UI ANIMATION GOD

ALMOST, ALL IN ONE ANIMATOR FOR UI

C REDIT

- By: <RADRENDERS> || 11/21/2025
- https://www.youtube.com/channel/UCcagrIoH
- Rxnbir@yahoo.com

S UMMARY

Okayyy, so this is the UI Animation God. myth says it can do like... over 150 animations. Buttons slideee, bounce ! ,*fade*, **rotate**—basically everything. Just attach it to any ui element and animate that with prefabs i made.

F EAUTES

- **SLIDE**
- **BOUNCE**
- **FLOAT**
- **POP**
- **PULSE**
- **FADE**
- **BLINK**
- **COLOR**
- **ROTATE**
- **SHAKE**
- **FILL**
- **COUNTDOWN**
- **WOBBLE**
- **FLASH**
- **COMBO**

S CRIPTS

- UIAnimationsGod.gd

P UBLIC SETTINGS

- Toggles – turn animations on/off
- Speed – control animation speed
- Intensity – adjust strength/size
- Color – set colors/opacity
- Behavior – loop, reverse, randomize

R EQUIREMENTS

- Engine: Godot 4.x (tested on 4.2+)
- Input System: No (uses built-in Input)
- Animator: No
- Extra Packages: No

Notes from dev

- it prints an error or waring if you try to animate a component that is missing in that node type , you can disable the animation or use parent class.
- it also works for some other nodes than control nodes , you can try and change that from the top of script . Example : it does work with sprites too.

How To Use

- Copy , paste in Godot.
- attach to the element you wanna animate.
- try and make animations

Join project R?

Want to be part of the movement or help others?
You can join the Discord here:
https://discord.gg/bBfxE78UTA 🎮
only if you want to connect or contribute.