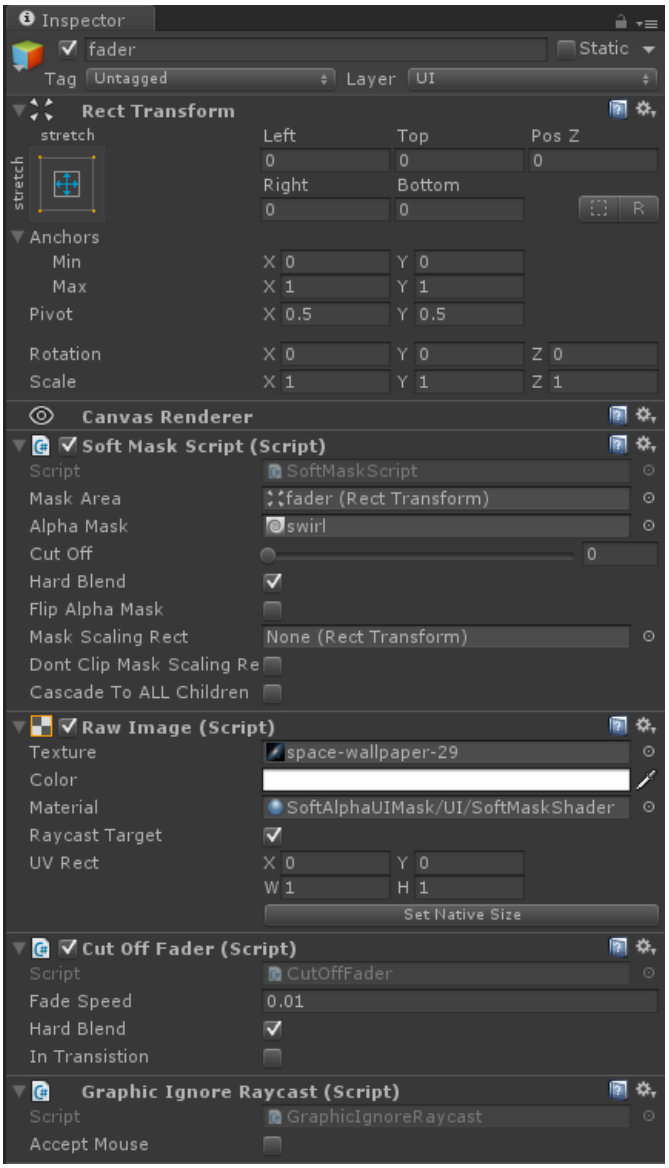
Soft Alpha UI Mask Demo

Version 1.1

The Demo scene included with the package, demonstrates a number of UI components with the **Soft Alpha UI Mask** component applied.

Demo 1: The full screen Fader

The first example is a full screen transition fader. It uses a RawImage UI component with a number of associated scripts that were created for the demo, including the Soft Mask Script itself. There is a "**Cut Off Fader**" script that uses the **Soft Alpha UI Mask** Script to perform a full screen effect as well as a "**Graphic Ignore Raycast**" script to manage when the mouse can interact with the component. The fader can be located as a child on the main Canvas in the scene.



Soft Mask Script

This is the script that does all the work, when you use this feature, this is the only script you will need to use in your scene.

The Mask Area is set to the fader component itself and uses a swirly alpha mask.

Cut Off Fader

This script has a couple of functions that will allow the fader to fade in and out. When the script starts it fades the fader out by raising the cut off level of the Soft Mask Script. It then can fade back in by lowing it again. You can also make the Fader fade in and out using the F1 and F2 keys for ease of access.

Graphic Ignore Raycast

This is a very simple script that controls ray cast interaction (so when you click the mouse to select a UI component) when the Soft Mask Script has a Cut Off value not equal to 1, no mouse events can get through the fade component to the UI components behind it.

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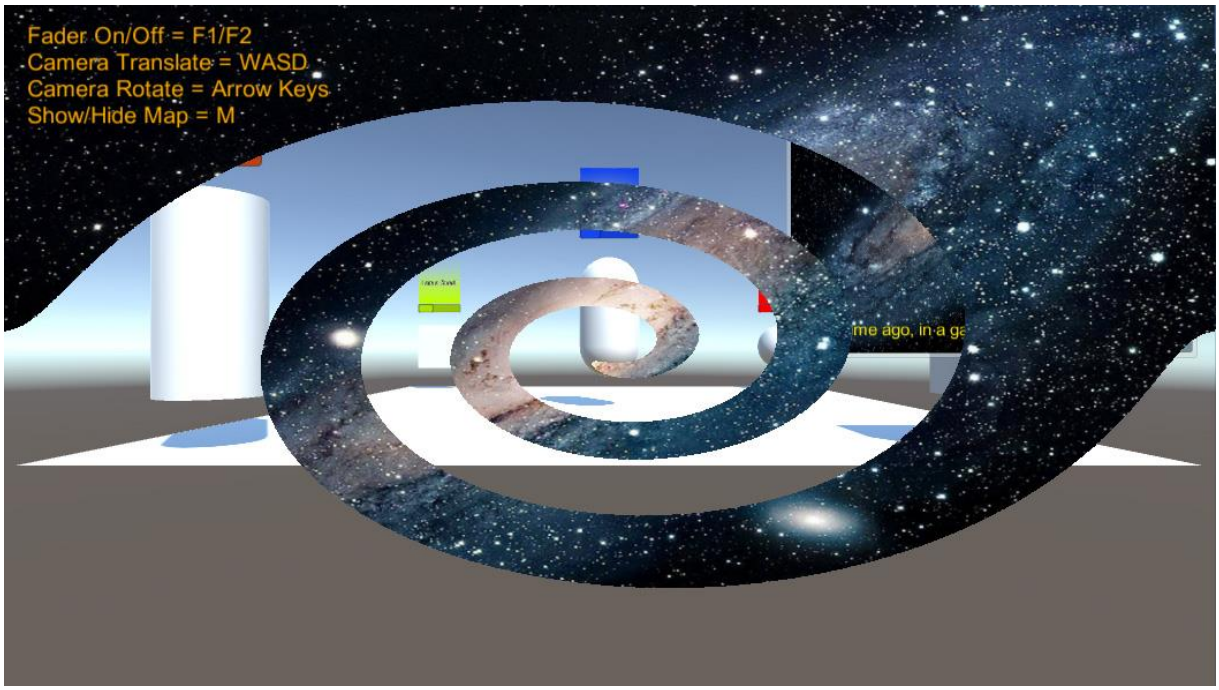

Demo 2: Text Scroller with Mask

The next UI item on the main screen **Canvas** is a text scroller, I have hosted it within a GO called **Panel** to present a background image. On top of this is another child Panel UI component, this inner panel hosts a **ScrollRect** so we can scroll the texture content within it and a scroll bar bound to the inner Panels Scroll Rect. This inner Panel has two child UI components, the first is an image and serves as a background for our scrolling text and the Text UI Component itself. This is where we apply the Soft Alpha UI Mask.

The **Mask Area** is set to the parent panel, as this is the bounds of the masking area. The Alpha Mask is set to a simple fade up, as you scroll the text up it is faded out of view.

Demo 3: World Space Canvases

In the demo scene, we also have a number of world space canvases, they are all set up in a similar fashion with an Image, a Text component and a Scroll Bar UI. The Image component is where the **Soft Alpha UI Mask Script** has been applied. I have also used the "**Cut Off Slider**" script to bind the slider to the effect cut off.

Each of the world space Canvases apply the Soft Alpha UI Mask effect in different ways and with different alpha mask textures.

Demo 4: Map Highlighter

If the user activates the map with the M key, they will see the map highlighter demo. It is built from a controlling RectTransform which hosts a script to manage the displaying of the map and the placement of the map's masked pointer. In there is a MapBG used to display the map as we want it shown in the areas not highlighted by the mask, within that we have the map mask overlay, this texture is used to darken the map this is where the **Soft Alpha UI Mask Script** is placed, note it also has it's Mask Scaling Rect set, to the sibling object maskPointer.

There are many more ways you can use the Soft Alpha UI Mask, hope you enjoy using it ☺