

# Scale\_UI\_Image

[Asset Store Link](#)

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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

Easily create a cool over effect on images or buttons.

Change:

- Scale

- Lightness
  - Tint
  - Saturation
- Simple and easy
- Based on ShaderGraph (easily modifiable!)

## Terms of Use

Required:

please follow [Unity's EULA](#)

Suggestion/Optional:

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

## Overview/Setup

Make sure you have the ShaderGraph and URP added from the package manager.

The screenshot shows the Unity Package Manager window. The left pane lists installed packages, with 'Rider Editor' selected. The right pane displays details for the 'Rider Editor' package, including its version (1.1.4), name, links to documentation, changelog, and licenses, author (Unity Technologies Inc.), and published date (November 22, 2019). A description at the bottom explains its function as a code editor integration for Rider.

Package Name	Version	Status
Rider Editor	1.1.4	✓
Test Framework	1.1.14	↓
TextMesh Pro	2.0.1	✓
Timeline	1.2.14	↓
Unity Collaborate	1.2.16	✓
Unity UI	1.0.0	✓
Universal RP	7.3.1	✓
Visual Studio Code Editor	1.2.1	✓

### Rider Editor

Version 1.1.4 2019.4 verified

**Name**  
*com.unity.ide.rider*

**Links**  
[View documentation](#)  
[View changelog](#)  
[View licenses](#)

**Author**  
Unity Technologies Inc.

**Published Date**  
November 22, 2019

Code editor integration for supporting Rider as code editor for unity. Adds support for generating csproj files for code completion, auto discovery of installations, etc.

You seem to be offline

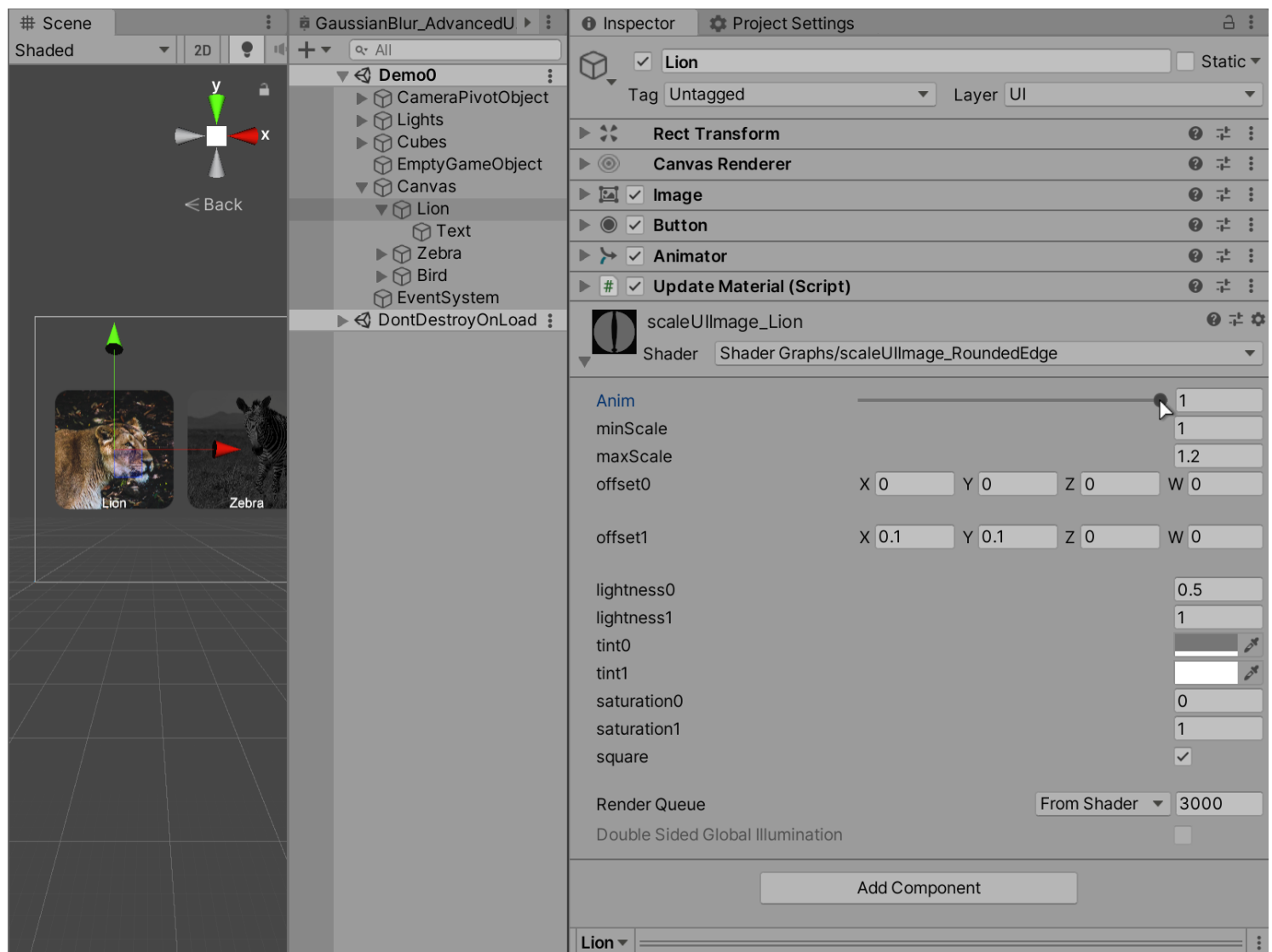
Up to date Remove

# Prefab

Assets\Scale\_UI\_Image\Prefab\Button.prefab

## standard components

- Image
  - this contains the Material (and thus the shader)
- Button
- Animator
  - this will update the UpdateMaterial.cs (Anim) with controls the Material
- UpdateMaterial.cs
  - This acts as a bridge to update the Material



## UpdateMaterial.cs

This allows the animator to control the Anim in the Material.

## **scaleUIImage\_RoundedEdge**

- Anim  
a float between 0 and 1 to determine at what stage of the animation it's at
- minScale/maxScale  
the scale of the image when Anim is at 0 and 1
- offset0/offset1  
the offset of the image when Anim is at 0 and 1
- lightness0/lightness1  
the lightness of the image when Anim is at 0 and 1
- tint0/tint1  
the tint of the image when Anim is at 0 and 1
- saturation0/saturation1  
the saturation of the image when Anim is at 0 and 1

## **Other Scripts**

there are other scripts in this package that are used for the demo, and are not needed for the main asset.