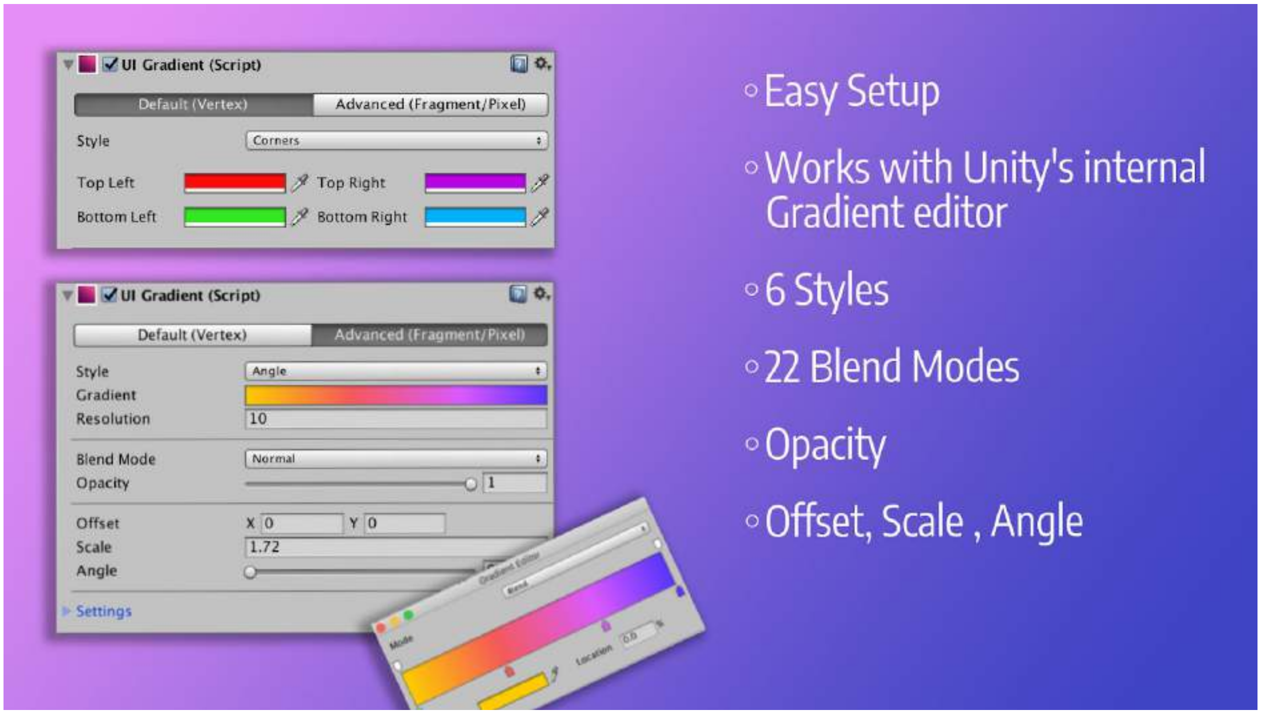
POLY&CODE ;

UI Gradient Effect

Photoshop like Gradients inside Unity

Thank you for using the asset. If you run into any issues, have any suggestions, feedback or feature requests write at:
PolyandCode@gmail.com

1.Introduction



UI Gradient (Script)

Default (Vertex) | Advanced (Fragment/Pixel)

Style: Corners

Top Left: 🟥 Top Right: 🟪

Bottom Left: 🟩 Bottom Right: 🟦

UI Gradient (Script)

Default (Vertex) | Advanced (Fragment/Pixel)

Style: Angle

Gradient

Resolution: 10

Blend Mode: Normal

Opacity: 1

Offset: X 0 Y 0

Scale: 1.72

Angle

Settings

Using this tool, you can create *Photoshop layer style* like gradients for UI elements in Unity. Features:

- 6 Styles: Vertex, LInear, Radial, Angle, Reflected Diamond.
- Works with Unity's internal gradient editor.
- Blend Modes: The Gradient can be blended with the base image and color. 22 types of blend modes are available.
- Opacity: Overall opacity of the gradient can be controlled
- Transform: Gradient can be offset, rotated and scaled

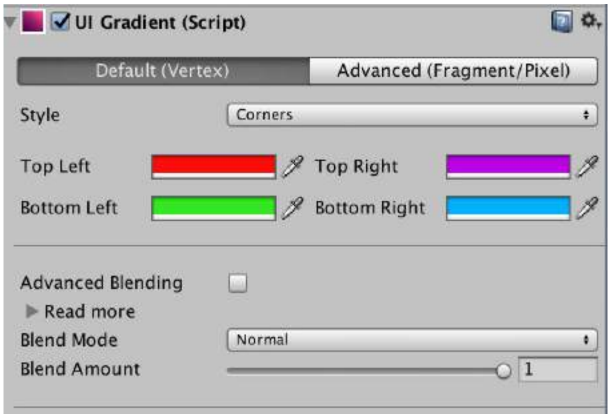
2. How to use?

Using the effect is pretty straight forward. Select a UI element. On the inspector, go to *add component*, find *UI → Effects → Gradient* and add. You can alternatively search “Gradient” and add. Read further for a detailed explanation of all the fields.

3. Type of Gradients:

3.1 Default (Vertex) type

In Default or Vertex type gradient, the gradient colors are applied to the vertices or the corners of the UI element. The Vertex type gradient works with both the default UI shader and the custom gradient shader. These can be further set as corner or linear style.



☑ UI Gradient (Script)

Default (Vertex) | Advanced (Fragment/Pixel)

Style: Corners

Top Left: 🟥 Top Right: 🟪

Bottom Left: 🟩 Bottom Right: 🟦

Advanced Blending: □

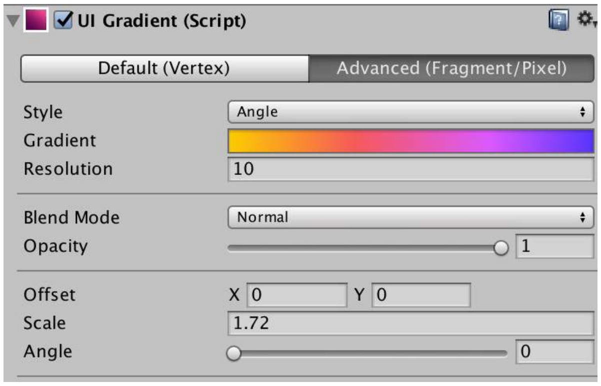
▶ Read more

Blend Mode: Normal

Blend Amount: 1

3.2 Advanced (Fragment/Pixel) type

The Advanced or Pixel type gradients are the more complex gradients: **Linear, Radial, Angle, Reflected and Diamond.**



☑ UI Gradient (Script)

Default (Vertex) | Advanced (Fragment/Pixel)

Style: Angle

Gradient

Resolution: 10

Blend Mode: Normal

Opacity: 1

Offset: X 0 Y 0

Scale: 1.72

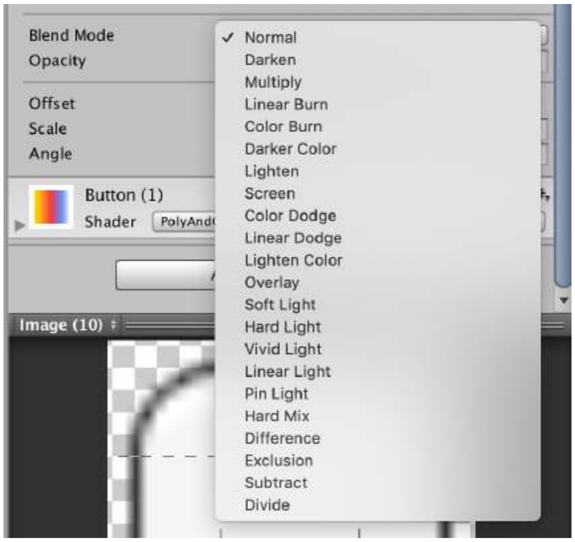
Angle: 0

Though Linear gradient can be achieved with Vertex type gradient, a lot of other things cannot be achieved such as multiple colors.

The Advanced gradients work only with the special shader with the asset. **Don't worry! The component will automatically handle the assignment and removal of the appropriate shader according to the mode.** The reason for using a special shader is that such complex gradients require logic to be written in the shader and thus these types of gradients simply won't work with the default UI shader.

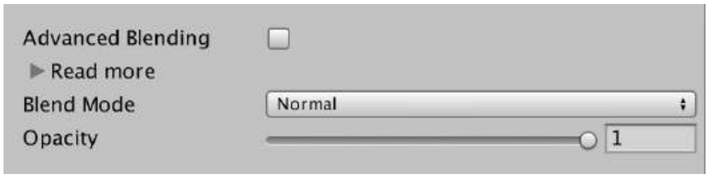
4. Blend Modes and Opacity

Blend modes allow you to blend the gradient with the graphic image and color in a certain way. You can also change the overall opacity of the gradient.



4.1 Default (Vertex) Type

After adding the component for the first time you will notice that the advanced blending is turned off for vertex type. The default mode blending does not blend with the source image and has limited options because of limitations in default UI shader. Checking advanced blending will assign the gradient shader.



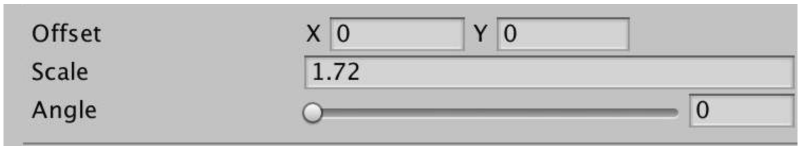
Advanced Blending □
▶ Read more
Blend Mode: Normal
Opacity: 1

4.2 Advanced(Fragment\Pixel) Type

The Advanced type gradient works only with the special shader, so blend modes don't require any additional setup.

5.Transformations

Advanced Gradients can be also be transformed by moving, rotating and scaling.



Offset: X 0 Y 0
Scale: 1.72
Angle: 0

6.Limitations and Roadmap:

6.1 Vertex distribution in default(Vertex) mode

This is a rare case which occurs in Vertex mode, especially in corner mode. If the vertices aren't aligned as rectangular and are scattered throughout the gradient transition will not look right. This can be seen in text elements where vertices are not aligned as a rectangle. **To avoid this problem in Vertex - linear mode, you can simply use the Advanced linear gradient.**