

Thank you for your purchase!

This document will describe step by step how to use the tool.

Creating a 2D Sprite and UI Image with a gradient.

In the top panel of the Unity editor, select the menu items

GameObject -> 2D Object -> Gradient Square

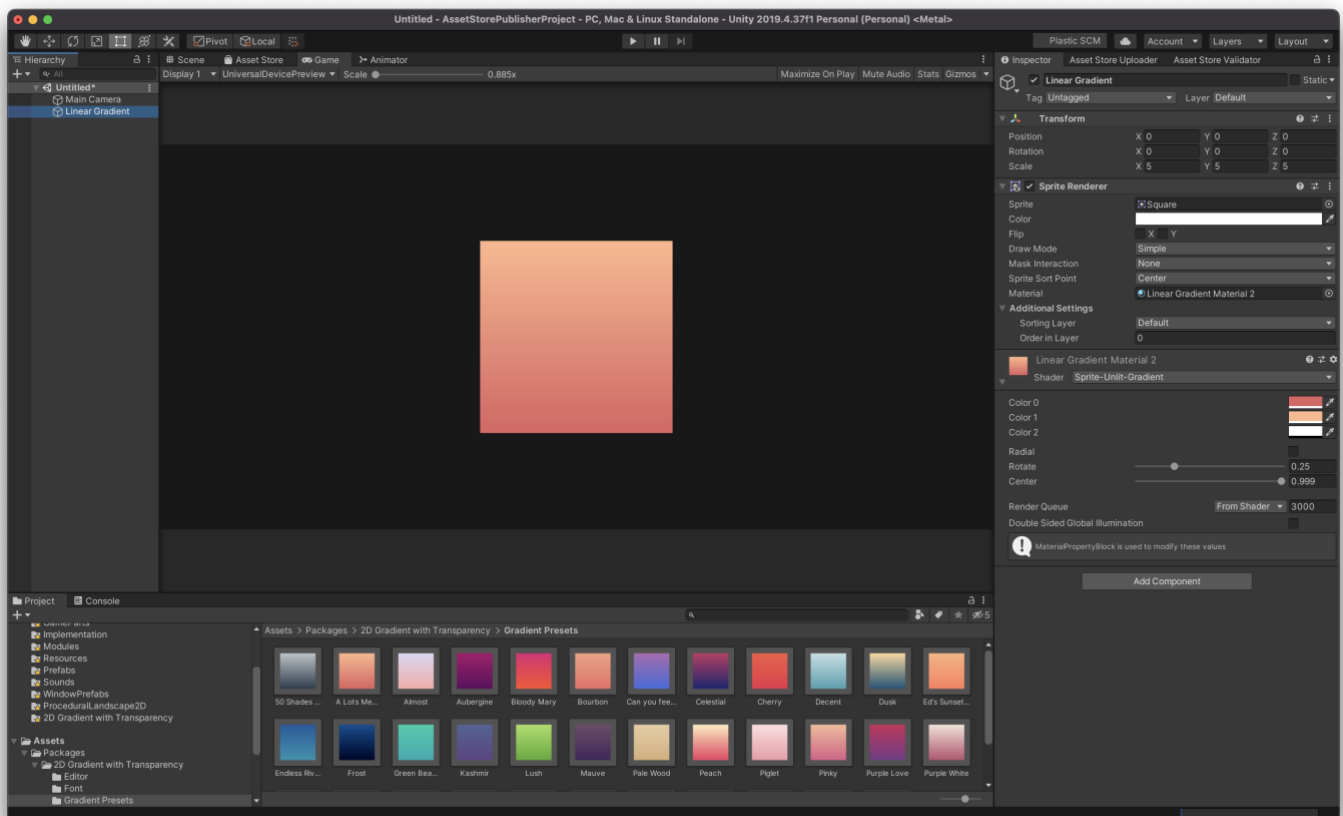
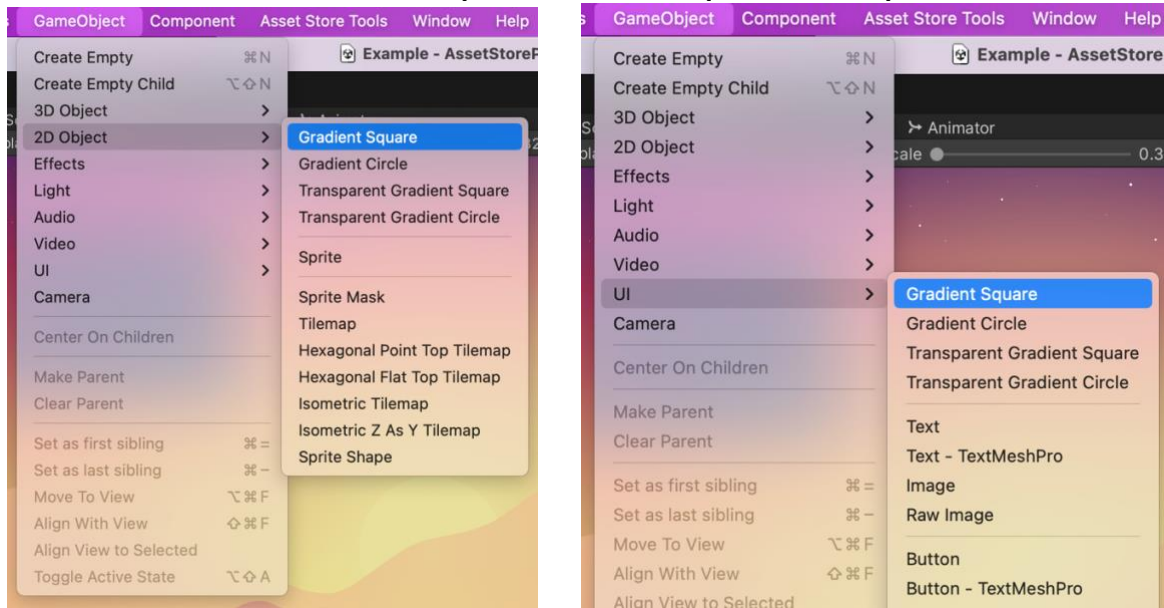
A sprite will be created on the stage with a new material containing a gradient.

You can also create a **Gradient Circle**, a **Transparent Gradient Square**, a **Transparent Gradient Circle**.

GameObject -> UI -> Gradient Square

A new Canvas will be created on the scene if the existing one was not found, and a UI Image will be created inside the Canvas.

You can also create a **Gradient Circle**, a **Transparent Gradient Square**, a **Transparent Gradient Circle**.



Creating an object with a gradient using a template

You can use presets when creating objects with a gradient.

The **Assets -> Packages -> 2D Gradient with Transparency -> Gradient Presets** folder contains ready-made materials with customized gradient colors.

If when creating an object with a gradient through the menu items you pre-select one of these materials, then the object that will be created will use colors from the selected material.

At the same time, the remaining parameters depend on which menu item you have selected

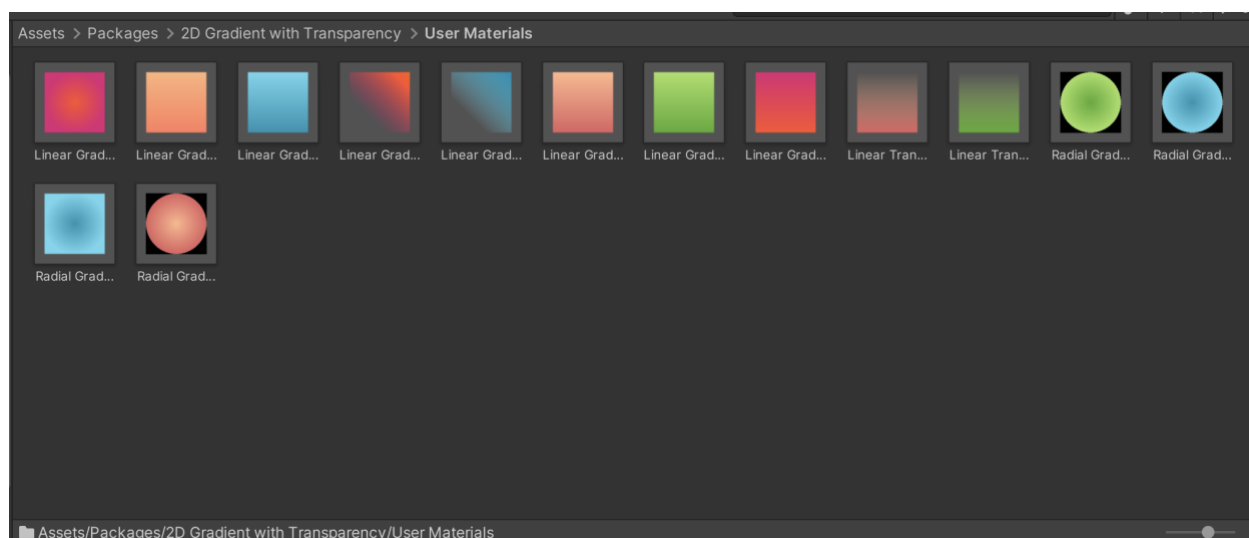


Where are automatically created materials saved?

When creating objects with a gradient through the menu items, new materials are created in Assets, or existing material with the same parameters is taken.

The folder where the materials are saved is located here:

Assets -> Packages -> 2D Gradient with Transparency -> User Materials



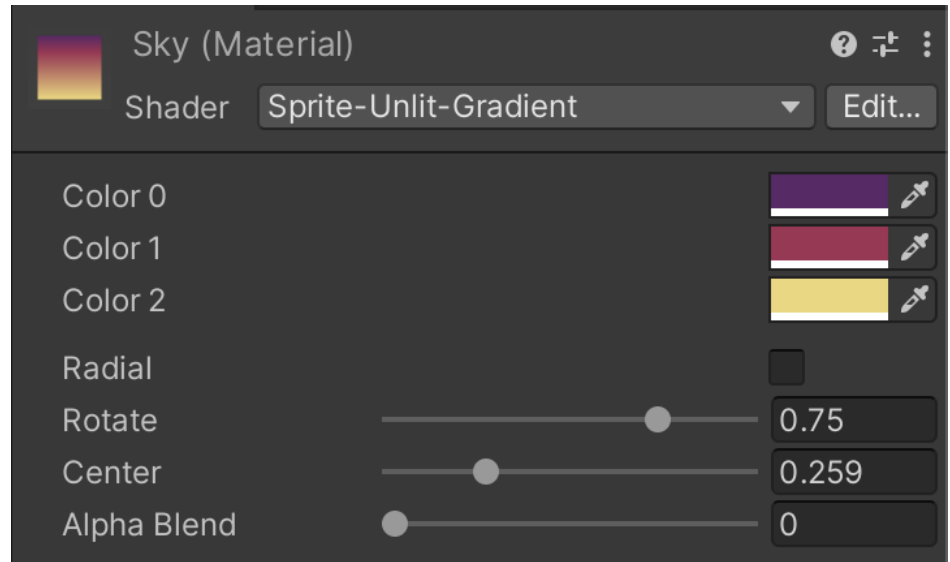
Work on the material

Gradient Colors:

Color 0 — the first color

Color 1 — the second color

Color 2 — the third color



To make a gradient that turns into transparency, it is necessary to set the **Alpha** parameter to 0 for two or one color

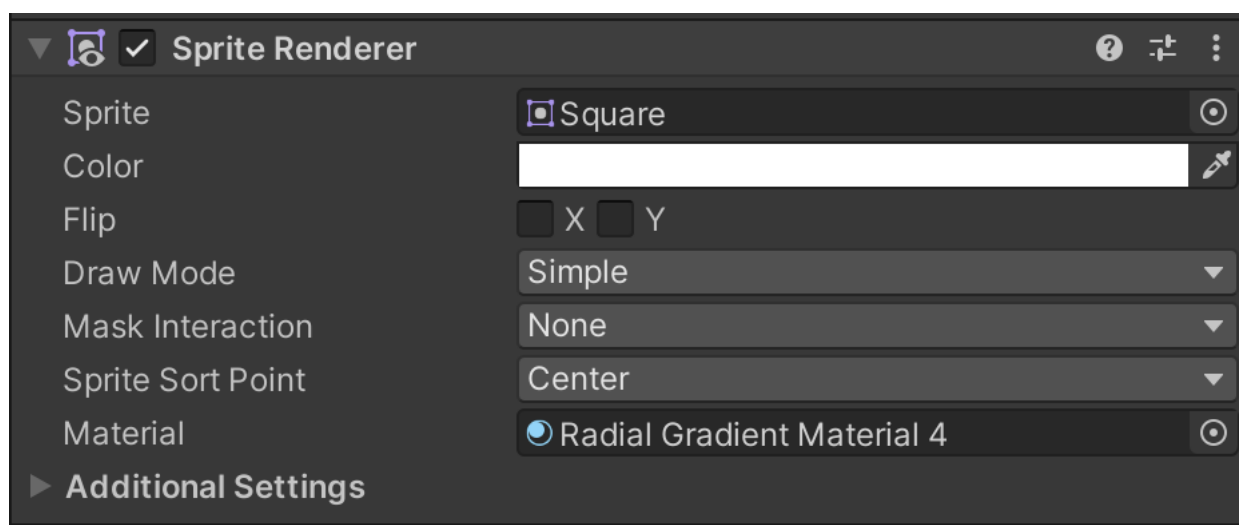
Other settings:

Radial — If enabled, the gradient will become circular. The colors will move from the center to the edges. If disabled, the gradient will be linear. The colors will move from left to right.

Rotate — You can rotate the gradient without rotating the object. The gradient makes a complete revolution for values from 0 to 1. 90 degrees of rotation equals 0.25 property values

Center — You can shift gradients so that some take up more space than others. Or when using only 2 colors out of 3, set this parameter to the maximum value

Alpha Blend — Set alpha channel value on material. **Important: Set to 0 if you don't need transparency on material. Or you can get visual artefacts.**



You **cannot** change the color via the Color parameter of the Sprite Renderer, Image components. Use material gradient colors instead.

You **can** change the sprite via the Sprite parameter of the Sprite Renderer, Image components

If you still have questions or you encounter problems, write to me by email: me@pavelfox.com