Blend Mode Shader 2D

Introduction

Blend Mode Shader 2D is a plugin that provides an easy way to apply blend mode effects to the sprites and UI images. It blends sprite/image with a texture which you provide or blends with textures below automatically. And 25 blend modes are available:

```
//Darken
Darken,
Multiply,
ColorBurn,
LinearBurn,
DarkerColor,
//Lighten
Lighten,
Screen,
ColorDodge,
LinearDodge,
LighterColor,
//Contrast
Overlay,
SoftLight,
HardLight,
VividLight,
LinearLight,
PinLight,
HardMix,
//Inversion
Difference,
Exclusion,
//Cancelation
Subtract,
```

Divide,

//Component

Hue,

Saturation,

Color,

Luminosity

How it works

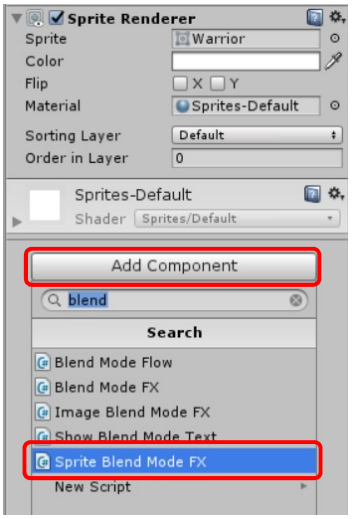
There are two ways to add blend mode effects to your sprites/images:

a. By custom scripts: “SpriteBlendModeFX”/”ImageBlendModeFX”.

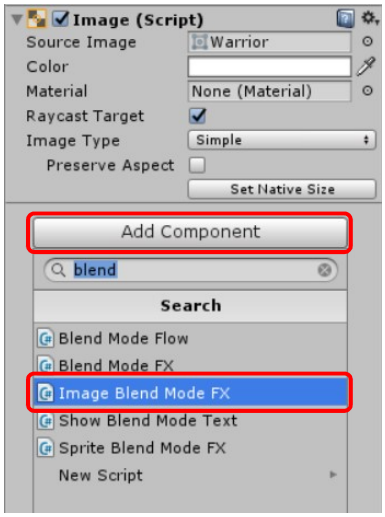
b. By material.

How to use “SpriteBlendModeFX”/”ImageBlendModeFX”

Step1 – Add component to your sprite/image gameobject.

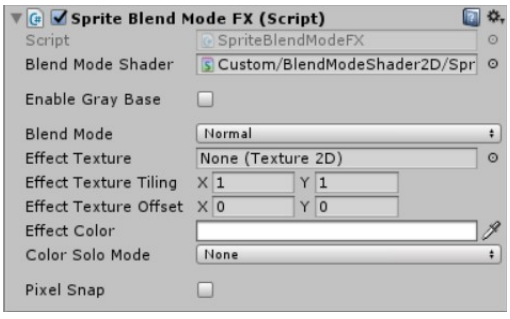


or

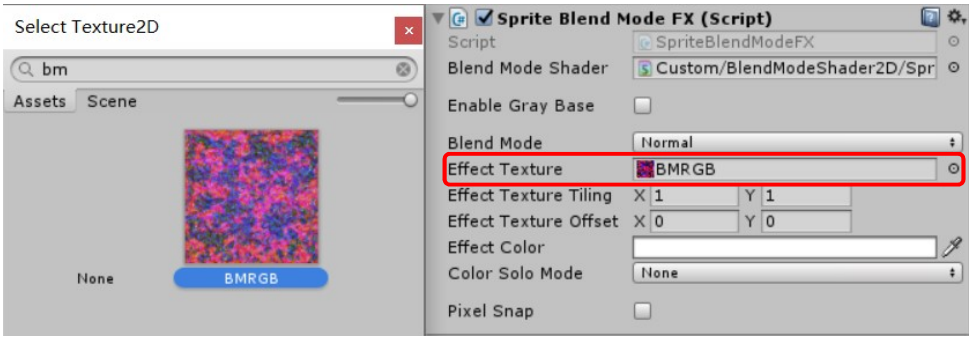


No matter what kind of components we add, they all look the same in the inspector. So I only choice

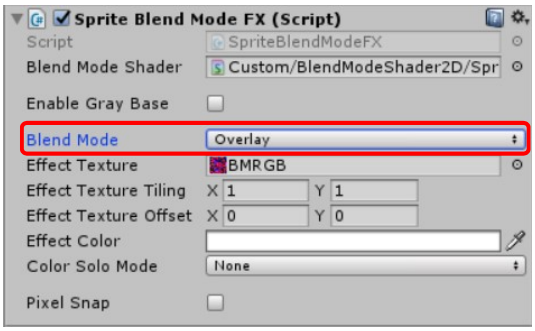
“SpriteBlendModeFX” as an example:



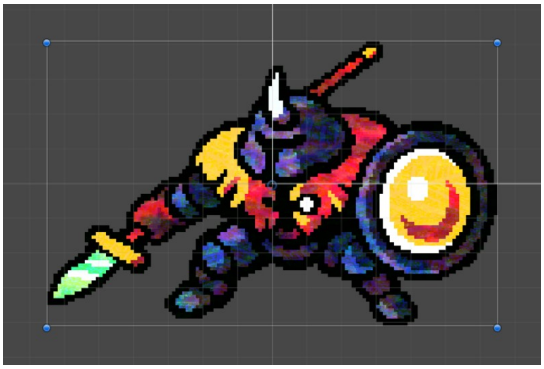
Step2 – Add your texture to the “Effect Texture” in the component



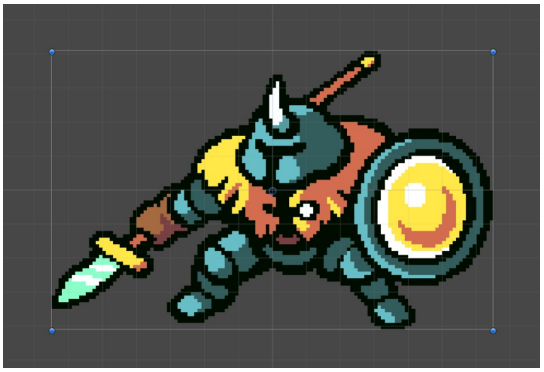
Step3 – Select the blend mode which you need. I select “Overlay” as an example because it is usually the most commonly used blend mode except “Normal”.



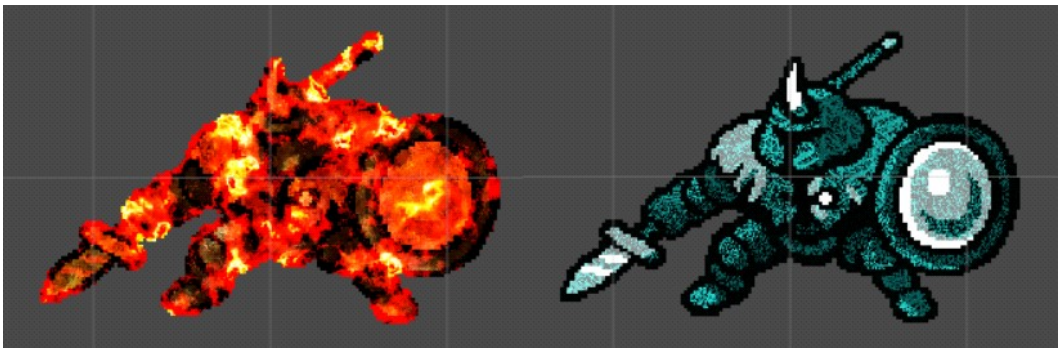
Now my sprite in the scene looks like this:



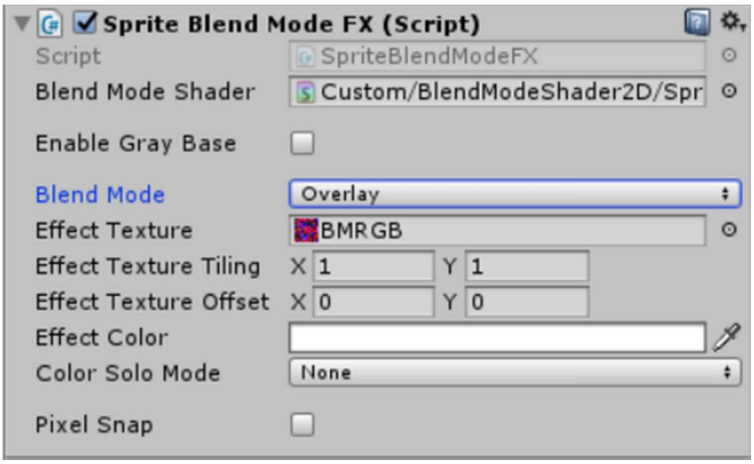
And this is its original texture:



Obviously it doesn’t looks cooler after we finished above steps. But don’t worry, I will explain the remaining properties in the inspector, and finally you can also create some useful effects like these:



Let me explain the properties in the “SpriteBlendModeFX”/”ImageBlendModeFX” in the inspector.



Please allow me to say it again which has been already mentioned in the **Introduction** from the start that **we blend our sprite/image with an effect texture in the custom blend mode**.

Enable Gray Base: If enabled, we will use the gray value of sprite instead of original sprite to blend.

Blend Mode: 25 blend modes are available.

Effect Texture: This is that effect texture we need.

Effect Texture Tiling: The effect texture UV scale in the shader.

Effect Texture Offset: The effect texture UV translation in the shader.

Effect Color: The effect texture color scale.

Color Solo Mode: There are 4 options: “None” ”Red” “Green” “Blue”. “None” means we don’t use color solo mode. “Red” means we only use R component of effect texture as its RGB components to blend. For instance, the color of a pixel in the effect texture is RGBA (0.2, 0.3, 0.4, 1). If we choice “Red” in “Color Solo Mode”, we will use RGBA (0.2, 0.2, 0.2, 1) to blend instead of RGBA (0.2, 0.3, 0.4, 1). The “Green” “Blue” options are similar to “Red”.

Pixel Snap: Pixel perfect mode likes unity sprite shader do.

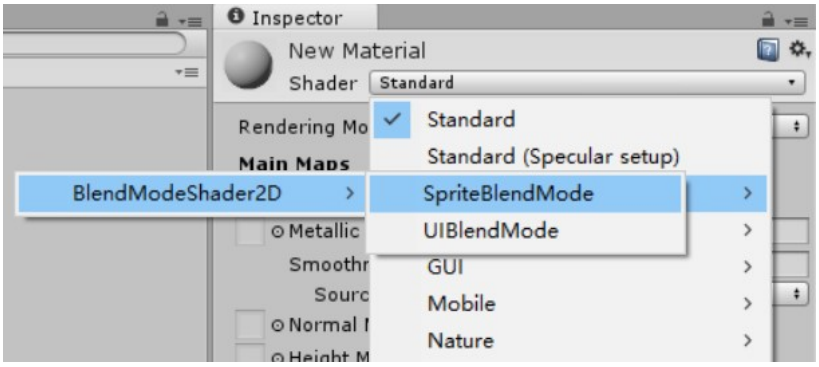
You can check out our sample scenes to learn properties settings.

I have provided some ".psd" effect textures to help you understand clearly and a "BlendModeFlow" script which controls the UV of effect texture to generate flow effects to help you start your own custom dynamic effect scripts.

How to use material

Step1 – Create a new material.

Step2 – Click the "Shader" drop down menu and go "Custom" ->"BlendModeShader2D" and select "SpriteBlendMode" if you want a sprite material or select "UIBlendMode" if you want a UI material.



Step3 – Add the material to your gameobject and set the properties in the material's inspector. I won't explain those properties again because they are similar to the properties of the scripts we have mentioned above.

Support and feedback

If you need new features, helps, or wish to provide suggestions, feel free to email me at info@floatysprite.com. I will try my best to solve the problems.