

GradientUI

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL!

Enjoy! 😊

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Contact

Questions, suggestions, help needed?

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Description Features

This is just a shader (with a few alternate versions (remixes)) that allow UI to have a gradient.

- easy to use (add material (with shader) to a UI object)
- easy to remix (open in shadergraph and edit)
- excellent support

Terms of Use

You are free to add this asset to any game you'd like

However:

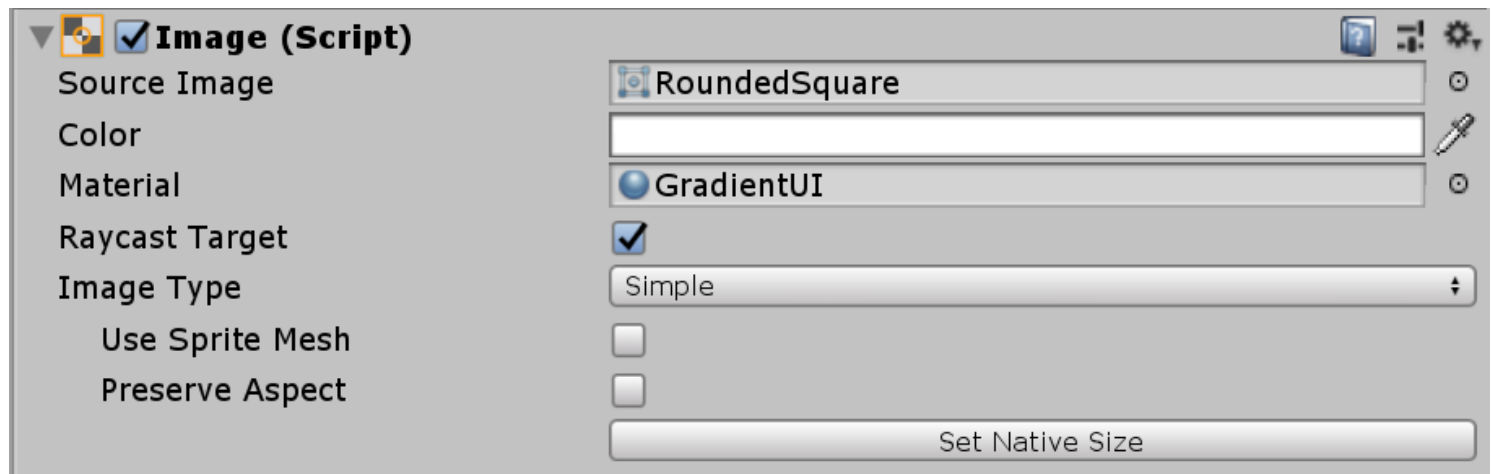
please put my name in the credits, or in the special thanks section. 😊

please do not re-distribute.

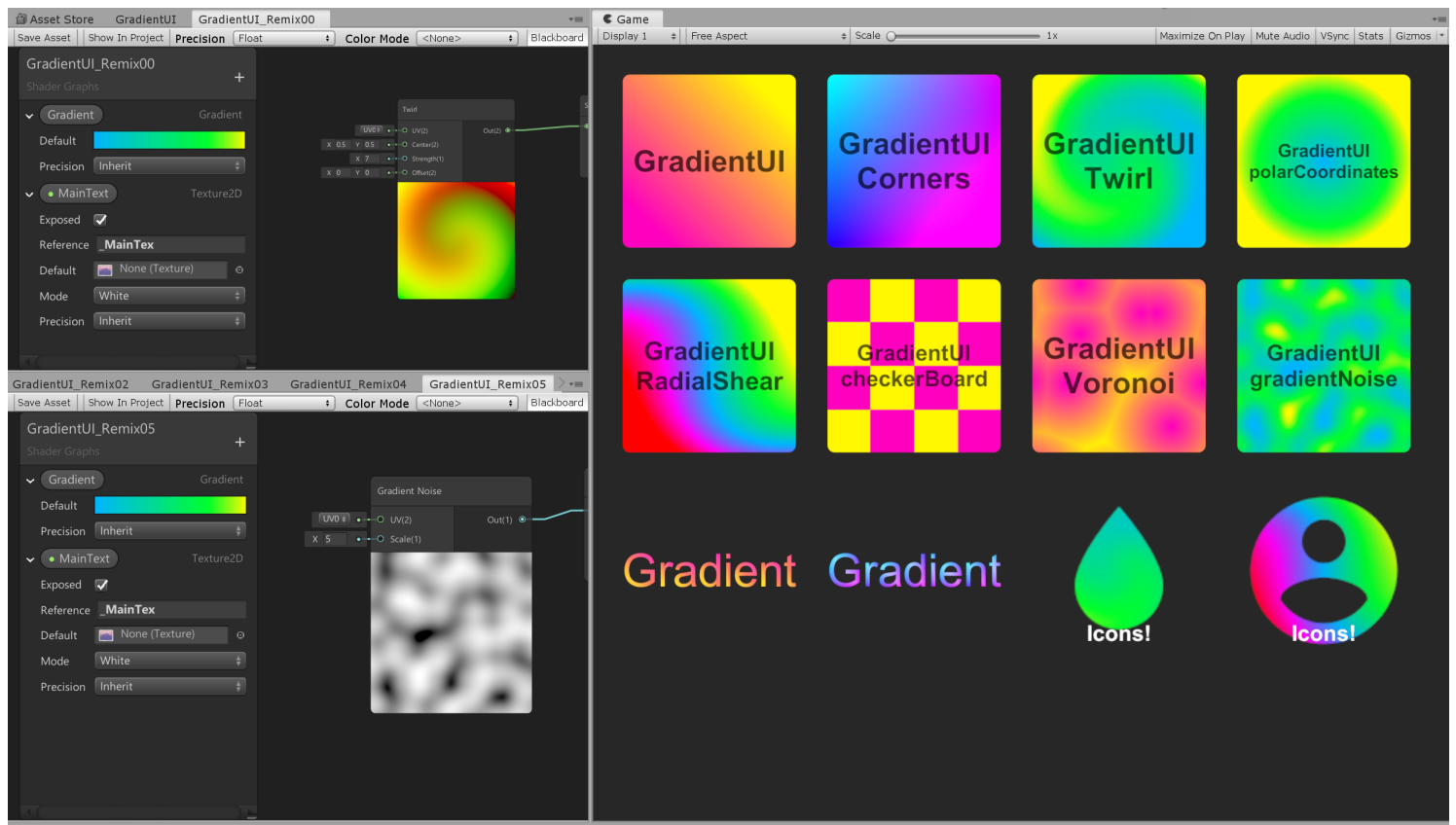
Overview/Setup

Just add a material to the UI image.

Make sure the correct shader is used.



Shaders/Scripts



GradientUI.shadergraph

this is your pretty typical linear gradient.

GradientUI_Corners.shadergraph

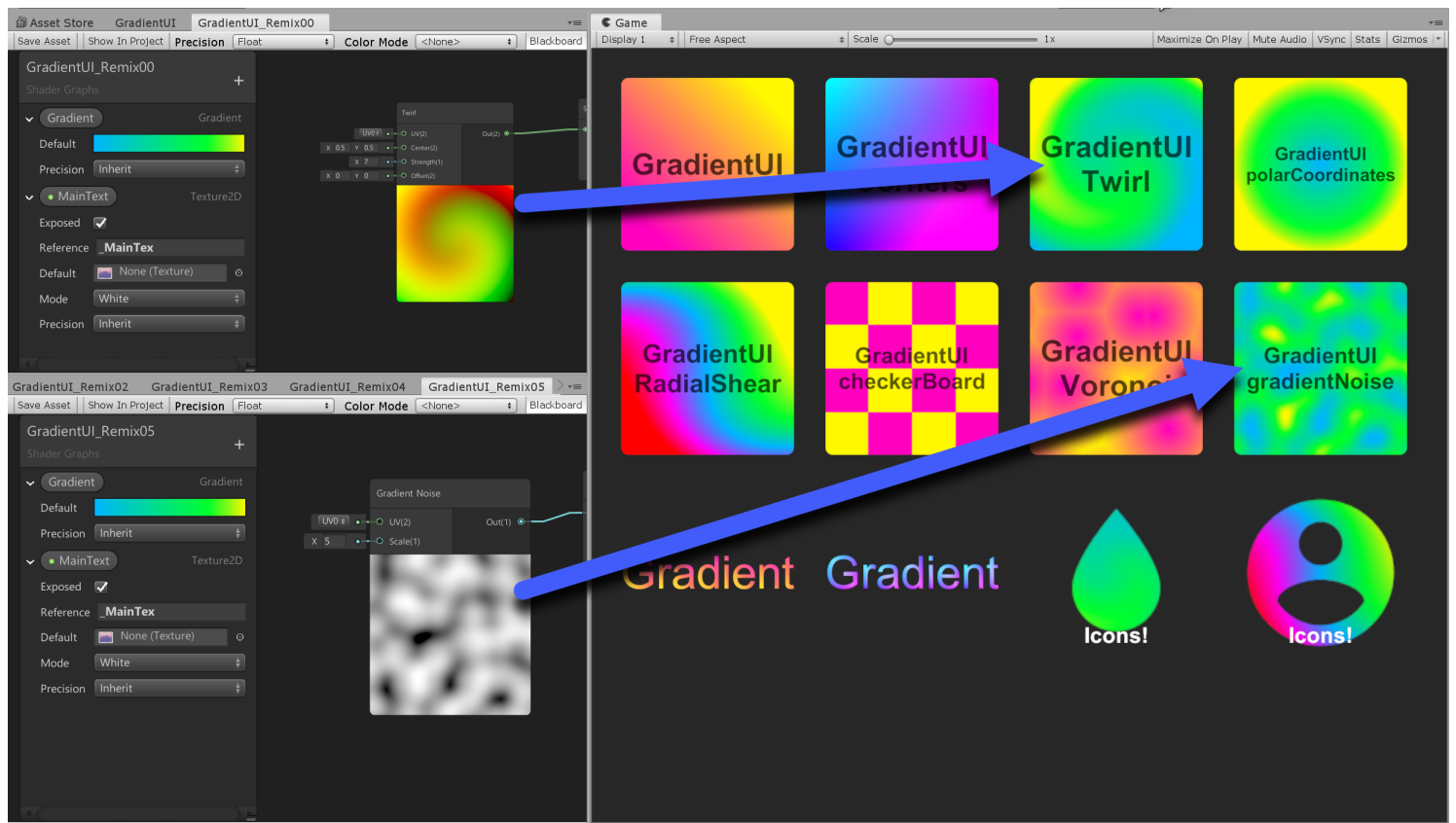
this is a four corner gradient.

GradientUI_Remix##.shadergraph

these are different remixes of the normal GradientUI shader.

Some use Twirl, RadialShear, Voronai ...etc.

Remixes



UITextGradient.cs

use this script for text.

UITextCornersGradient.cs

or use this script for text.

Open Source Notice

Some resources in this asset are open source, such as the icons.

if you want those resources please feel free to search and download them from their sources.

FAQs

Don't render in scene.

Using shadergraph in UI is still experimental, this should be fixed in a future version of unity.

