

ImagePlus – Enhanced UI Image Component for Unity

ImagePlus is a drop-in replacement for Unity's **Image** component that brings powerful new visual capabilities to your UI — all without sacrificing performance or workflow familiarity.

✨ Features

Dual Sprite Support

Use **two sprites** simultaneously to create layered, blended UI elements.

Blend Modes

Blend the second sprite with the first using one of the following modes:

- **Alpha** – Standard transparency blending.
- **Additive** – Bright, glowy effects by adding pixel values.
- **Multiply** – Darker blending that multiplies color channels.
- **Overlay** – A stylized combination of multiply and screen modes.

✂️ Tiling & Clipping Options

- **Tile Secondary Sprite** – Enable or disable tiling on the second sprite.
- **Clip to Base Sprite** – Restrict the secondary sprite to only render where the main sprite is visible.

Custom Mesh Support

Go beyond standard rectangles! Use **custom meshes** in Unity UI to achieve non-rectangular or stylized shapes.

✨ Gleam Effect

Add dynamic gleams that shimmer across your image. Perfect for loot, buttons, or stylish highlights.

Gleam Controls

- **Width** – Adjusts the gleam's thickness.
 - **Angle** – Controls the slant of the gleam.
 - **Speed** – Determines how fast the gleam moves.
 - **Space** – Sets the spacing between repeated gleams.
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Getting Started

1. **Right-click** in your Scene view.
 2. Navigate to **UI** → **Image Plus** to add the component to your Canvas.
 3. Assign your **Main Sprite** and optionally a **Secondary Sprite** in the Inspector.
 4. Enable and configure blend modes, tiling, custom mesh, and gleam settings directly — no coding required.
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Compatibility

- Works with **Unity UI (UGUI)**
 - Tested with **Unity 2020+**
 - Supports **URP**, **Built-in**, and **HDRP** pipelines (as long as compatible shaders are used)
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Limitations

Please note the following features are **not yet supported** in this version:

- **✗ Masking** (e.g., `Mask`, `RectMask2D`) is not currently supported.
- **✗ Nine-slice (9-slicing)** rendering is not available.
- **✗ Tiling on the base sprite** is not implemented — tiling only works on the secondary sprite.

Support for these may be considered in future updates based on user feedback.



Use Cases

- Futuristic UI panels
- Magic buttons with gleam
- Layered HUD visuals
- Reward icons with animated sparkle