SimpleSceneSwitcher

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

Switch between one scene and another with a little animation. A great starting point for your own custom animation.

- Easily customizable effect. Just edit some animation files!
- Easy to use ...just use a few lines of code.
- Unity Free friendly.
- Fully commented C# code.

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. :)
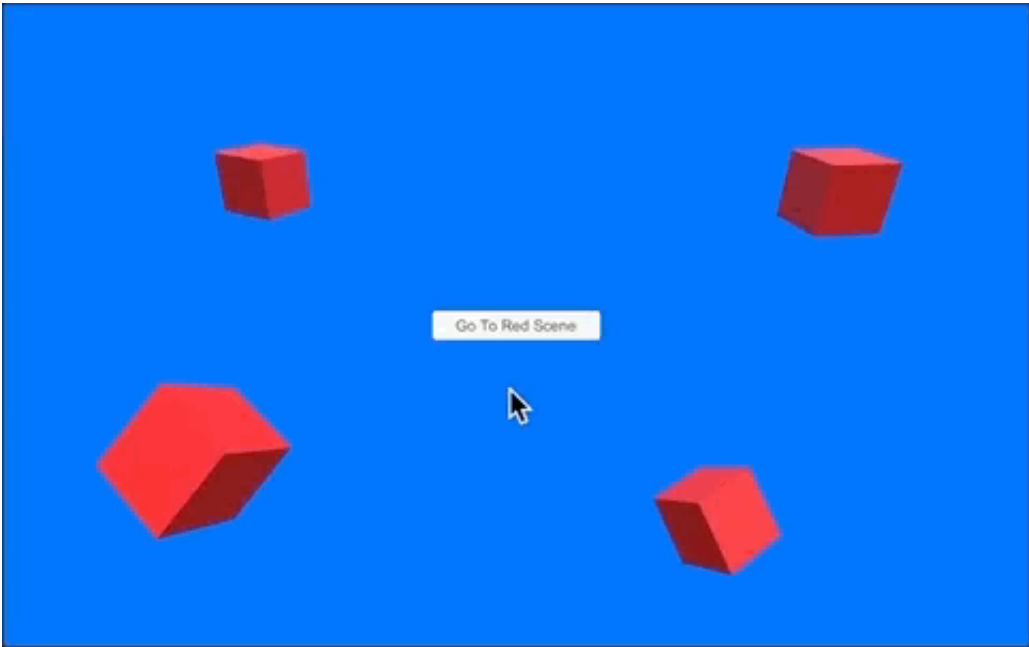please do not re-distribute.

Overview/Setup

This asset works my blocking the screen, changing the scene, then animating out. In some cases, a snapshot of the current scene is used to block the scene.

YouTube Video!

Go To Red Scene

Go To Red Scene
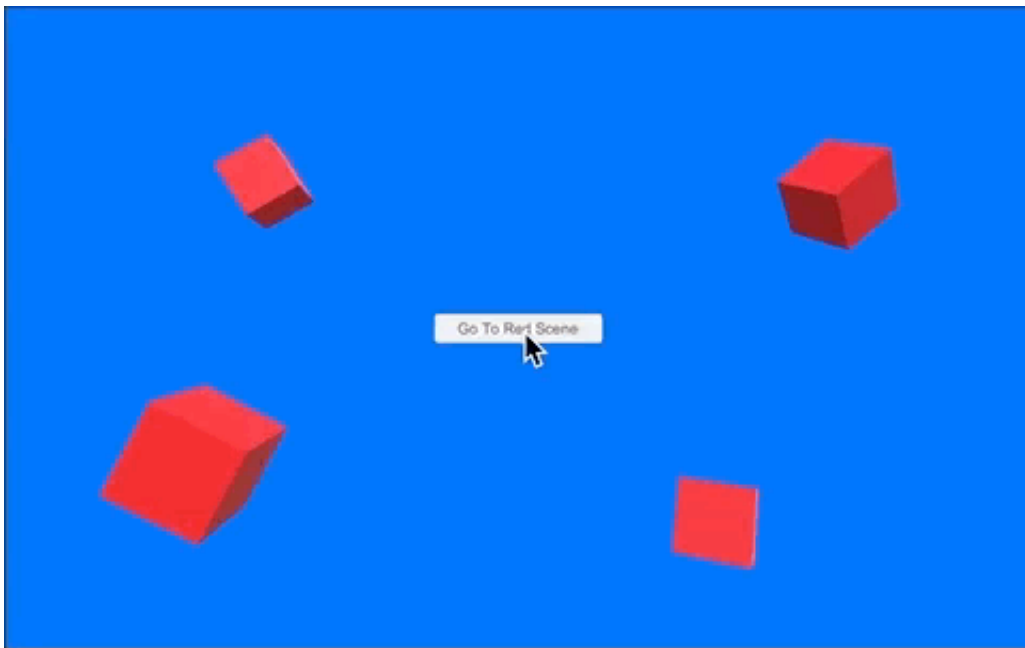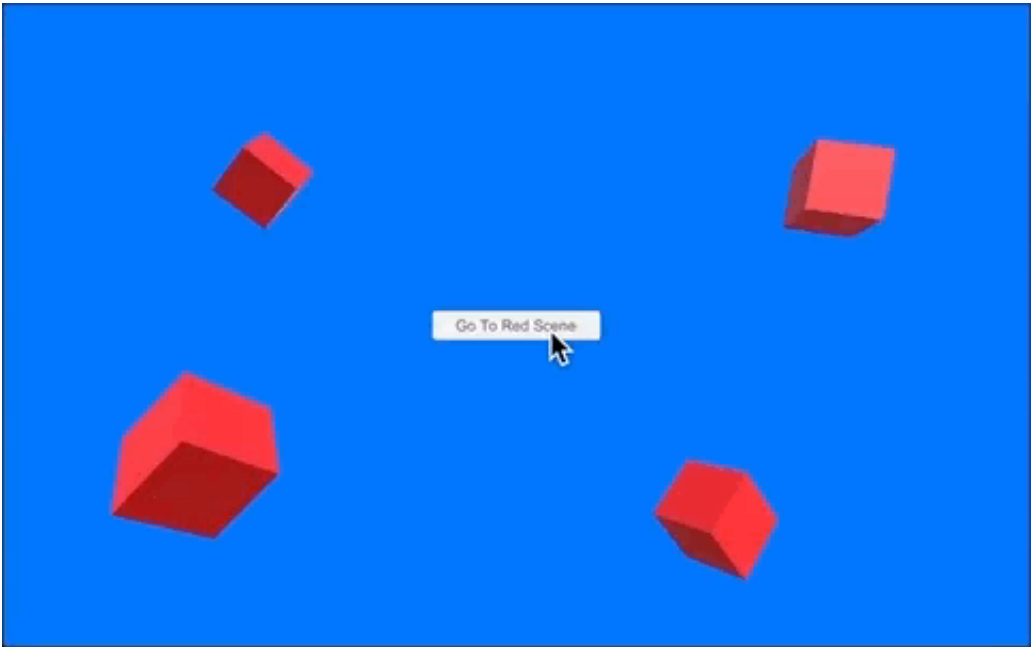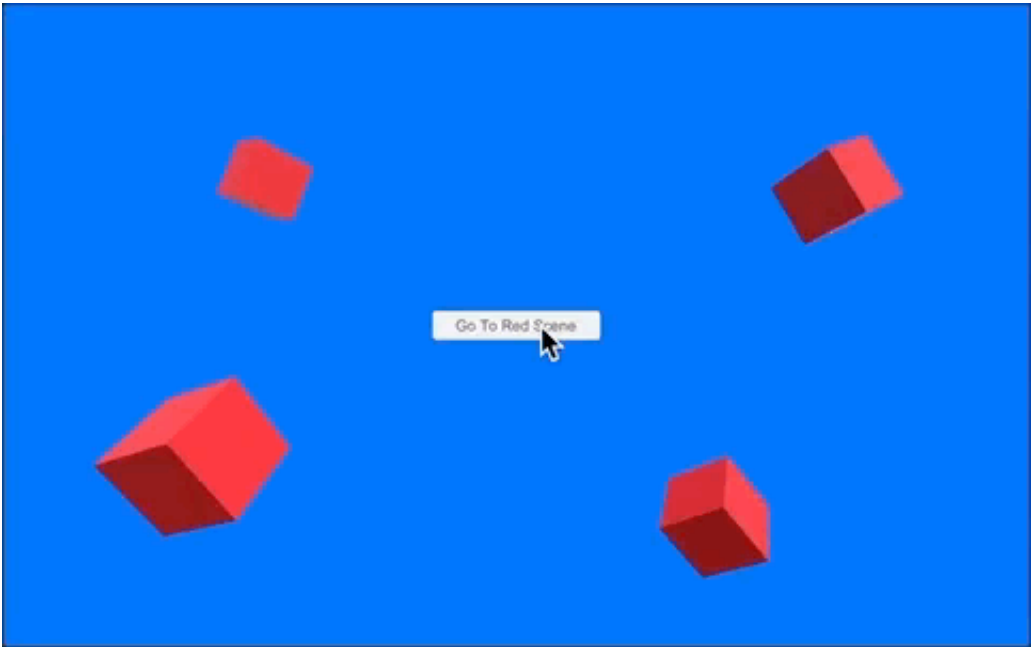
Scripts

GoToSceneButton.cs

```csharp
/*
GoToSceneButton.cs
a demo of how to trigger the SceneSwitcher
*/


using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

[RequireComponent(typeof(Button))]
public class GoToSceneButton : MonoBehaviour
{
    /// <summary>
    /// The name of the next scene.
    /// </summary>
    public string SceneName;

    // add method to execute on button click
    void Awake()
    {
        GetComponent<Button>().onClick.AddListener(ClickButton);
    }

    // method to switch scene
    void ClickButton()
    {
        //get mouse position
        Vector3 pos = Input.mousePosition;
        SceneSwitcher.Instance.ChangeScene(SceneName,pos);

    }
}
```

SceneSwitcher.cs

This script manages the animation before and after the scene switchs.

Image:
the UI image that will be used to blockout the scene.

Animation Speed:
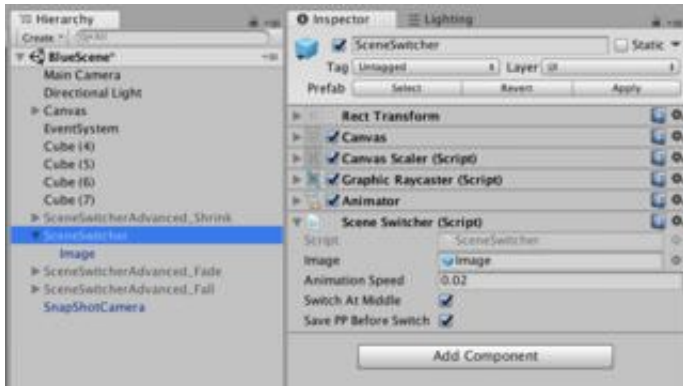
Speed of Animation

Switch at Middle:

If true, the scene will switch in the middle of the animation.

If false, the scene will switch at the begining of the animation.

Save PP Before Switch:

if true, saves the player prefs before the switch.

SceneSwitcherAdvanced.cs

This script manages the animation before and after the scene switchs.

Extends from the SceneSwitcher.cs

...The only difference is that it tells the SnapShotCamera to get a snapshot before animating.

SnapShotCamera.cs

Save an image of the screen to _ScreenShot (where any shader can use).

...Sorry the screen shot doesn't currently support the UI Layer.

Other Scripts

The Other scripts are basically just used for the Demos.
They are commented, but please let me know if you have a question.

Shaders

Custom/ScreenSnapShot

This shader uses the image taken by the SnapShotCamera.cs

Known Issues

UI not showing up in snapshot

The SnapShotCamera.cs doesn't capture the UI.
I'll be trying to work on this issue.