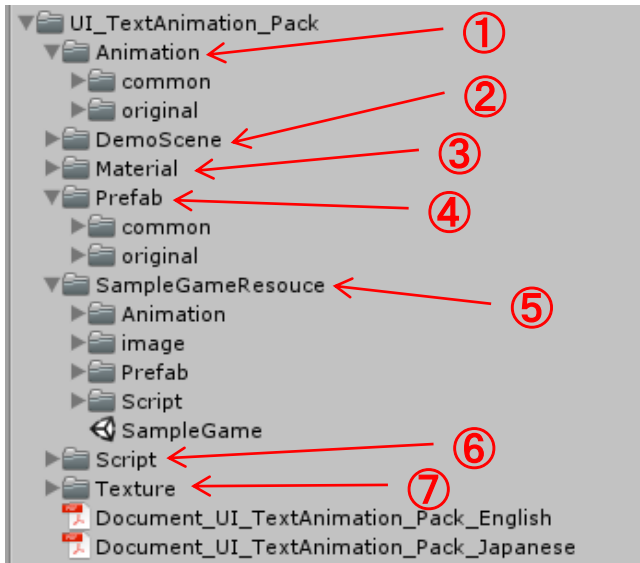


UI_TextAnimation_Pack: Unity Assets

Version 1.0.1, September 1, 2016

■ The folder explanation



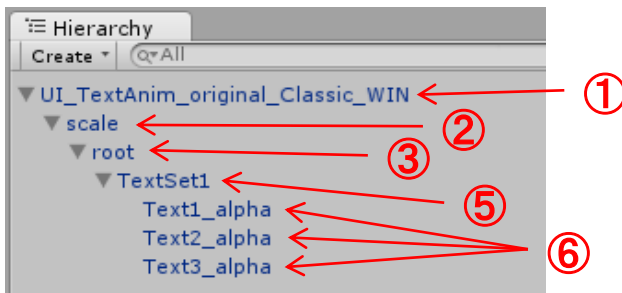
- "UI_TextAnimation_Pack/Animation" (figure: ①)
Animator and Animation are included.
There are original and common in the kind of Animation.

Original Animation : Peculiar cartoon film
[UI_TextAnim_original_xxxx]
UI_TextAnim_original_Classic_Clear
etc...
- General-purpose Animation : General-purpose cartoon film
[UI_TextAnim_common_xxxx]
UI_TextAnim_common_InScaleUp_OutScaleDown
etc...
- "UI_TextAnimation_Pack/DemoScene" (figure: ②)
The damascene which can check TextAnimation of a sample is included.
- "UI_TextAnimation_Pack/Material" (figure: ③)
Material is included.
- "UI_TextAnimation_Pack/Prefab" (figure: ④)
TextAnimationPrefab of a sample is included.
There are original and common in the kind of Prefab.
- "UI_TextAnimation_Pack/SampleGameResource" (図: ⑤)
A scene of a sample and the material with a text cartoon film are included.
- "UI_TextAnimation_Pack/Script" (figure: ⑥)
Script is included.
- "UI_TextAnimation_Pack/Texture" (figure: ⑦)
A texture of TextAtlas and a texture of an effect are included.

■ The sample Prefab explanation

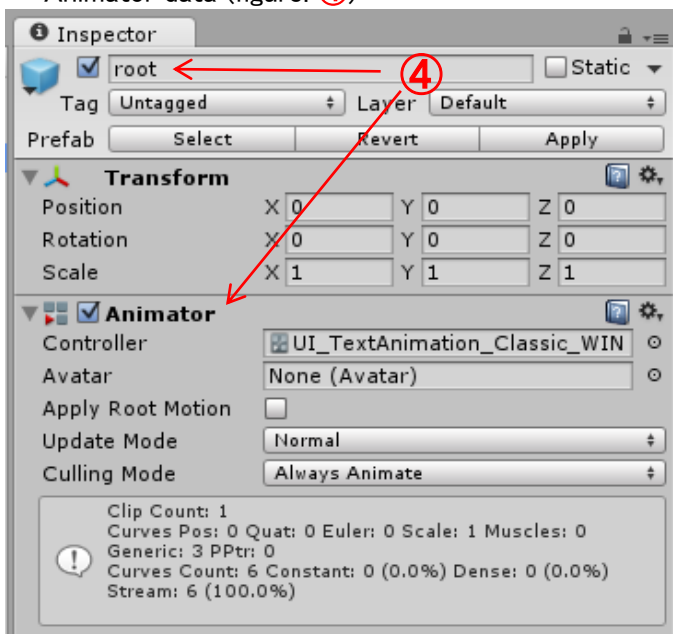
"UI_TextAnimation_Pack/Prefab"

The make of the data is controlling the character of the "Sprite" by "Animator".



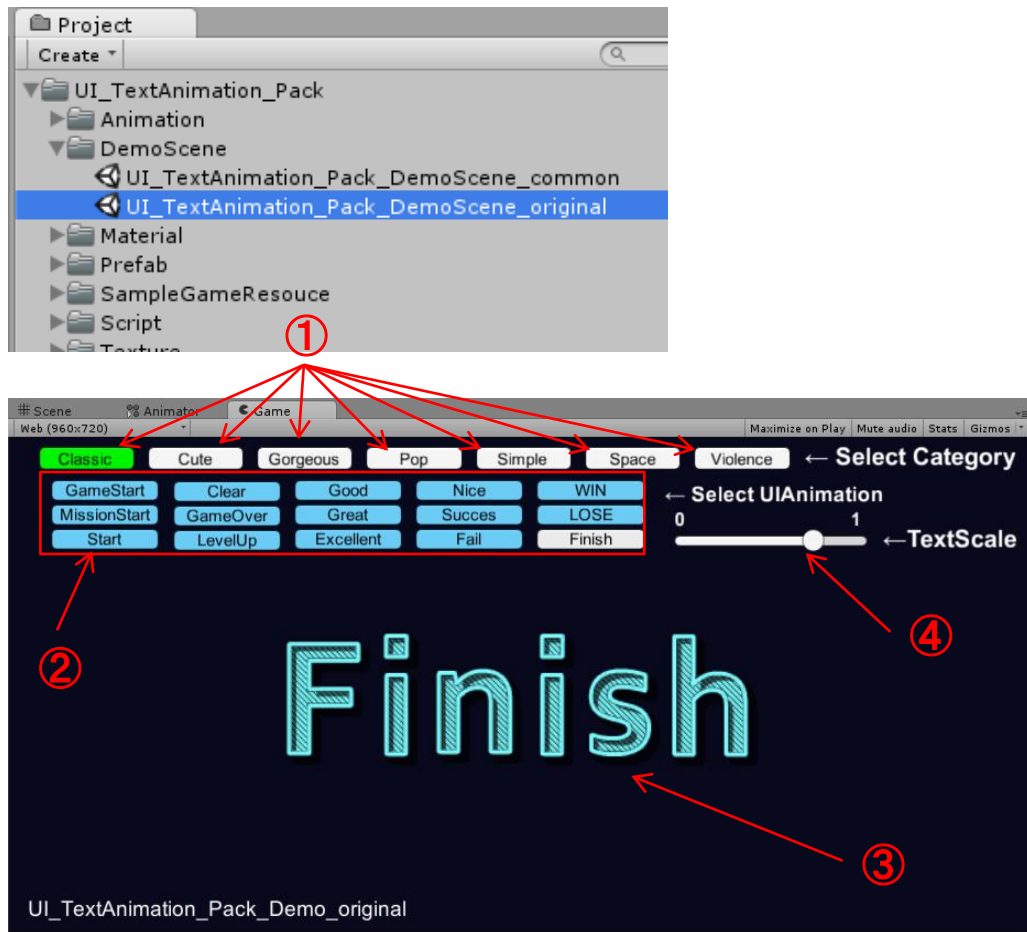
- Parent GameObject (figure: ①)
- GameObject for Scale change (figure: ②)
- rootGameObject (figure: ③)
- Set of Sprite (figure: ⑤)
- Sprite of a text (figure: ⑥)

- Animator data (figure: ④)



■ Demoscene description 1

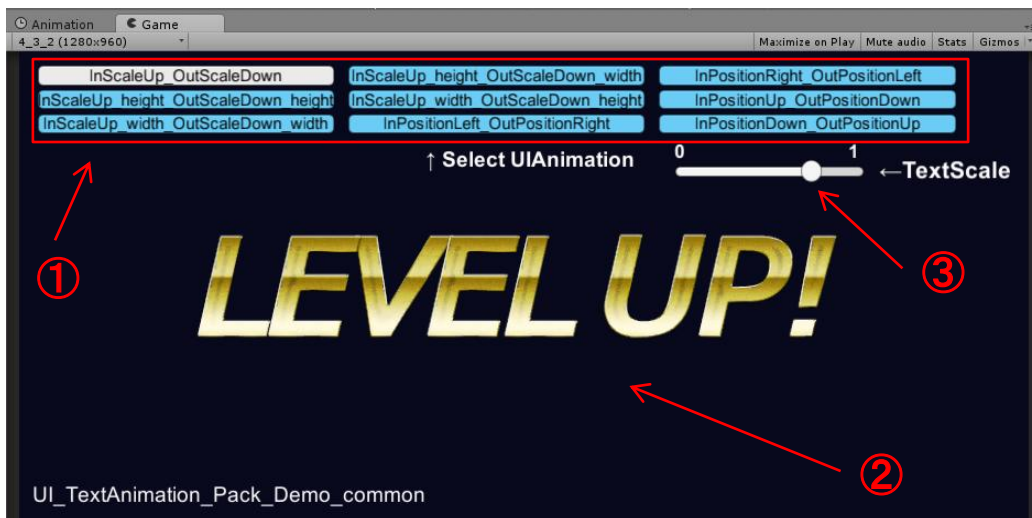
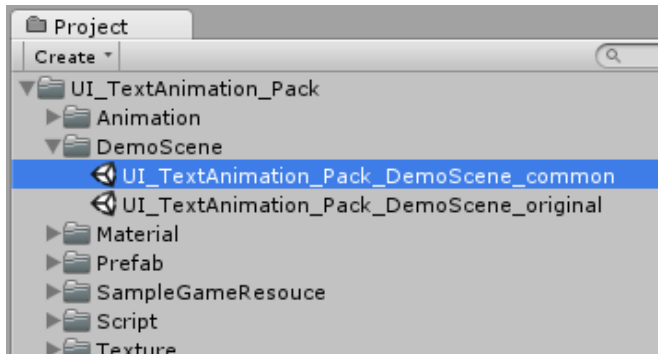
"UI_TextAnimation_Pack/DemoScene/UI_TextAnimation_Pack_DemoScene_original.unity"



- The "TextAnimation" of a sample can be checked here.
- The button in the upper row in the screen upper part is a category button (figure: ①).
- 7 kinds of category is being prepared.
- There is 15 kinds of text cartoon film (figure: ②) Every category.
- When the button shown to the bottom is pressed, the text cartoon film of a sample can be confirmed. (Figure: ③)
- A slide bar can change the size of the text.(Figure: ④)

■ Demoscene description 2

“UI_TextAnimation_Pack/DemoScene/UI_TextAnimation_Pack_DemoScene_common.unity”



- The “common_TextAnimation” of a sample can be checked here.
- There is 9 kinds of general-purpose text cartoon film (figure: ①).
- When the button shown to the bottom is pressed, the text cartoon film of a sample can be confirmed. (Figure: ②)
- A slide bar can change the size of the text.(Figure: ③)

■ Demoscene description 3

“UI_TextAnimation_Pack/SampleGameResource/SampleGame.unity”



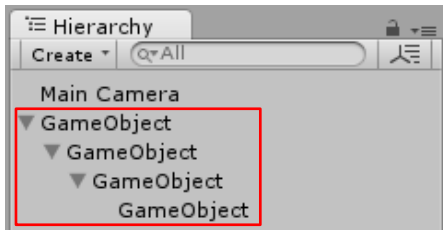
A use example using a text cartoon film.

■ Operating method

- A player moves by a key in left and right.
- I attack at space key.

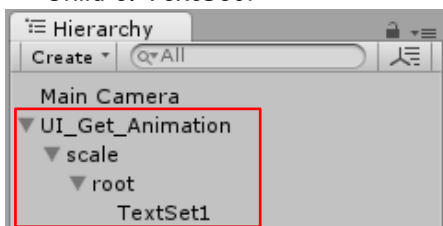
■ Quick Start

1.4 hierarchies of GameObject is made.



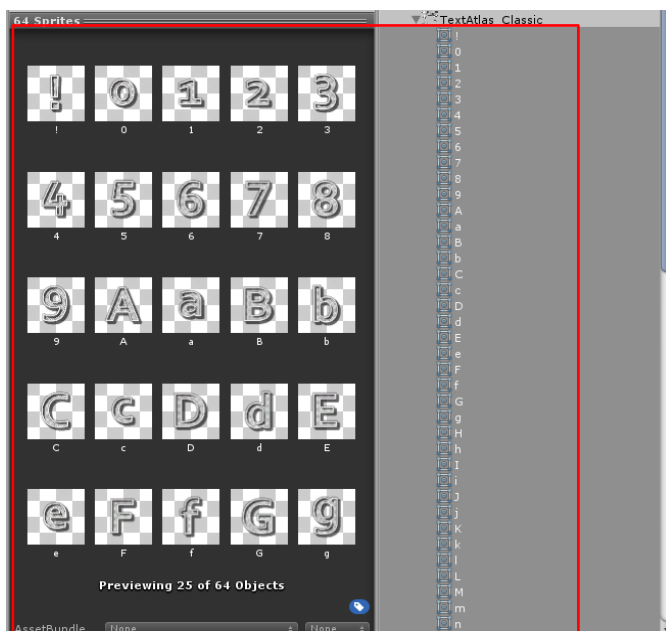
2. RINEMU is done.

- Parent :Prefab name (example: UI_Get_Animation)
- Child 1: scale
- Child 2: root
- Child 3: TextSet1



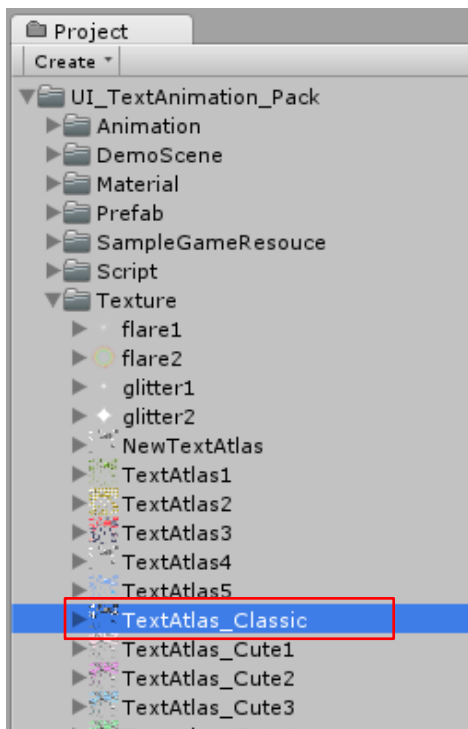
3.A TextAtlas texture is chosen.

- There is a TextAtlas texture in UI_TextAnimation_Pack/Texture.
- The TextAtlas texture I'd like to use is chosen.
- In a TextAtlas texture, uppercase and lowercase letters of an alphabet and a figure ! , ? , is included.
- Each character is divided into each Sprite.



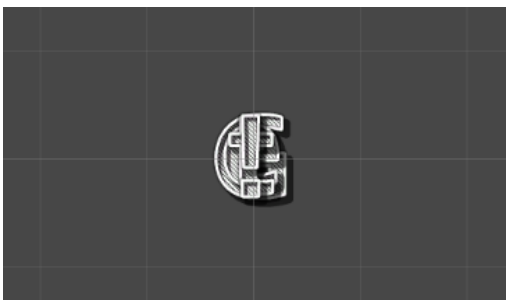
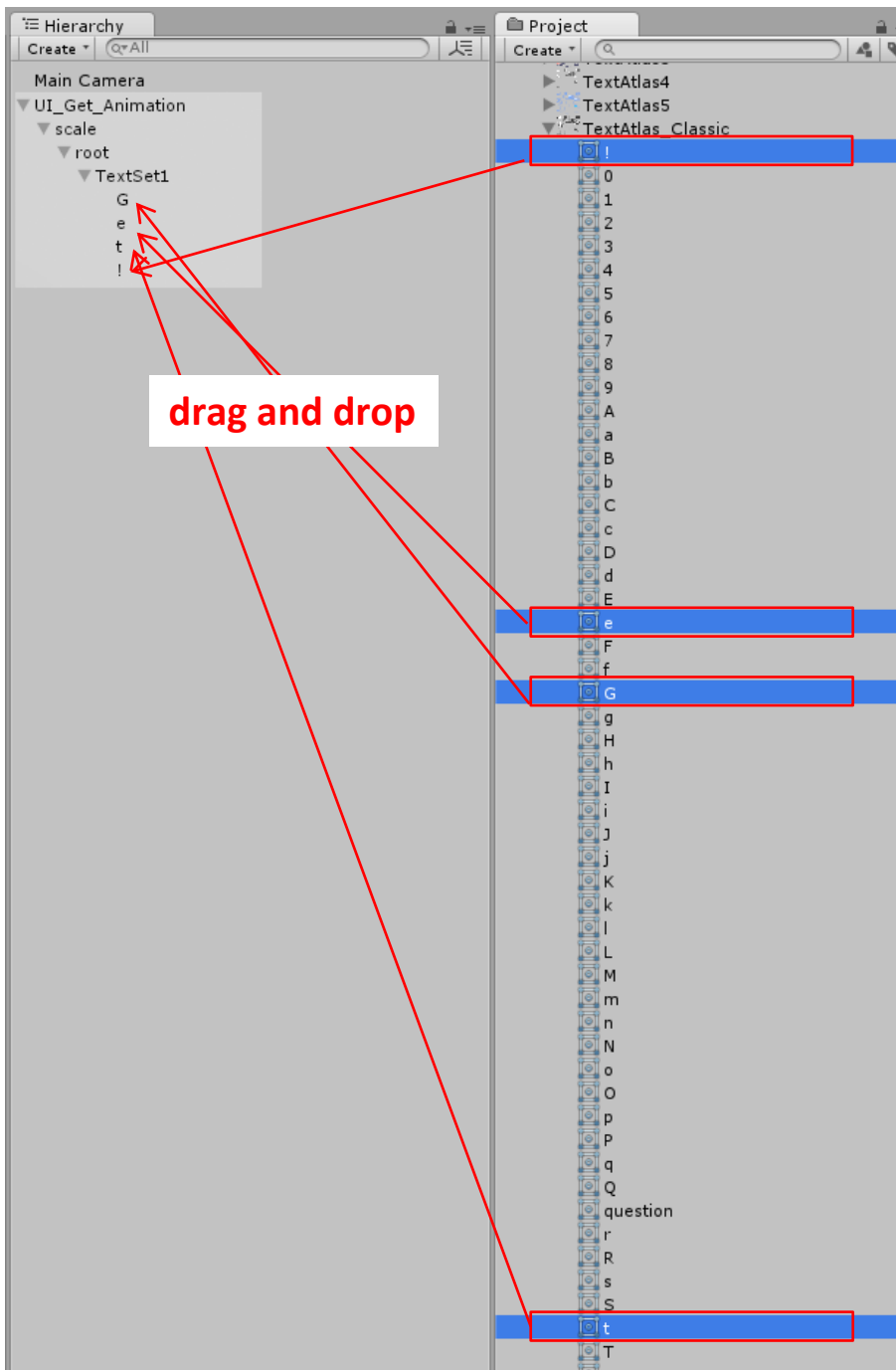
4. The favorite character will be brought to a child of root from Sprite in TextAtlas (drag and drop).

– It's explained using TextAtlas_Classic here.



Example :G, e, t, !

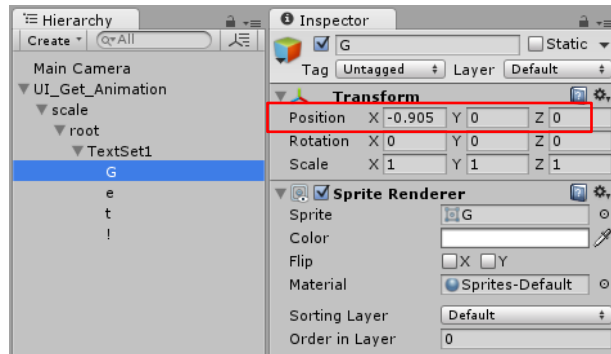
For a child of TextSet1, Sprite, drag and drop



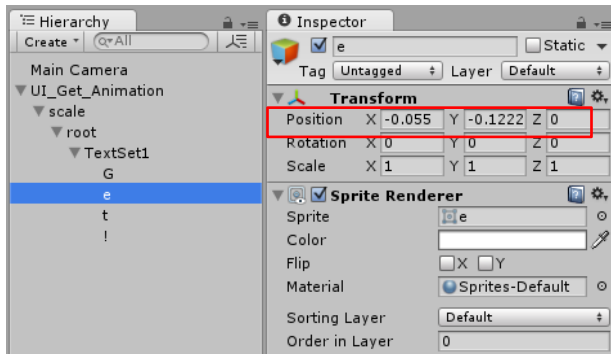
← Scene view result

5.Position is adjusted.

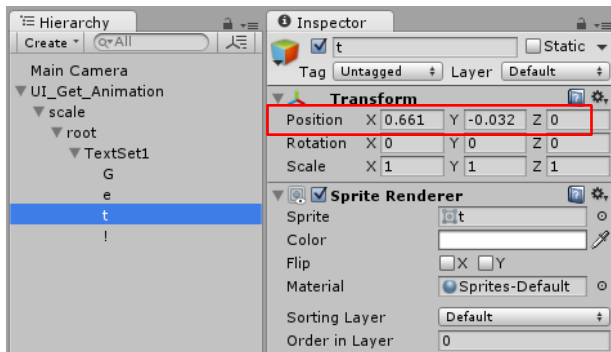
G : Postion X,-0.905



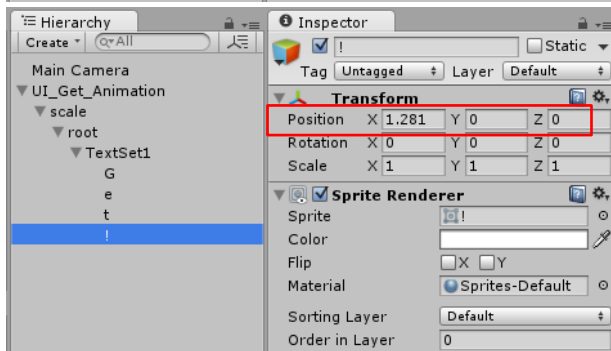
e : Postion X,-0.055 Y,-0.1222



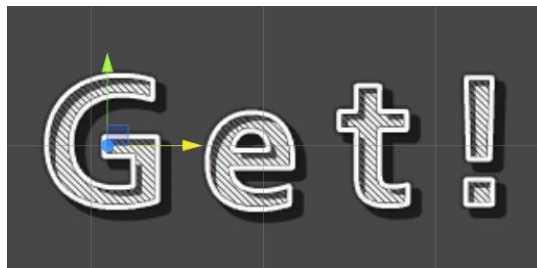
t : Postion X,0.661 Y,-0.032



! : Postion X,1.281

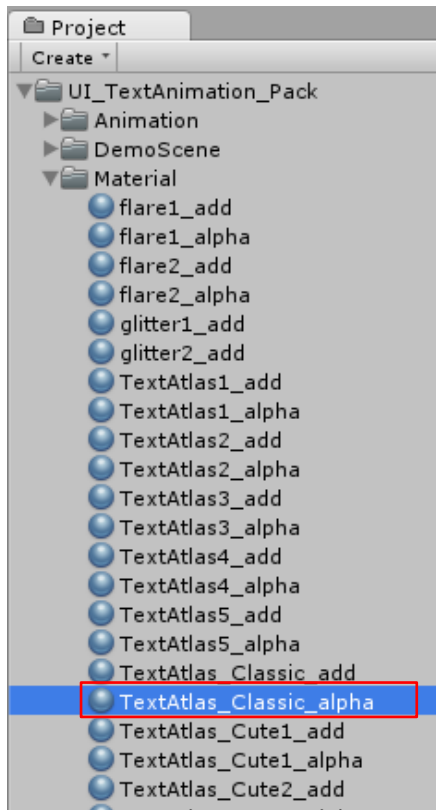


Scene view result →

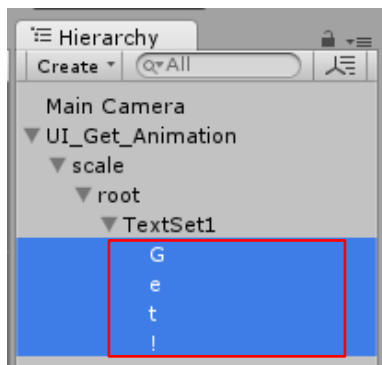


6.Addition or a transparent material which corresponds to used TextAtlas is assigned.

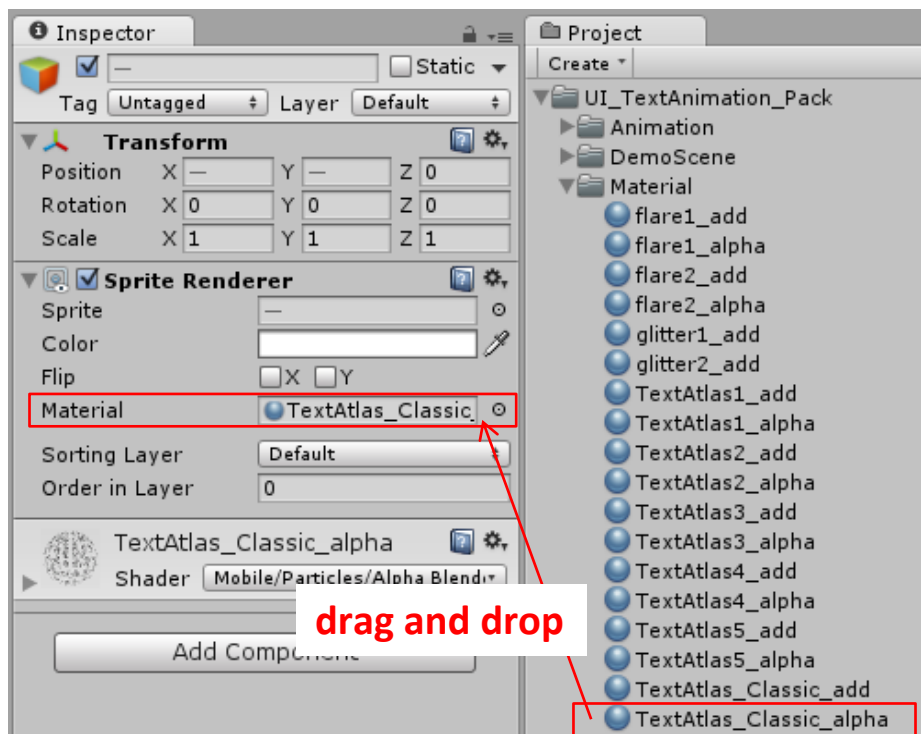
It's explained using a material of **TextAtlas_Classic_alpha** here.



– TextSet1 chooses all following Sprite (G,e,t,!).

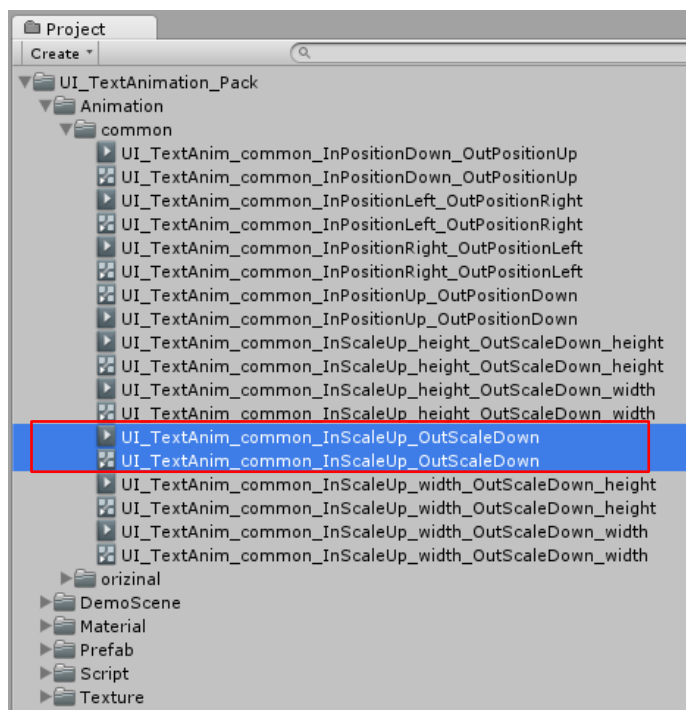


- TextAtlas_Classic_alpha Material, drag and drop



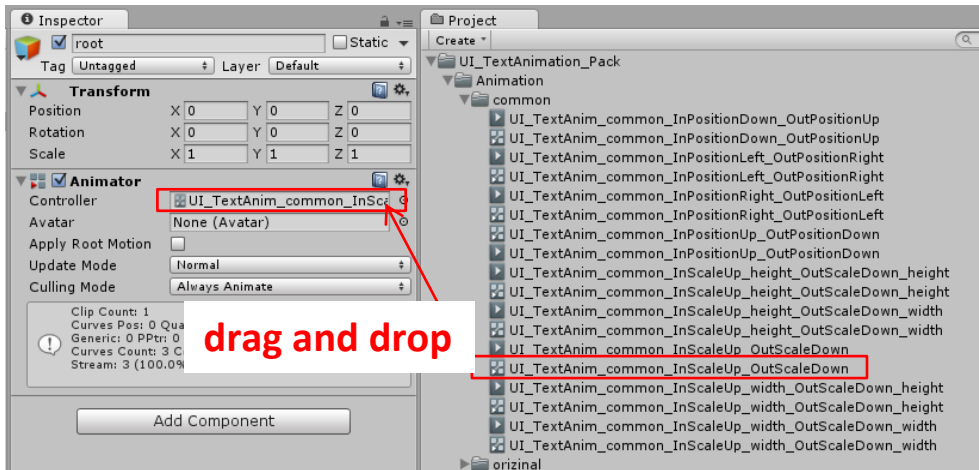
7.The : "UI_TextAnimation_Pack/Animation/common"
from which a common cartoon film is chosen.

It's explained using UI_TextAnim_common_InScaleUp_OutScaleDown here.

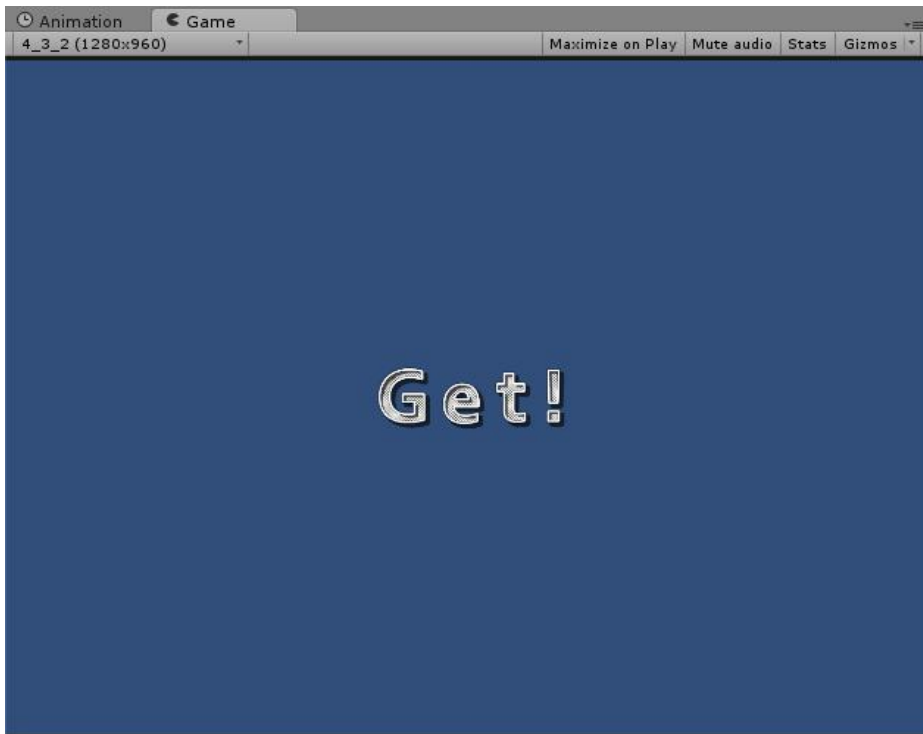


8. Animator is assigned to root.

Drag and drop does UI_TextAnim_common_InScaleUp_OutScaleDown .controller to root.



9. Game is recycled and the movement is confirmed.

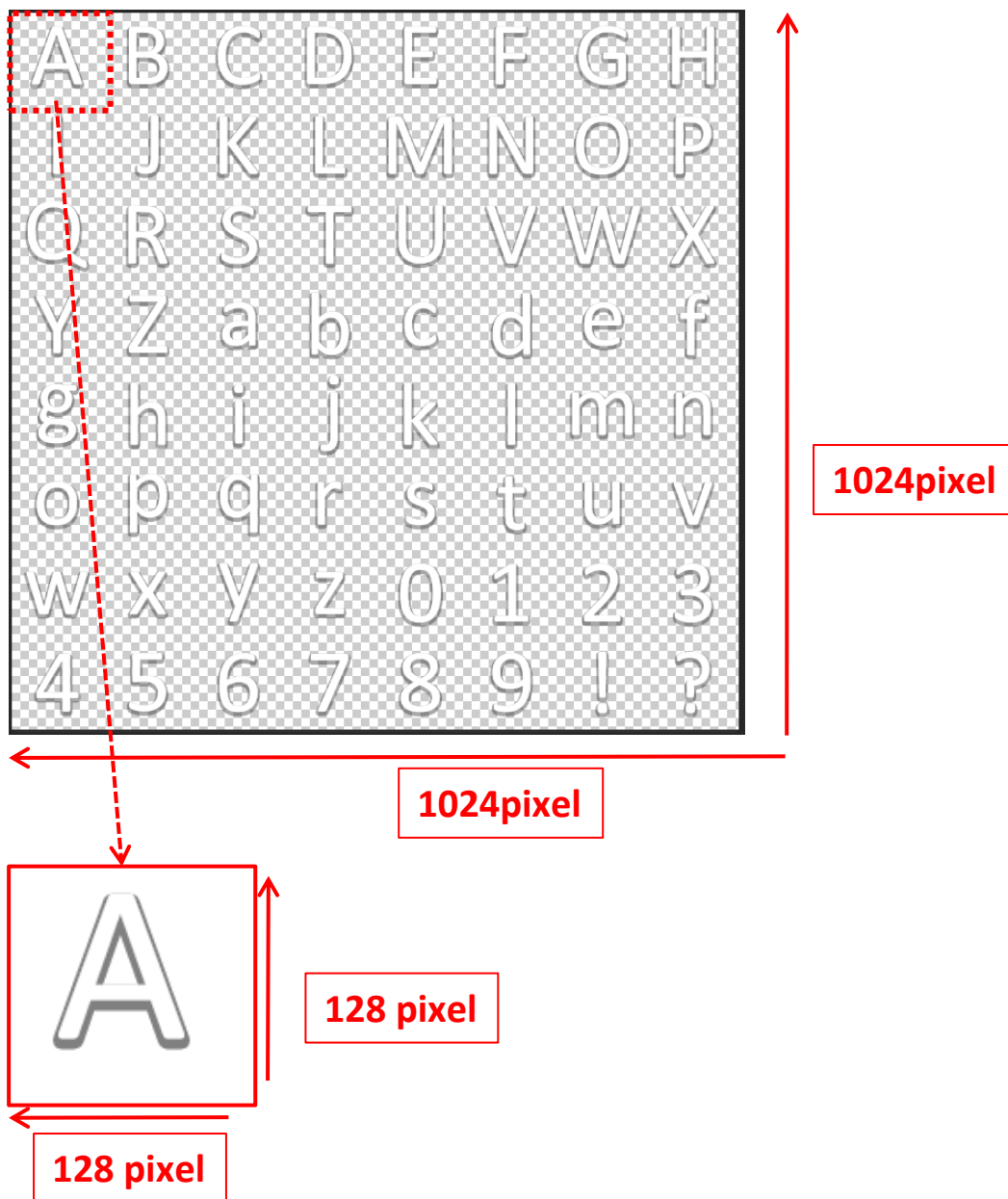


I become Prefab, and it's an end.

■ Editing technique of a TextAtlas texture

Size :1024x1024 pixel

The texture which arranged the character of 128x128 size in 8 x 8



When I'd like to change the design of the character, I edit based on NewTextAtlas.
NewTextAtlas divides Sprite into 8 x 8 and establishes Sprite name.

