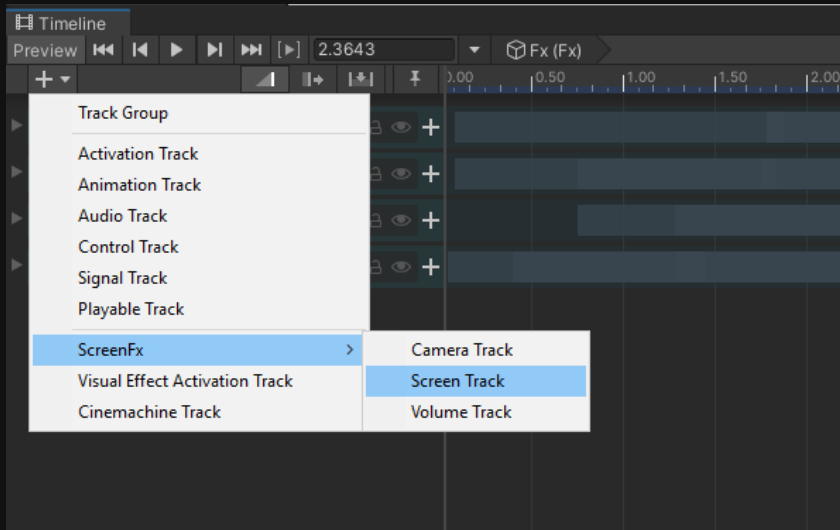


ScreenFx

Set of Timeline Tracks Quick Guide

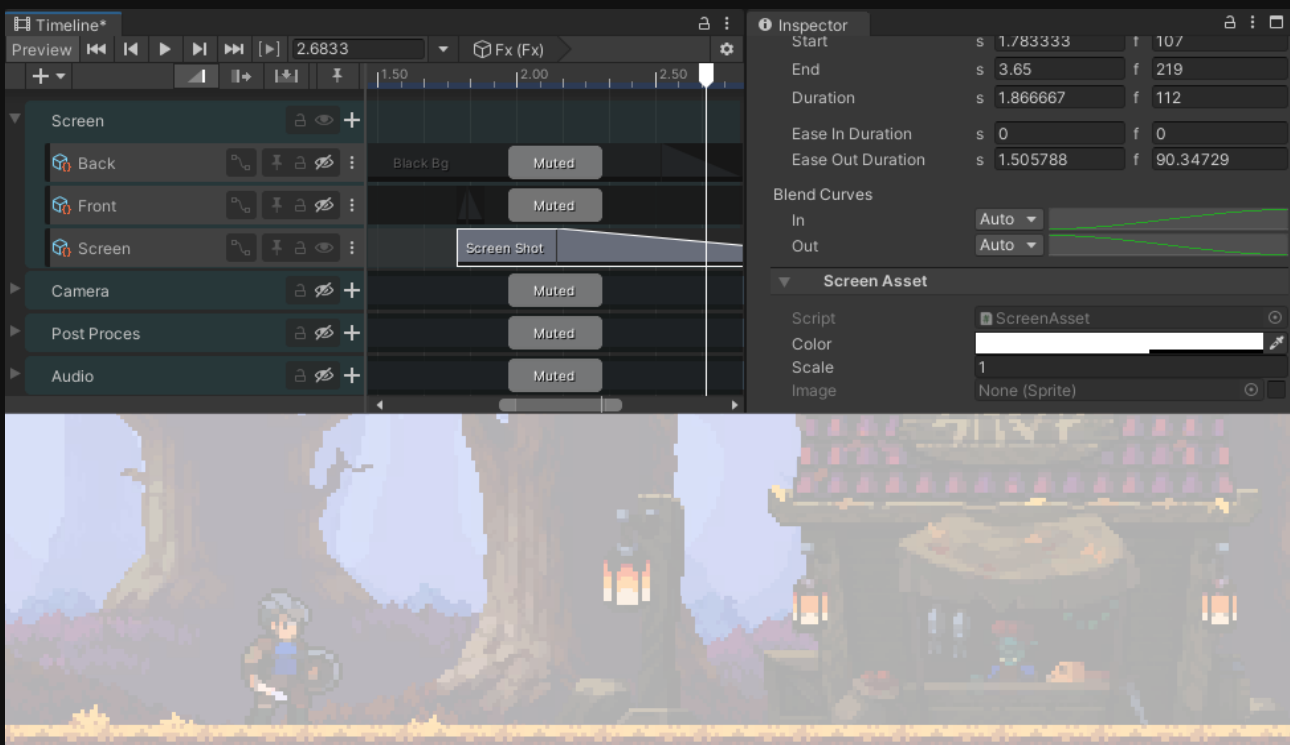
Set of timeline tracks for vfx and juce effects creation via timeline.

All of them can be created via «Add new Track/ScreenFx» category on the timeline window.



Each track asset has its own settings interpolated via track weight.

* in this example the alpha component of the screen asset is interpolated via track weight



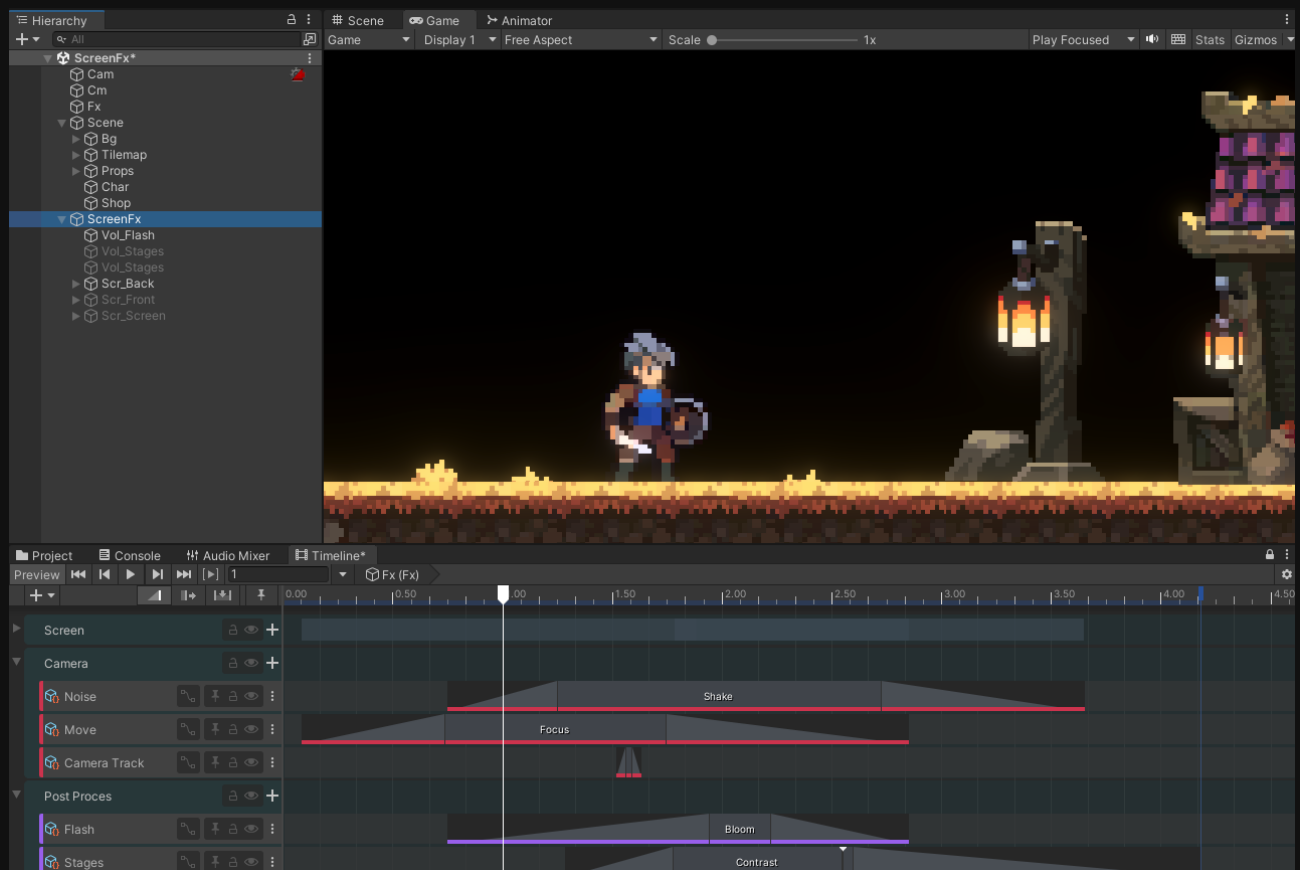
Also tracks themselves contains shared options applied to all assets on them.
It can be used to manually configure tech details of Track behavior or adjust common settings



* in this example SortingOrder of Track is set to a negative value to use them as a background

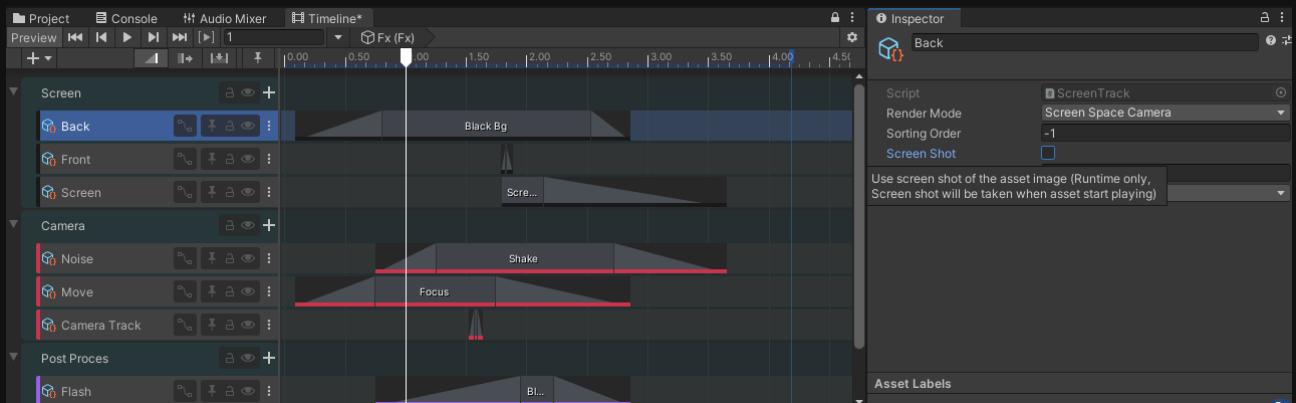
Most of Tracks work as temporary game objects attached to ScreenFx Singleton, it can be visible Hierarchy Window and used for debugging purposes.

Using custom tracks and control their behavior via timeline existing scenes can be easily decorated or create short Playable effects that can be called at runtime.



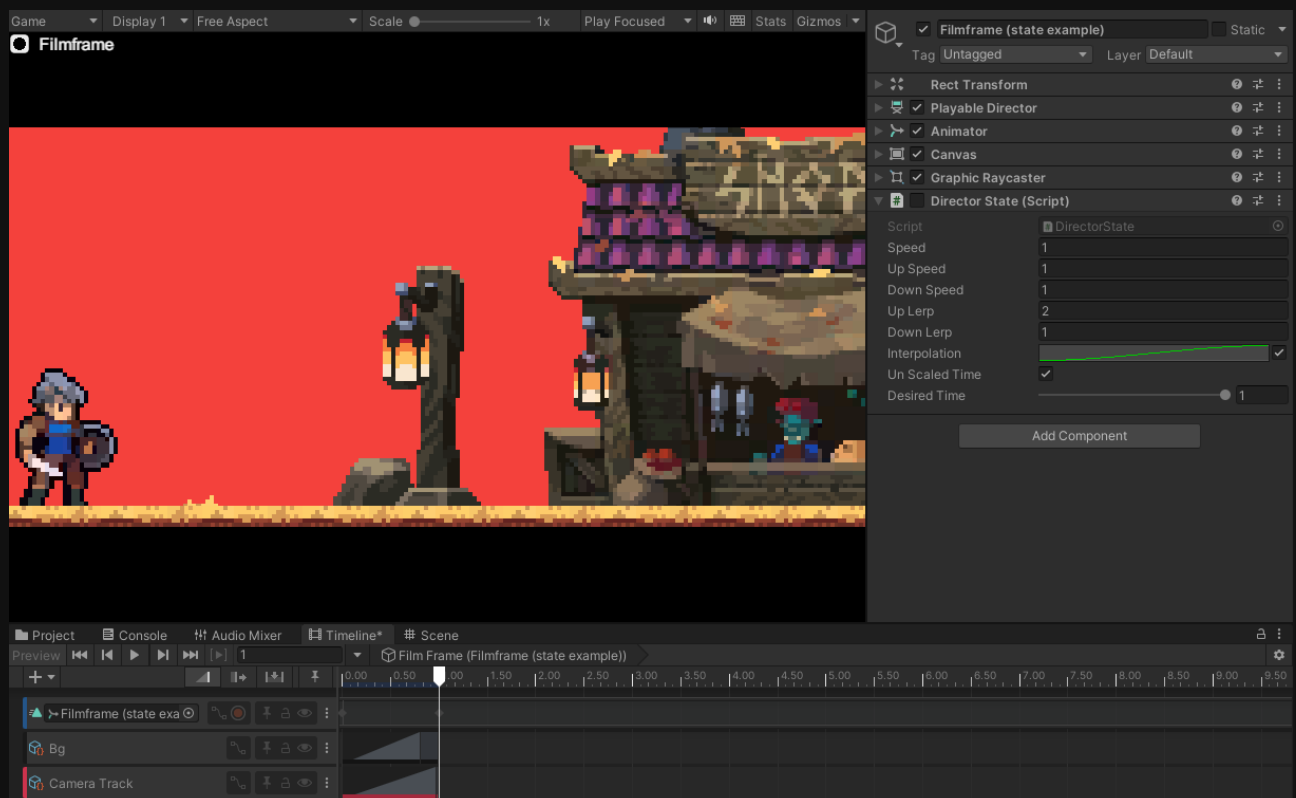
Tips

Screen Track can take Screenshot as sprite source, it can be used to create flash effect, or transition fade (work only in Runtime)

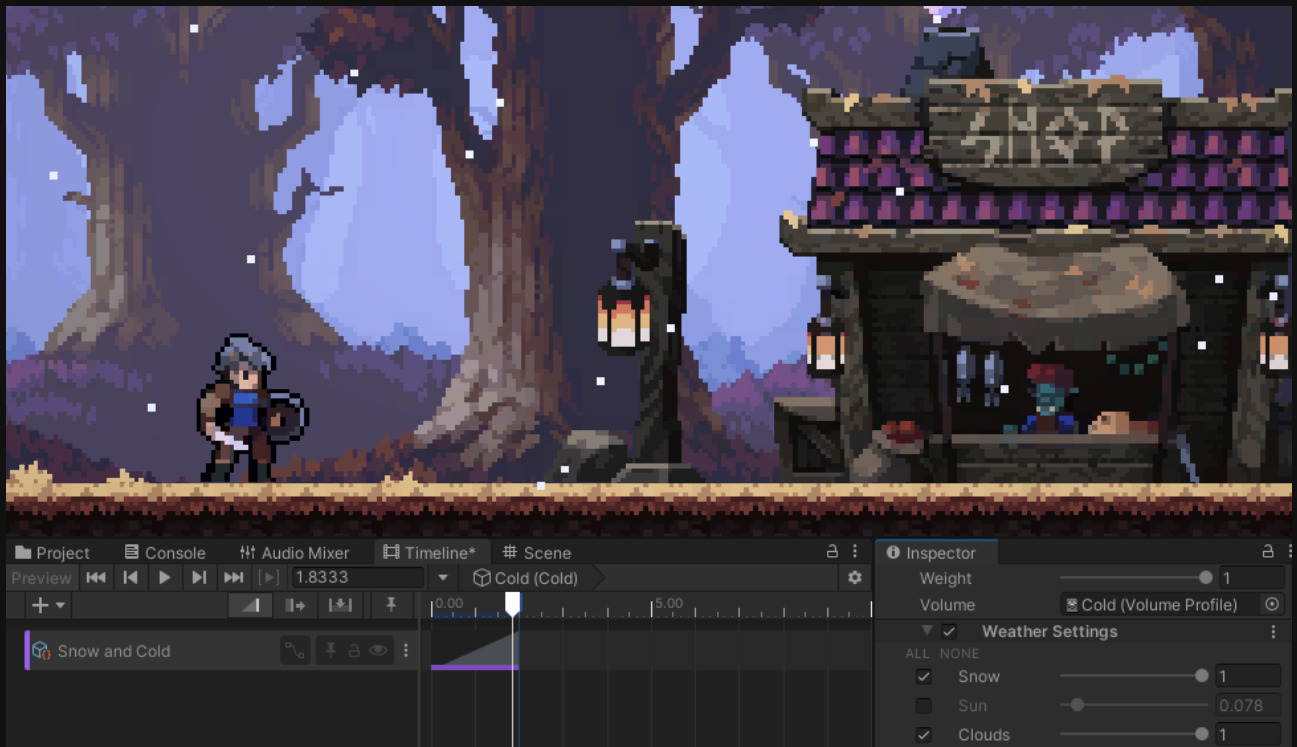


There is DirectorState component that can be used to smoothly interpolate a TimeLine in order to use them as a toggle. It can be used for pause menu transitions, inventory reveal or any kind of interruptible states.

* film frame example, smooth states controlled via timeline can be interrupted in any moment



Volume track can be used not only to control post processing but also to smoothly interpolate global parameter via custom volumes, like weather or other scene states



AssetParameters also can be animated via track curve, it can be used for custom effect animations that can't be hard to achieve in classical way

