



UI Dissolve

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On the unity asset store

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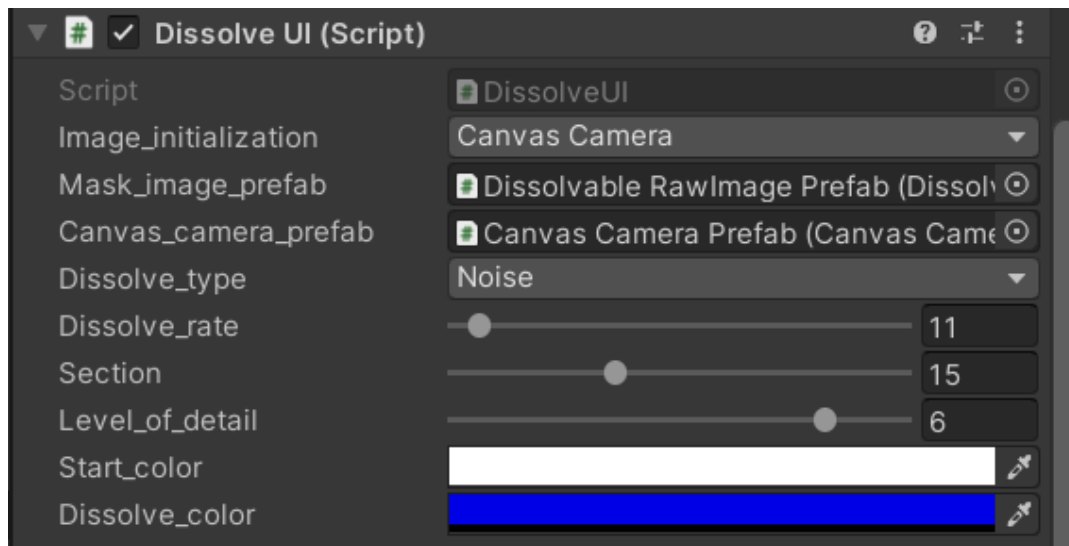
Introduction

UI dissolve is a lightweight package that allows you to use the dissolve effect on UI images and texts in unity. This could serve as a loading screen animation or any other use case. The package allows you to tweak the speed of the dissolve effect, the color which the UI dissolves into,

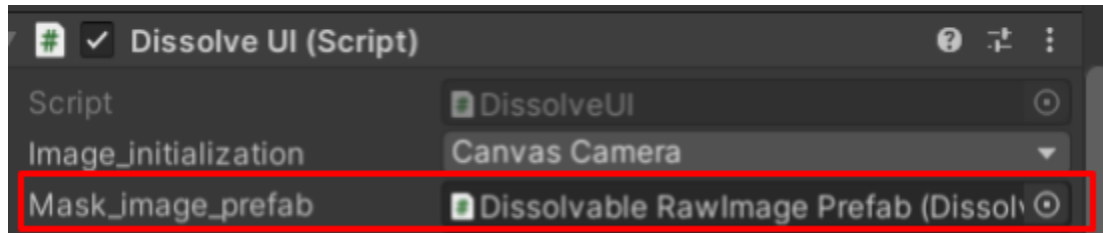
Look at the demo scenes for reference

How to use this package?

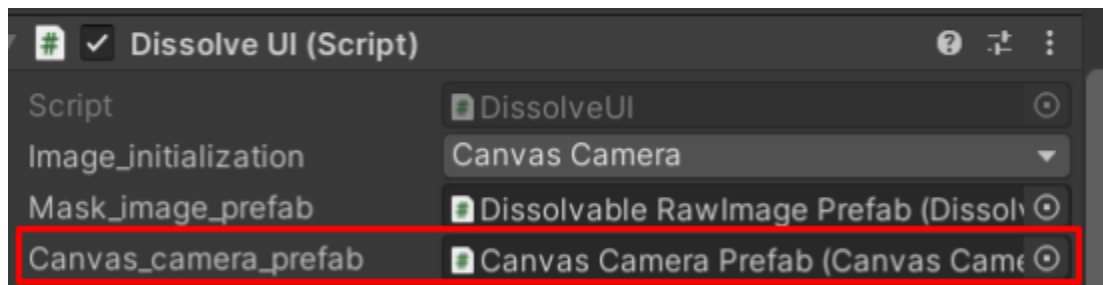
You can use the package simply by adding the Dissolve UI component to texts and images in your canvas.



When you add the Dissolve UI component, add the “Dissolvable raw image” prefab (located in the prefab folder) in the “mask_image_prefab” field.



Also add the “Canvas camera” prefab (located in the prefab folder) in the “canvas_camera_prefab” field.



Select the **image initialization** type. There are two types; plain and “canvas camera”. Plain works for texts and images, however it is limited to single color images and cannot handle images with multiple colors. If you have images with multiple colors, then select the “canvas camera” image initialization.

Select the **dissolve type** you want. Each type will determine how your UI “dissolves”. The “noise” option means that your UI dissolves randomly. The “left to right” option means that your UI dissolves from the left to the right. The other options are intuitive.

Dissolve rate determines how fast your UI dissolves. If your UI gets very large (in width and height), you might want to increase the dissolve rate to match the UI size.

The **section** value is used by all the other dissolve types except the noise dissolve. It determines the side of each section during dissolve animation. For example, in a left-right dissolve, if we have a dissolve value of 50, this means that all the pixels in the image with x values from 0 - 49 will be dissolved first, after they are done dissolving, the next batch of 50 will follow, and so on.

The **level of detail** controls the dissolve image quality, lower level of detail value means higher details and pixels, slower dissolve rate and more computation (lower performance.)

higher level of detail value means lower details and pixels, higher dissolve rate and less computation (more performance)

Start color determines the color of the UI before the dissolve starts.

Dissolve Color is the color which the UI dissolves to. Make this value transparent if you want your UI to disappear.

Contact Me

Feel free to contact me on "olusola.i.olaoye@gmail.com" if there are further questions concerning this project.