

UI Shaders

User Manual

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1 Overview



1.1 Description

UI Shaders is a plugin for Unity that allows to create beautifully animated UI widgets, loaders, pie charts, health bars, circles, rounded UI elements using materials and shaders.

Since the plugin is very versatile, it can be used to create simple shapes, like a circle, without using a fixed image or even to create complex progress bar that shows some kind of statistics or the loading progress. The plugin is suited also for rounded flat UI for your mobile apps.

The plugin provides a framework to create and customize the materials through editor and gives full access to all the shaders implementation and scripts code.

1.2 Content

The core of the package consists basically in a set of shaders which can be used with Unity materials along with both Sprite2D and UI Images. There are a lot of examples and pre-made prefab that are ready to use and can be also used to understand the features of the shaders.

1.3 Features

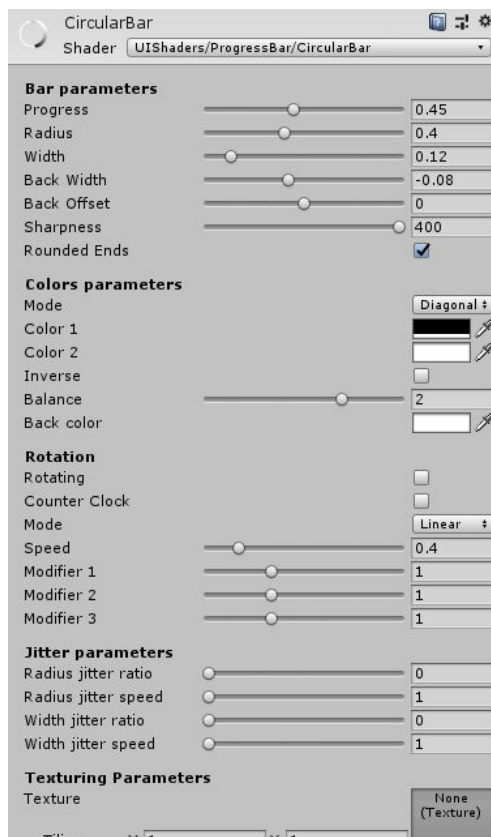
- Shaders written in CG code embedded in ShaderLab.
- Material usable for both UI Image and Sprite2D.
- Scripts written in C#.
- Support for Unity 2019.+
- Build support for Android, Windows, macOS, (iOS should work, but is not currently tested).
- Support for UI masking

2 Installation and Usage

To install the package, just import it in the Unity editor, there is no need for third party libraries. All the package content is inside a single folder called “UIShaders”.

The package lets you use it with different approaches that can be combined or used independently. For example, you can use just the shaders only via inspector along with different materials that use them, or in alternative you can choose to animate all the shaders exposed properties via code.

To use the plugin exclusively via editor you can create your own material, assign a shader of the plugin to it and customize it as normally done with the shader properties window.



2.1 Shader properties window

The shaders have properties divided into generally meaningful sections as shown in the picture. Some shaders can be used with textures as well, and the texture works like a mask. Examples of the texture usage are included in the demo scenes.

3 Support

If you have questions/suggestions about this plugin or if you need support on how to use it, please contact me, I will contact you as soon as possible.

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Forum: [\[link\]](#)