

Universal Video Texture

Manual v1.5

Thank you for purchasing the Universal Video Texture Package (UVT for short). Be it Unity Free / Pro or Mobile - This little package will allow you to use a series of sequential images as a video texture while letting you control the FPS rate, play mode, and other features to tweak for your specific needs.

Have fun!

 Version 1.5 introduces a new script for playing full screen videos using the built in GUI system with interactive scroll bar and scrubbing.

Playing UVT on an object (VideoTexture.cs)

Workflow:

- 1. Export your chosen video (using your preferred video editor) as a sequence of still images (PNG, BMP, JPG, TIFF, etc..) with running numbers as a prefix or postfix.
- 2. Import the sequence of images into a "Resources" folder under your project's assets folder.
- 3. Attach the **VideoTexture.cs** script to your chosen **object** and set the parameters according to your images.
- 4. Attach a sound source to your object if applicable and the script will play the audio in sync with your video.
- 5. Play!

Parameters

- 1. **FPS** The frame rate of your image sequence.
- 2. **First Frame** The first frame fo the sequence.
- 3. **<u>Last Frame</u>** The last frame to the sequence.
- 4. **File Name** Base file name.
- 5. <u>Digits Format</u> Format of running digits. For example: 3 digits (filename_000.png), 4 digits (filename_0000.png), etc..
- 6. <u>Digits Location</u> Prefix (**000**_filename.png) or Postfix (filename_**000**.png).
- 7. Playmode:
 - **Once** Plays the sequence once and freezes on the last frame.
 - **Loop** Loops infinitely through the sequence from start to finish.
 - **PingPong** Plays the clip infinitely from start to finish, then backwards from finish to start.
 - **Random –** Plays arbitrary frames from the image sequence at the frame rate chosen.
- 8. <u>Texture Type</u> Defines your texture type in the associated material (Diffuse, BumpMap, Illumination, etc..).
- 9. Low memory mode (Requires Unity 3.5.2) Recommended for use with HiRes or

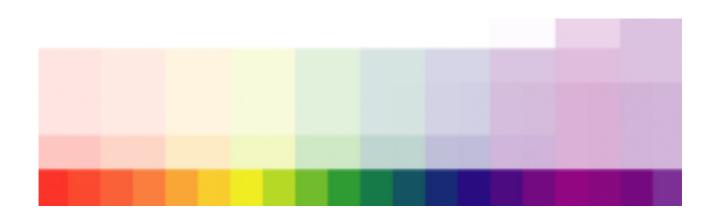
long image sequences, especially in mobile platforms:

Disabled – Turns off memory management.

Normal – Leaves minimal memory footprint with lowest performance cost (default).

BruteForce – Forces unloading of all unused assets at the chosen FPS.

- 10. **Shared Material** Affects every instance of the chosen material using a single script.
- 11. **Enable Audio -** Plays the attached audio source (if applicable) in sync with the image sequence.



Playing UVT in full screen with an Interactive scroll bar (VideoTexture_FullScreen.cs)

Workflow:

- 1. Export your chosen video (using your preferred video editor) as a sequence of still images (PNG, BMP, JPG, TIFF, etc..) with running numbers as a prefix or postfix.
- 2. Import the sequence of images into a "Resources" folder under your project's assets folder.
- 3. Attach the **VideoTexture_FullScreen.cs** script to your chosen **camera** and set the parameters according to your images.
- 4. Attach a sound source to your object if applicable and the script will play the audio in sync with your video.
- 5. Play!

- Clicking the screen toggles between play and pause.
- You can scrub through the video by dragging the current time indicator in the scroll bar.

Parameters

- 1. **FPS** The frame rate of your image sequence.
- 2. **First Frame** The first frame fo the sequence.
- 3. **Last Frame** The last frame to the sequence.
- 4. **File Name** Base file name.
- 5. <u>Digits Format</u> Format of running digits. For example: 3 digits (filename_000.png), 4 digits (filename_0000.png), etc..
- 6. <u>Digits Location</u> Prefix (**000**_filename.png) or Postfix (filename_**000**.png).
- 7. Aspect Ratio The horizontal/vertical aspect ratio of the video. For instnace:
- 8. Playmode:
 - **Once** Plays the sequence once and freezes on the last frame.
 - **Loop** Loops infinitely through the sequence from start to finish.
 - **PingPong** Plays the clip infinitely from start to finish, then backwards from finish to start.
 - **Random –** Plays arbitrary frames from the image sequence at the frame rate chosen.
- Low memory mode (Requires Unity 3.5.2) Recommended for use with HiRes or long image sequences, especially in mobile platforms:
 - **Disabled** Turns off memory management.
 - **Normal** Leaves minimal memory footprint with lowest performance cost (default).
 - **BruteForce** Forces unloading of all unused assets at the chosen FPS.
- 10. **Cti Texture** Texture for the current time indicator.
- 11. **Background Texture** Background texture for the player (bottom most layer also prevents GUI ghosting).
- 12. **Scroll Bar Texture** Texture for the scroll bar.
- 13. **Scroll Bar Length** Length of the scroll bar in pixels.
- 14. **Scroll Bar Height** Height of the scroll bar in pixels.

- 15. **Scroll Bar Offset** The scroll bar distance from the bottom edge of the screen in pixels.
- 16. **Timecode Size** The size of the timecode font.
- 17. **Show Scroll Bar** Displays the scroll bar during playback and enables scrubbing.
- 18. **Show Timecode** Displays the current timecode.
- 19. **Enable Audio -** Plays the attached audio source (if applicable) in sync with the image sequence.

Notes

- The following texture resolutions are highly recommended for general use:
 256x256 / 512x256 / 512x512 / 1024x512.
- Unity's editor may not play the audio source in sync during the first iteration due to an initial lag. That shouldn't affect sync in stand alone builds.

