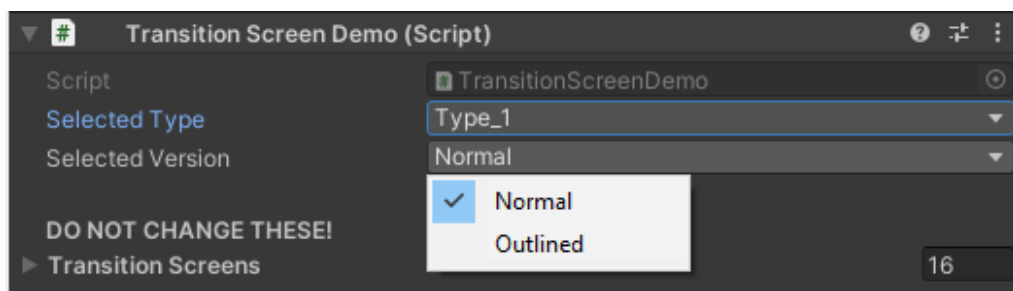# Transition screen package

This asset contains 16 different transition screens. These can be used on any platform for loading screens, image effects, etc. The images I used are white-based, so you can edit their color in the editor to easily fit your project. All of them scale with the screen size, so you don't need to be afraid that it won't look good on different devices.

Demo

There is a demo scene where you can try out every transition screen. The *'TransitionScreenDemo.cs'* script is responsible for giving you the option to browse between different transitions. You only need to change the selected type and version from the drop-down menu.

You can find this script in the Canvas gameobject.

Usage

You have to drag and drop any of the transition screen prefabs into your project. You can put them under a Canvas element or individually because they already have a Canvas component.

You only need to use the *'TransitionScreenManager.cs'* script:

- `FinishedHideEvent` : You need to subscribe to this delegate, if you'd like to know when the transition screen gets hidden. For example, you can play the intro (as playable) of your loaded scene.
- `FinishedRevealEvent` : Subscribe to this delegate, if you'd like to know when it's fully revealed. For example, you can load new scenes here.

In case you don't want to use all the transition screens in your project, you can easily delete the unnecessary transitions. I designed the asset in such a way that every transition has its own folder for everything (animations, images, prefabs), so if you don't want to use all of them, simply delete the ones you don't want to use.

If you have any questions, suggestions or feedback, please feel free to leave a review on the Unity Asset Store or contact me at petrahugyecz@gmail.com.