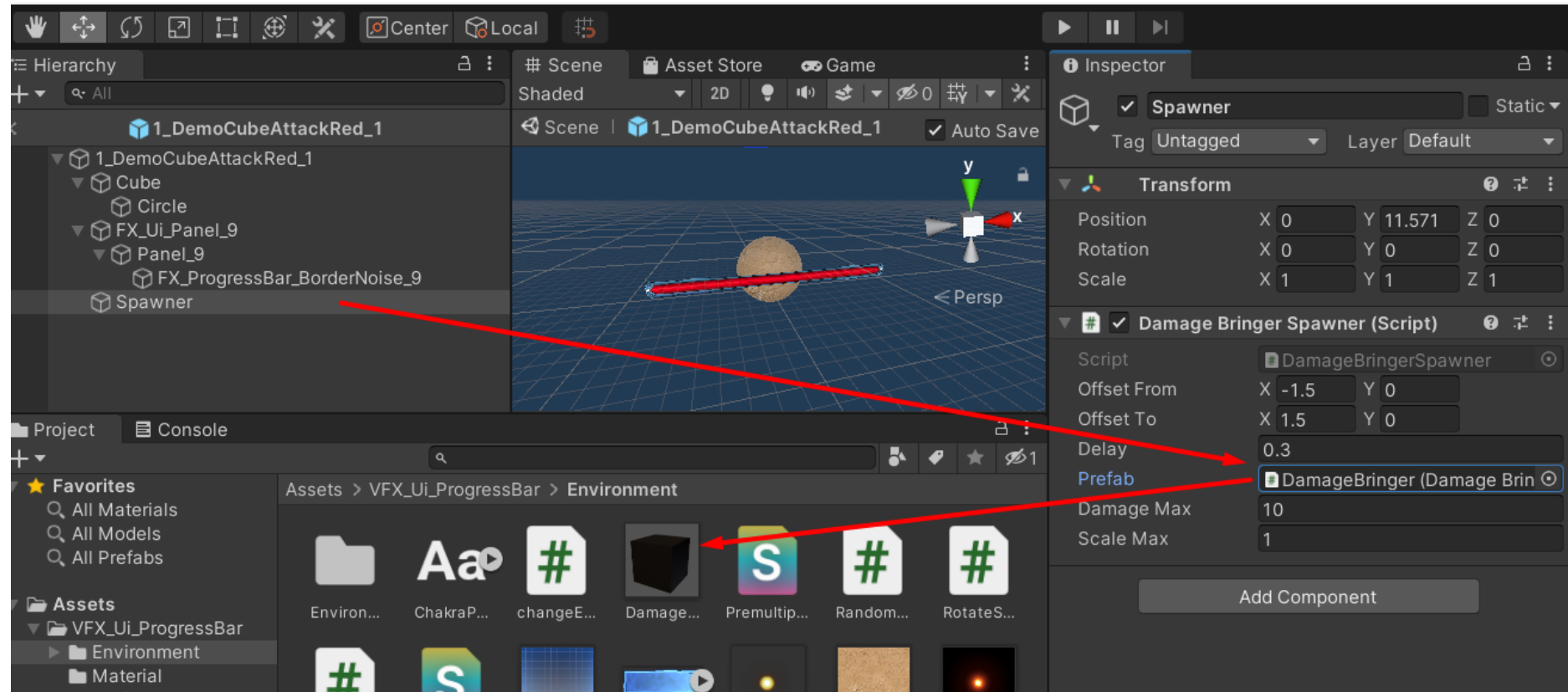
Here's a bit about the spawn point and the damaging object prefab:

Optional:

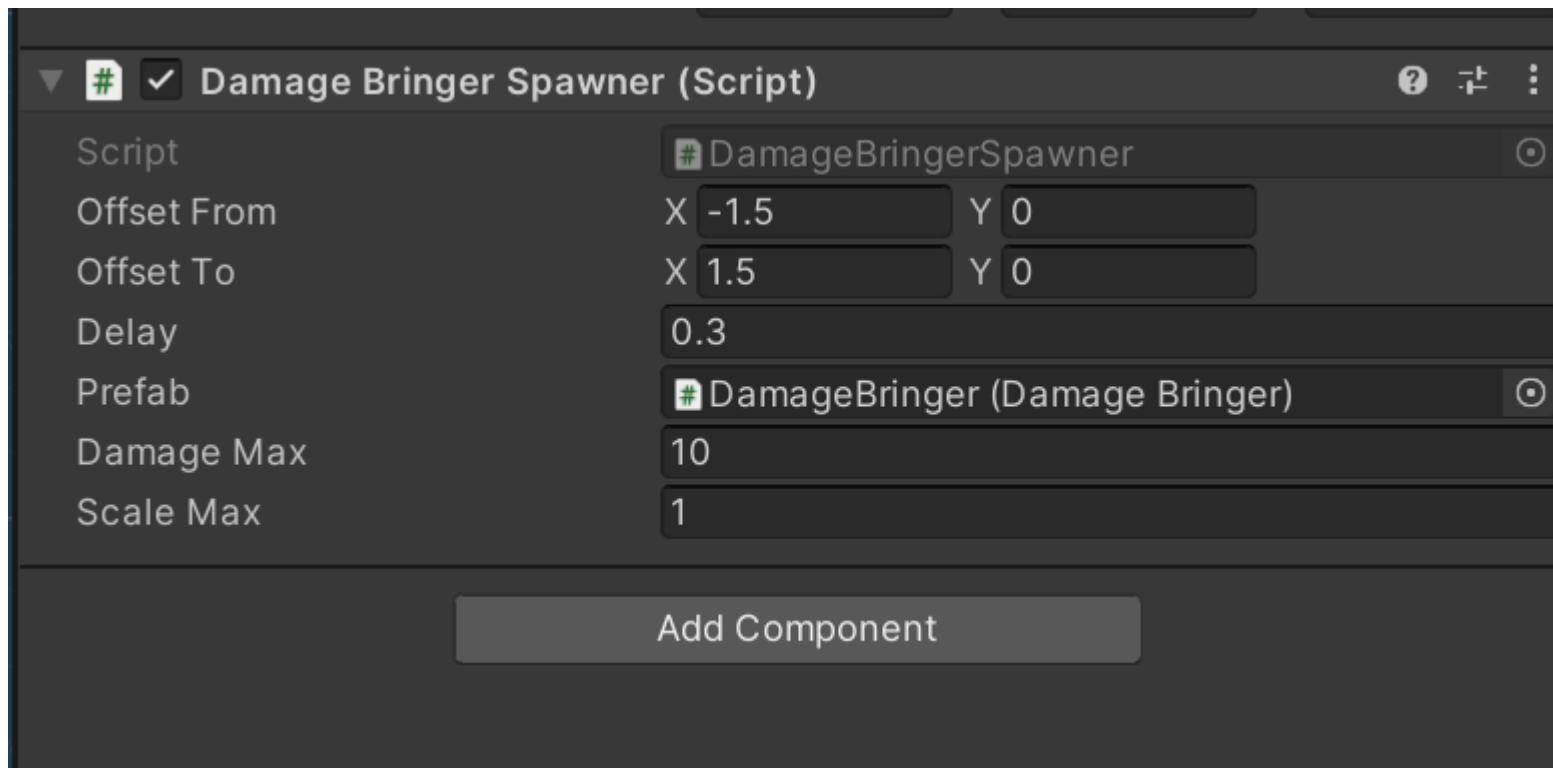
Prefab of the object that reduces health.

VFX Progress Bar Production2023 - DemoScene_presentation - PC, Mac & Linux Standalone - Unity 2020.3.41f1 Personal <DX11>

File Edit Assets GameObject Component Window Help



If you want, you can change the cube to something else. The DamageBringer script will be attached to it, and it has a Damage parameter. There's no point in changing it because the spawner sets it randomly.



The damage spawner is located in each prefab under the name "Spawner". The DamageBringerSpawner script is attached to it.

OffsetFrom and OffsetTo are random spawn points. By default, damage is spawned with a slight randomization along the X axis to ensure it lands in the cube.

Delay is the delay between spawning new damage, in seconds. Currently it's set to 300ms.

Prefab is what we will be spawning, and it needs to have the DamageBringer script attached (the default location is indicated above).

DamageMax - on each iteration, the spawner will randomly select damage up to this value.

ScaleMax - the larger the damage, the larger the cube will appear. This value is the maximum scale that will be added to what's in the prefab. It has a linear relationship with damage.

