EASY TEXT

-Instruction-

Text Effects Asset

What Included

Graphic

Editable PSD and PNG

- 8 PSD files with text effects, pop-ups, buttons. 100% editable, 1536 X 2048; **Note:** to edit PSD files you need minimum a Photoshop CC 2015 with Multiple layers styles.
- PNG files of buttons, pop-ups, including hover effects.

Fonts

Not Included

1. PF BeauSans Pro Black   [Link](#)
2. Accuratist Regular   [Link](#)
3. Montana Bold Regular   [Link](#)
4. Calibri Bold   [Link](#)
5. Amerika Regular   [Link](#)
6. Cartwheel Regular   [Link](#)
7. Cranberry Cyr Regular   [Link](#)
8. Demonius line Regular   [Link](#)

Code

With premade scenes

- In the asset realized next "Photoshop like" effects, witch you can set in real time directly in Unity before backing in textures:

  - *Bevel*
  - *Stroke*
  - *Inner Shadow*
  - *Inner Glow*
  - *Color Overlay*
  - *Gradient Overlay*
  - *Pattern Overlay*
  - *Outer Glow*
  - *Drop Shadow:*
    - One Usual Drop Shadow
    - Two Drop Close Shadows

- Curve Deformer: bend or distort text by any curve.
- Easy Curve Animation.
- Character Spacing: increase or decrease the distance between individual characters.
- 11 premade scenes with text effects, pop-ups, buttons.
- Scripts and Computer Shaders for backing styles in textures.
- Working Shaders for visualization ready textures in your project.

Easy Text Overview

Easy Text is powerful asset for making your own text effects for mobile/web/video game and apps. Now you can create "Photoshop like" layer effects directly in Unity. Just set the necessary settings and Easy Text will generate all textures for your project. Working with all objects like text, 2d sprites.

PRODUCT DETAILS:

- Powerful and easy to use
- Photoshop like look and settings direct in Unity
- Work with standard Unity UI text with all properties and formatting
- Result viewed in real-time in scene window
- Generate textures, so need only during configuration phase
- Not need including asset and source fonts (.ttf, .otf) in the final project
- Ready textures and materials work with all platforms and devices
- Ready materials have a great performance, as use few calculations
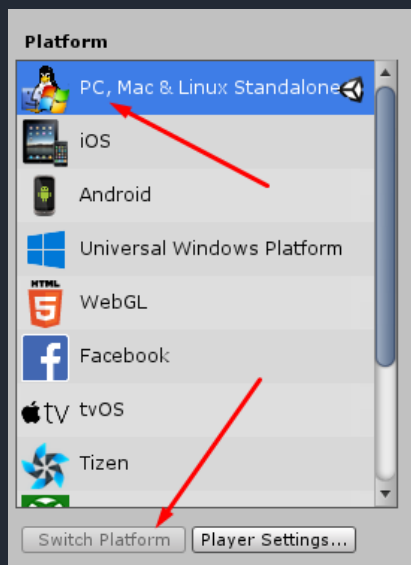
IMPORTANT NOTE:

Before using this asset, make sure that your PC/Mac support compute shaders. Support can be queried runtime using SystemInfo.supportsComputeShaders.
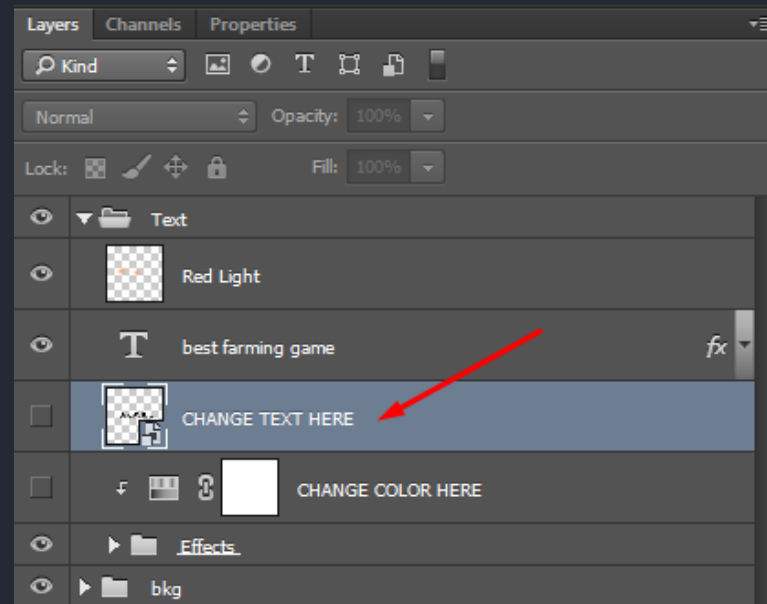
For creating textures you need temporally switch Standalone platform. Before using make sure, that you haven`t warning about Compute Shaders.

After baking textures you can use them in any (Android, IOS, WEBGL. Etc.) platforms.

Supporting Compute Shaders for Unity:
https://docs.unity3d.com/Manual/ComputeShaders.html.
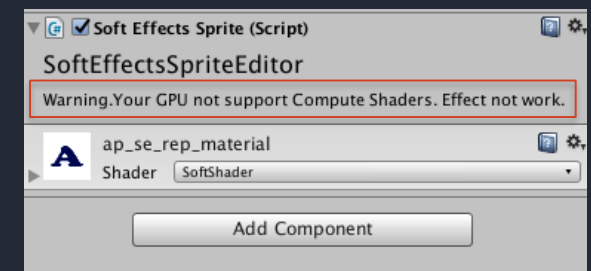
How to Change Text in PSD files

For Change Logo:

1. Open PSD file with any effect.

2. Find Smart Object Layer with name CHANGE TEXT HERE.

3. Double Click on this layer and change text. Then save and close.

If you need use the same font, be sure that you install it. You can find a list of fonts with links earlier.

4. In some styles you may need to move or change additional elements or textures.
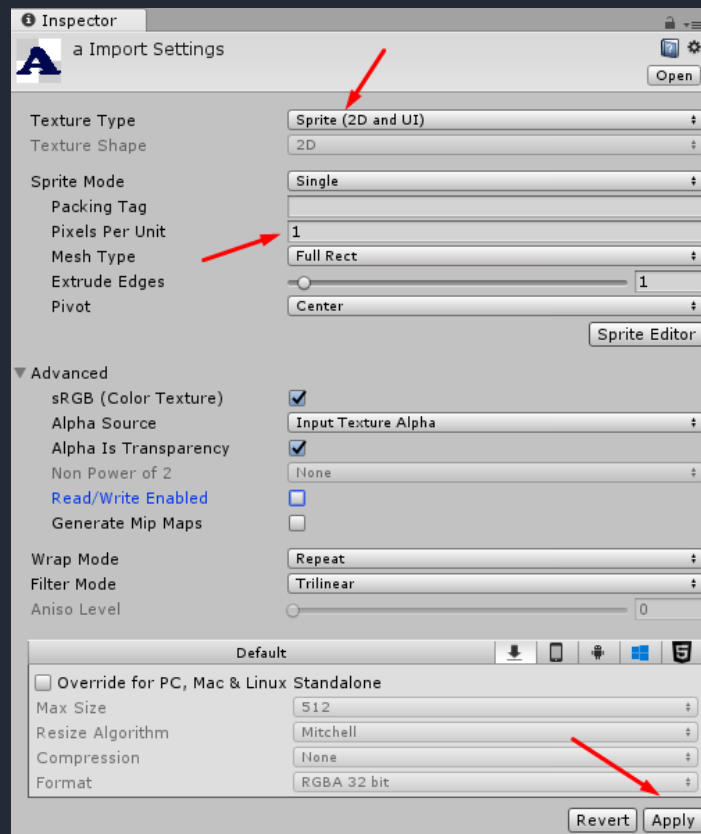
Your own logo is ready!

To change text in the pop-ups just click on appropriate layer.

There are 8 styles in the pack for your design.

Note: *to edit PSD files you need minimum a Photoshop CC 2015 with Multiple layers styles.*

Add Easy Text to Sprites

1. Import Easy Text asset to your project.

2. Import texture for sprite (any .png file).

3. Add sprite to scene. Add Component – SoftEffectsSprite

4. Set spacing. It is additional area for sprite texture for the outer effects (Outer Stroke, Outer Bevel, Close Shadows). For example if you want to add Outer Stroke with 5px, you need set spacing=5px. Press Create Button to create editable texture.

5. Asset automatically create folders for sprite and materials.
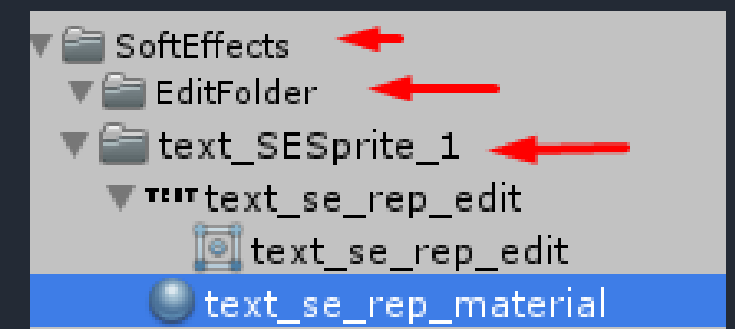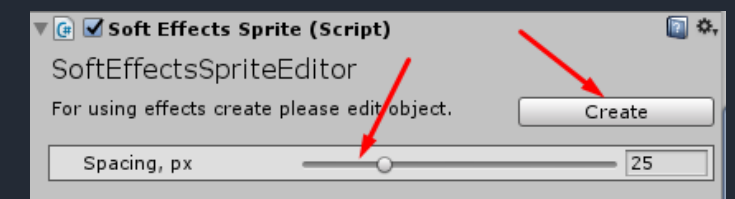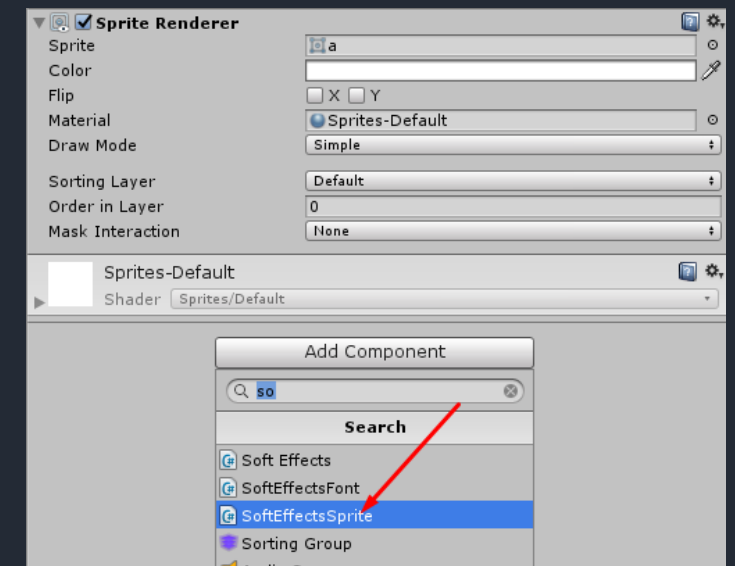
Add Easy Text to Fonts
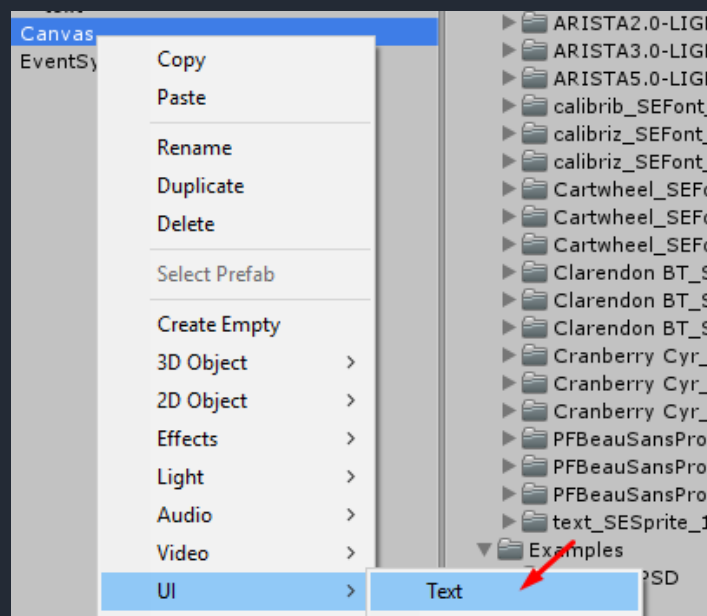
1. Import Easy Text asset to your project.

2. Add to scene Text (UI/Text).

3. Import font (any .ttf or .otf file).

4. Change default Arial Font. Asset don`t work with embedded Arial font. Set Font Size.

5. Add Component – SoftEffectsFont

6. Set spacing. It is additional area around letters for the outer effects (Outer Stroke, Outer Bevel, Shadows). For example if you want to add Outer Stroke with 5px, you need set spacing=5px. Set FontTextureCase. Press Create Button to create editable texture.

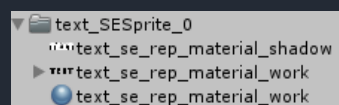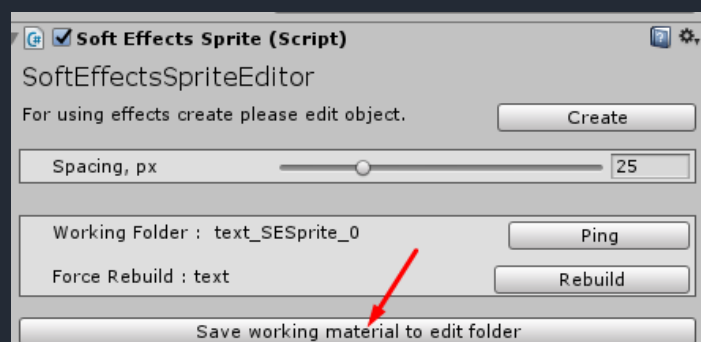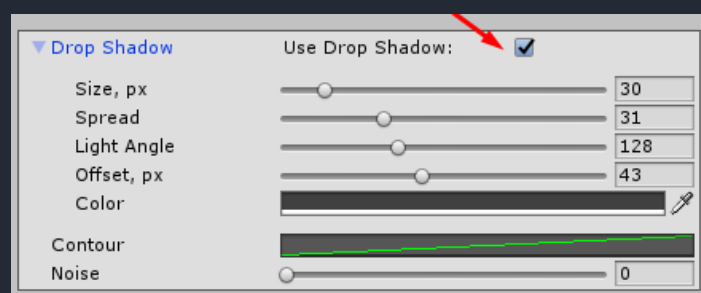7. Asset automatically create folders for texture, font and materials.
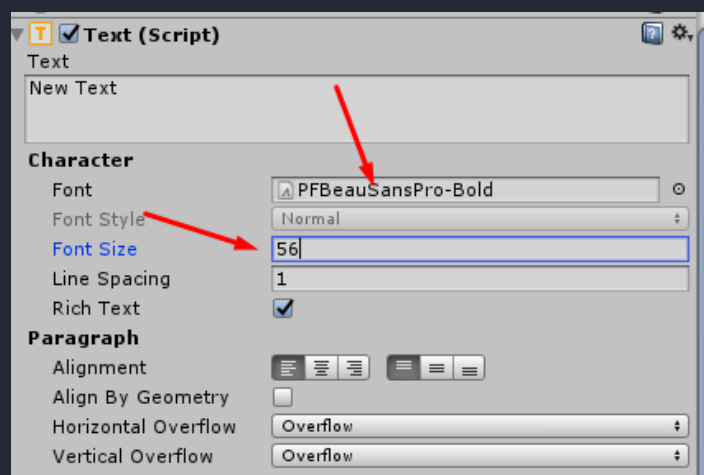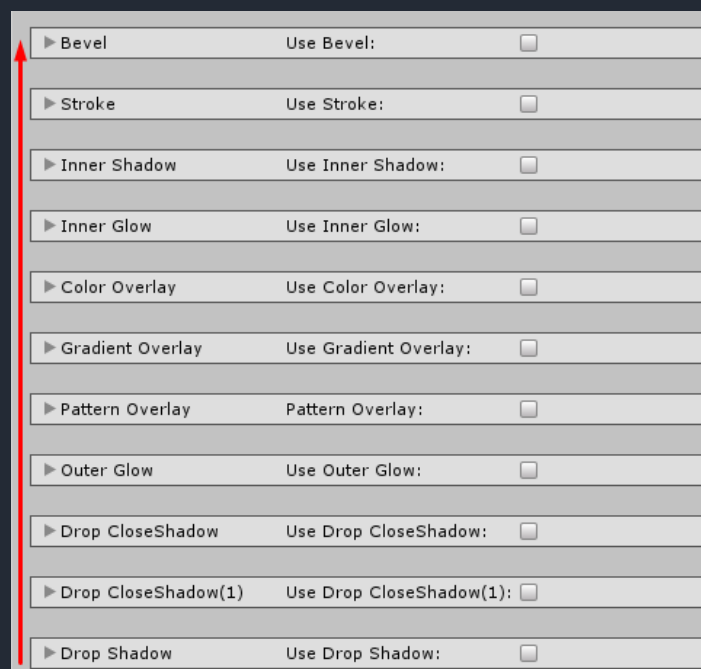
Note: *You can change Font Size after creating textures, if you are satisfied with the quality. Usually decreasing brings good results, unlike increasing.*
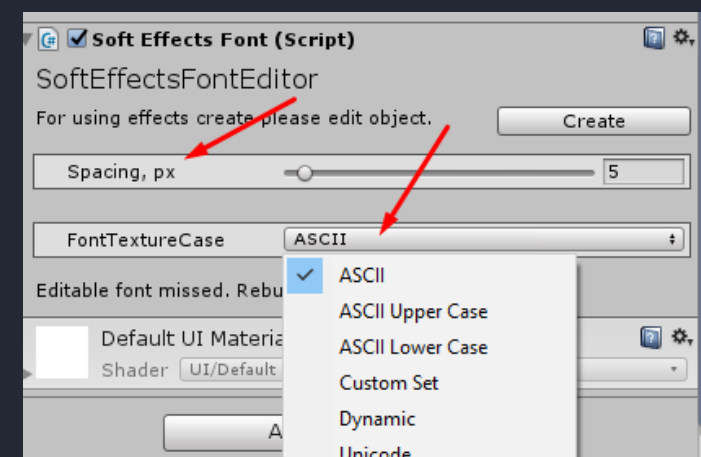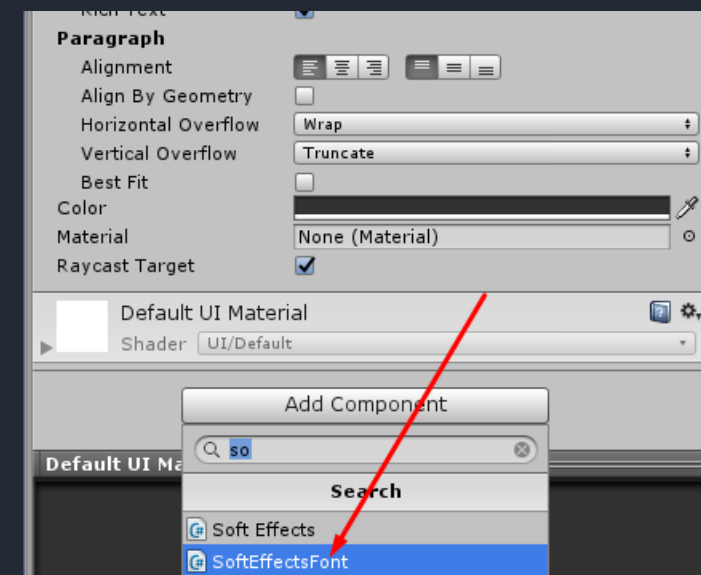
Set Effects

1. After creating editable texture you can set any Effects. Effects apply to sprite or font from bottom to top.

2. To add Effect just check them and set necessary parameters.

3. Press Button "Save working material to edit folder", when your effects will be ready.

4. After that asset will delete current settings and create constant textures and materials, ready to pasting in your project.

5. Component will automatically disable.

6. You can check them again and recreate textures, if need. Or delete, if it is no longer needed. Note: *don`t move or rename textures files and folders, while you set Effects.*

7. To use ready textures you need only Shaders Files.

8. For Outer Shadow used two pass shaders. You can still edit some settings even after creating constant texture in the material property block.
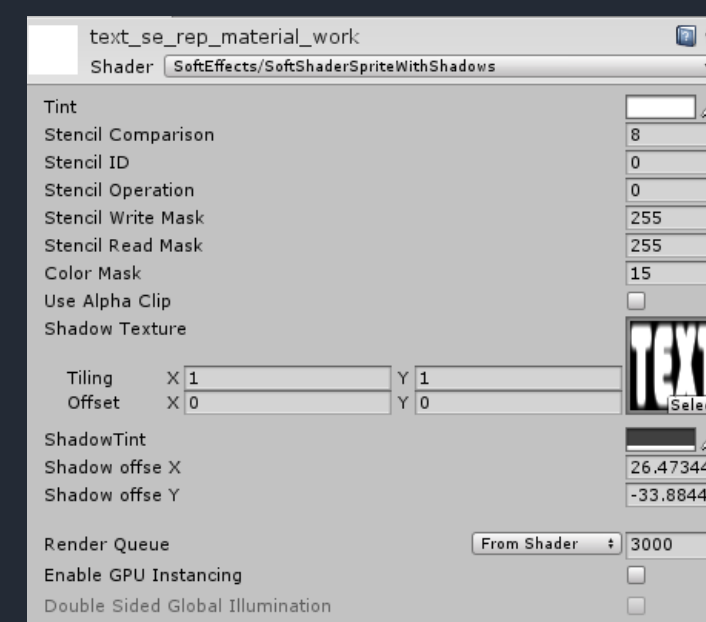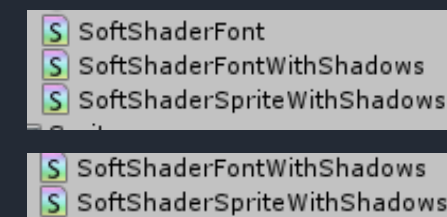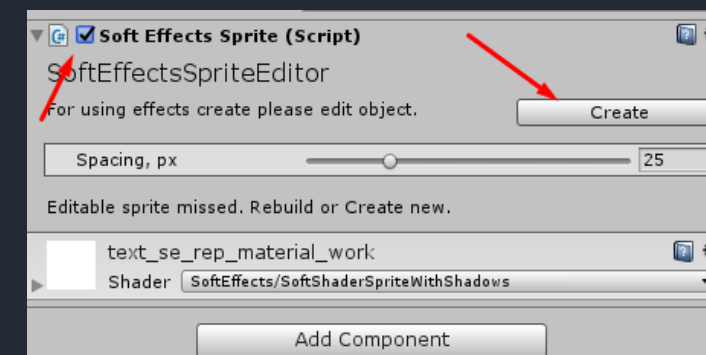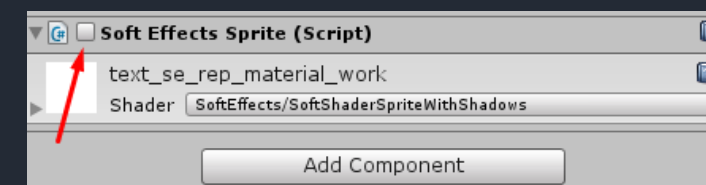
EasyTextDeformer – How to use
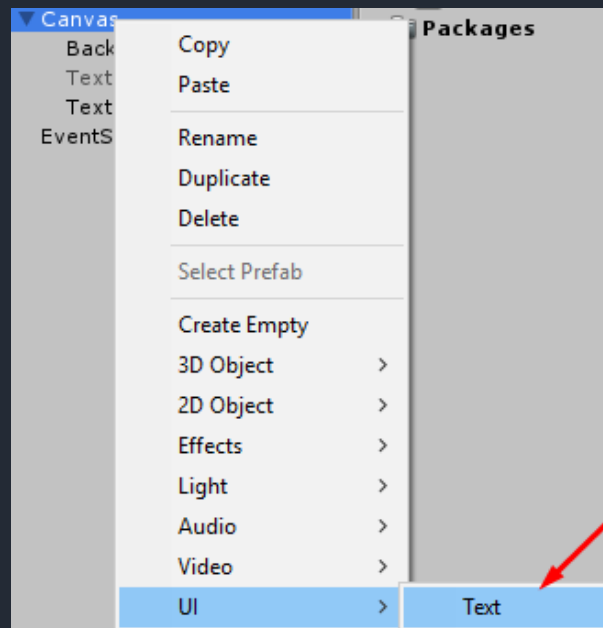
1. Add Text to canvas;

2. Add to text EasyTextDeformer component;

3. See scene with curve handles;

4. Select and drag handles to any position;

5. Enable <Rotate symbols>;

6. Adjust spacing between letters;

7. Animate your curve handles with script (See example script AnimateTextDeformer.cs);

8. Play DeformedText scene for test.
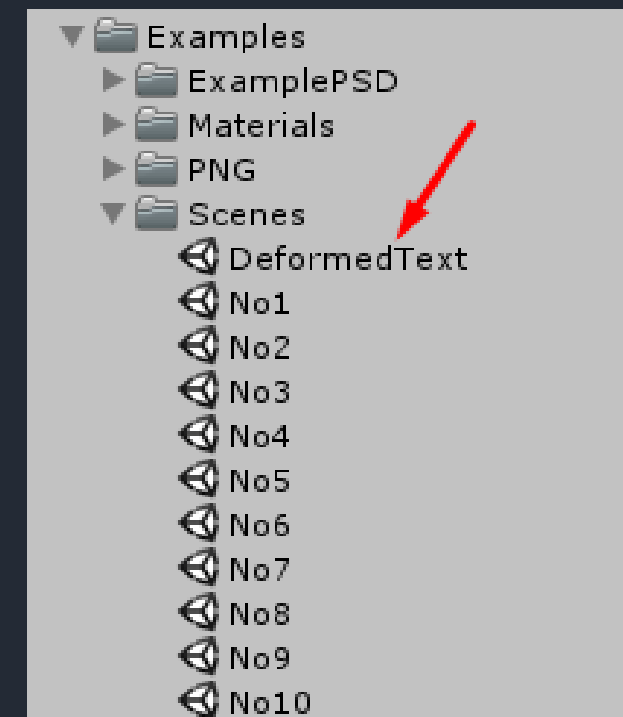
Easy Text Effects Overview

You can add custom styles using one or more of the following effects:

Bevel

Add various combinations of highlights and shadows to a layer.

Stroke

Outlines the object on the current layer using color, a gradient, or a pattern. It is particularly useful on hard-edged shapes such as type.

Inner Shadow

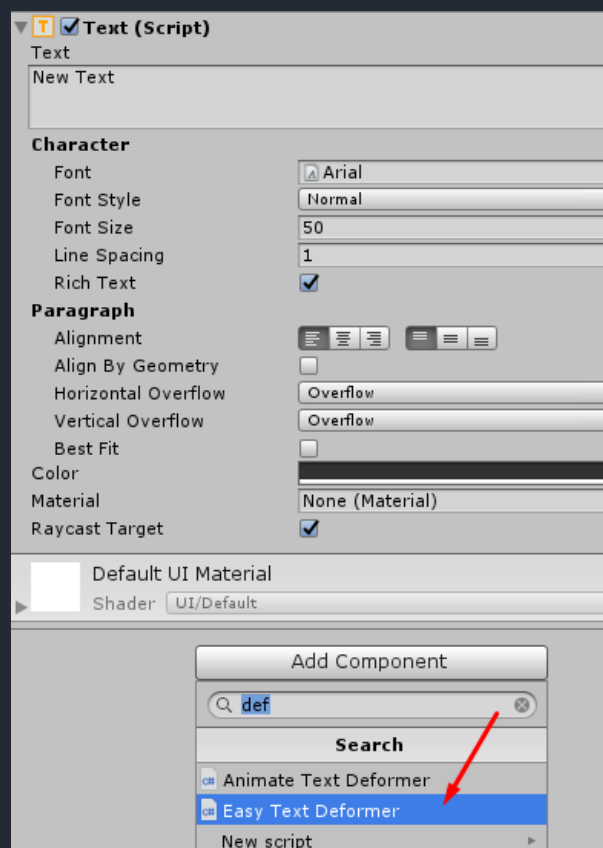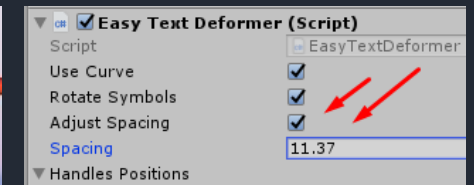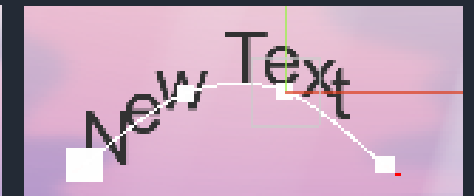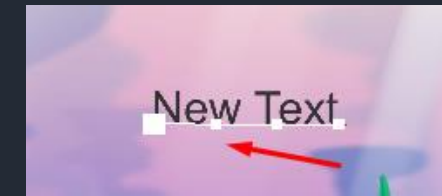Adds a shadow that falls just inside the edges of the layer's content, giving the layer a recessed appearance.

Color, Gradient, and Pattern Overlay

Fills the layer's content with a color, gradient, or pattern.

Outer Glow and Inner Glow

Add glows that emanate from the outside or inside edges of the layer's content.

Drop Shadow

Adds a shadow that falls behind the contents on the layer.

Drop Close Shadow

Works identically, as Drop Shadow, but only in symbol rectangle bounds, defined in Spacing.

Style Options

All style options like Distance, Angel, Position, BlendMode work the same way as in the Photoshop. Easy Text hasn`t all style options, that has Photoshop, but in the next updates we are planning to add all functionality.

Please visit any Adobe Help to understand how it works.

References

1. Compositing Digital Images Thomas Porter Tom Duff'f Computer Graphics Project Lucasfilm Ltd. (Computer Graphics Volume 18, Number 3 July 1984)

2. A GENERAL ALGORITHM FOR COMPUTING DISTANCE TRANSFORMS IN LINEAR TIME A. MEIJSTER , J.B.T.M. ROERDINK and W.H. HESSELINK University of Groningen P.O. Box 800, 9700 AV Groningen, The Netherlands email: a. meijster@rc.rug.nl, {roe, wim }@cs.rug.nl

Easy Text Effects Sample
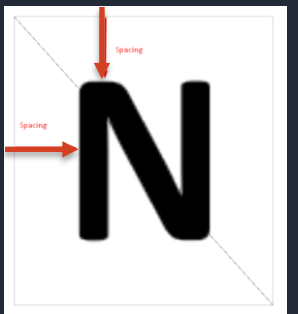
Bevel

Bevel	Use Bevel:	☑
Bevel Style	Inside	
Bevel Type	Chisel Hard	
Size, px		25
Depth		383
Smoothing		0
Shading		
Light Angle		114
Light Altitude		43
Light blend mode	Screen	
Shadow blend mode	Multiplay	
Light Color		
Shadow Color		
Contour		

Stroke

Stroke	Use Stroke:	☑
Size, px		17
Position	Inside	
FillType	Gradient	
Gradient		
Gradient Type	Shape Burst	
Angle		0

Inner Shadow

Inner Shadow	Use Inner Shadow:	☑
BlendMode	Multiplay	
Color		
Angle		0
Distance		0
Choke		20
Size, px		48
Contour		

Inner Glow

Inner Glow	Use Inner Glow:	☑
BlendMode	Screen	
FillType	Color	
Color		
Position	From Outer	
Method	Precize	
Spread		0
Size, px		25
Contour		
Range		50

Color Overlay

Color Overlay	Use Color Overlay:	☑
BlendMode	Normal	
Face Color		

Gradient Overlay

Gradient Overlay	Use Gradient Overlay:	☑
BlendMode	Normal	
Gradient		
Gradient Type	Linear	
Angle		90
Scale, %		100

Pattern Overlay

Pattern Overlay	Pattern Overlay:	☑
BlendMode	Normal	
Pattern	metal texture	
Opacity		100
Scale, %		100

Outer Glow

Outer Glow	Use Outer Glow:	☑
FillType	Color	
Color		
Method	Precize	
Spread		0
Size, px		25
Contour		
Range		50

Drop Shadow & Drop Close Shadow

Drop Shadow	Use Drop Shadow:	☑
Size, px		30
Spread		31
Light Angle		128
Offset, px		43
Color		
Contour		
Noise		0
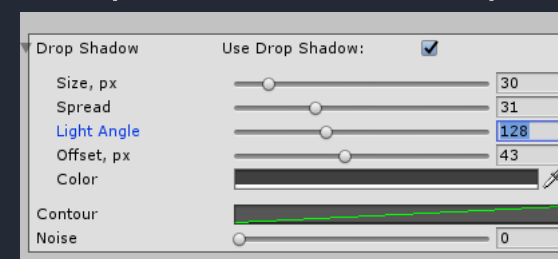
Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

MASTER KEY

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FOR NEW COOL ASSETS

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