Easy Slide Transitions
Quick Start Guide

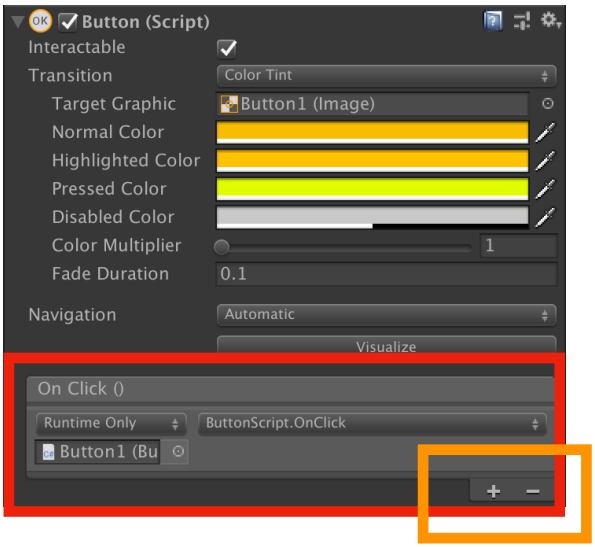
What is *Easy Slide Transitions?*

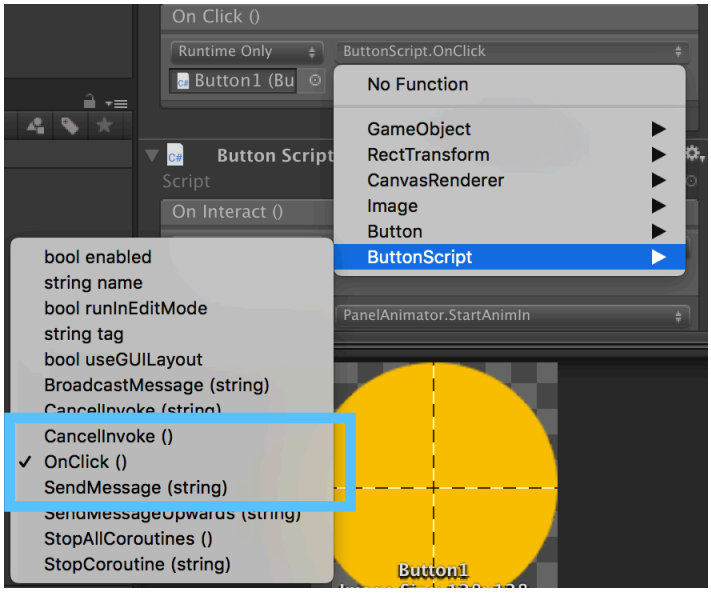
Re-doing UI sucks, so I extracted Easy Slide Transitions from a game I'm working on so other people can have nice-looking transitions without the added stress of having to work it out yourself.

Get Started:

To get started, you will need to attach the Panel Animator script to your panel, and create a button with the ButtonScript attached. Then, you need to connect them in the inspector and start creating your animation!

1. Add **PanelAnimator.cs** onto the UI GameObject with a **Rect Transform** component.
2. Set up a *button* GameObject and attach the **ButtonScript.cs** script.
3. Press "+" **(Orange)** to add an action under the "OnClick()" command **(Red)**
4. Drag the **ButtonScript.cs** component to the empty entry under the "OnClick()" entry





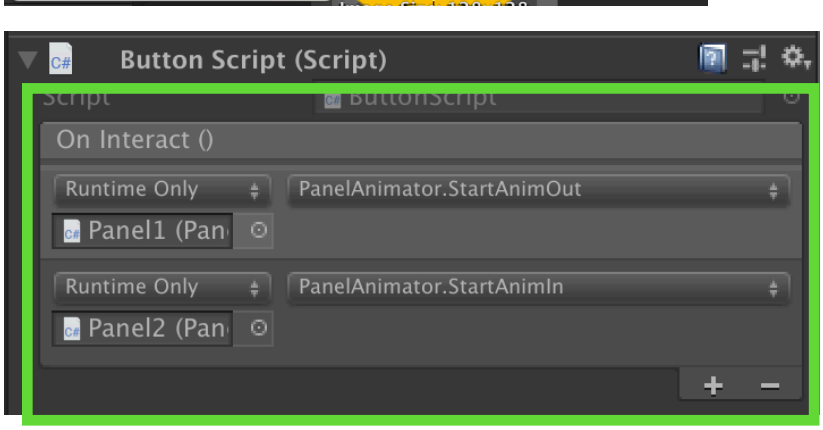
5.Enable clicking the button to execute code within **ButtonScript** by adding the "OnClick()" function from **ButtonScript** in the drop-down menu **(Blue)**

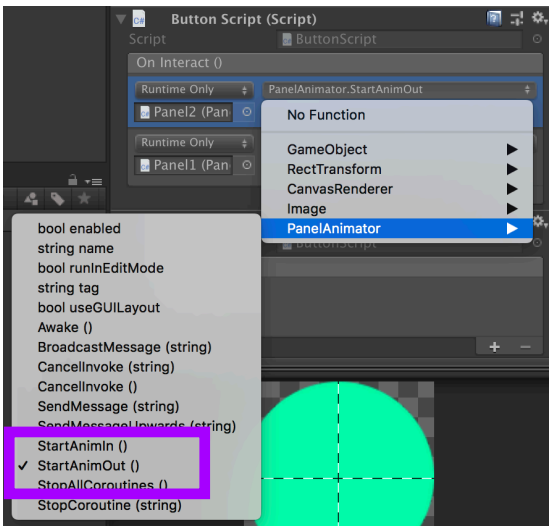
6.Within the **ButtonScript** component, click the "+" button twice to create two actions, and drag the panel you are animating *from*, and the panel you are animating *to* into either entry

7.Just like #5, add the *StartAnimOut()* function from the item you are animating *from,* and *StartAnimIn()* from the panel you are animating *to.* **(Purple)**

8.The end result should look like **Green**.

9.Return to the **PanelAnimator.cs** script and





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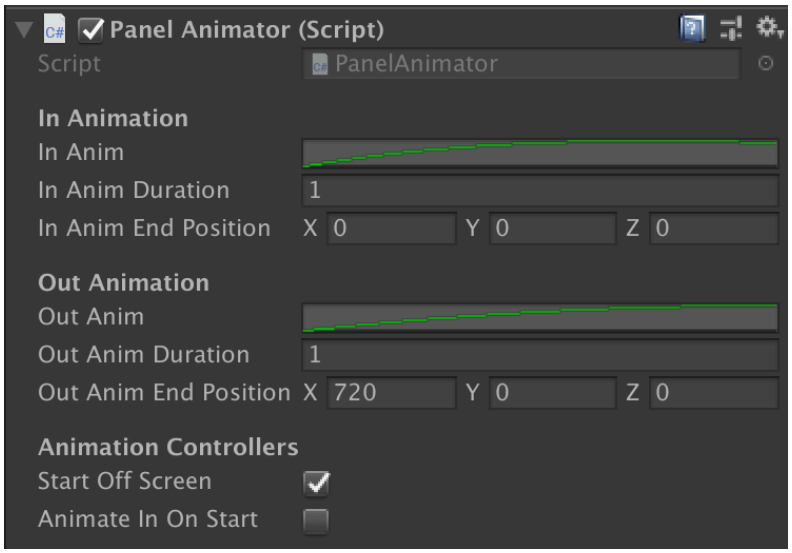
begin customising your variables! (See the next section)

Variables:

- **In Anim:** The AnimationCurve that determines the rate of movement from the beginning of the Animation to the end
- **In Anim Duration:** The time in seconds from which the animation will finish.
- **In Anim End Position:** The Vector3 position which the panel will move to. (0, 0, 0) is the centre of the screen.

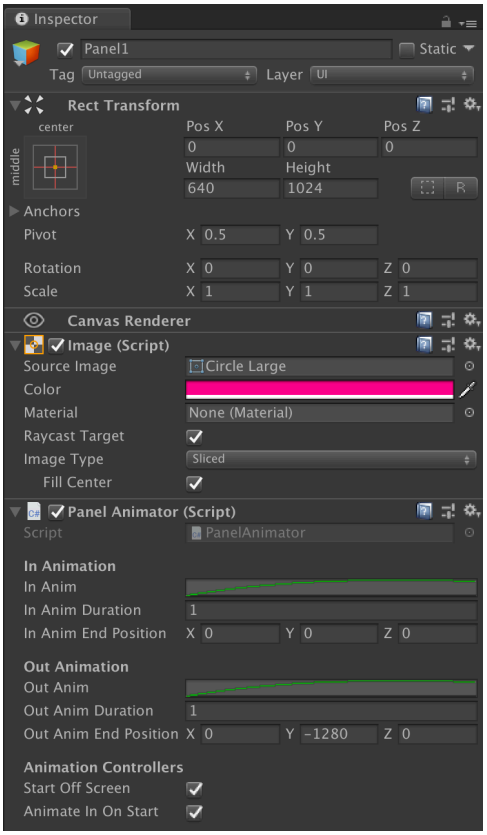


- **Out Anim:** The AnimationCurve that determines the rate of movement between the beginning and end of the “out” animation.
- **Out Anim Duration:** The time in seconds until the animation finishes.
- **Out Anim End Position:** The Position that the Animation will end in (usually somewhere off-screen)

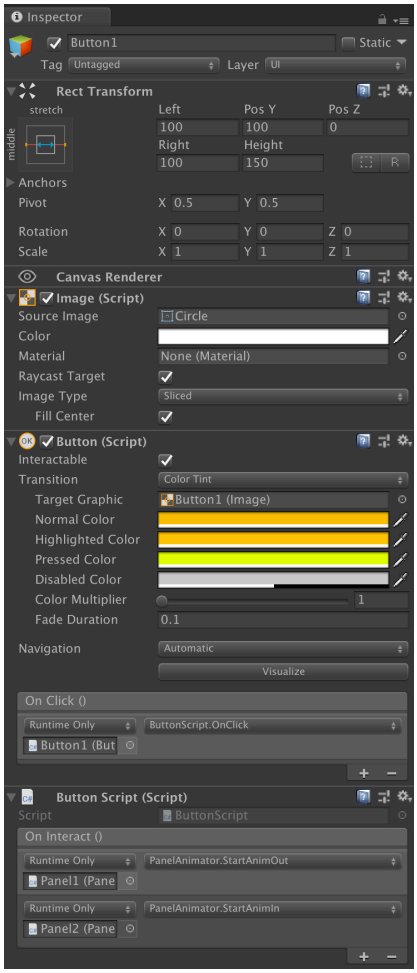
- **Start Off Screen**: Tick this box if you prefer this panel to appear off-screen when the scene is loaded (For Example: Your Options and Credits Panels will appear in their off-screen position leaving just the Start Menu)
- **Animate In On Start:** Tick this box to allow the object to animate into view on start, like your game’s main menu

This is what your final objects likely will look like:

Panel:

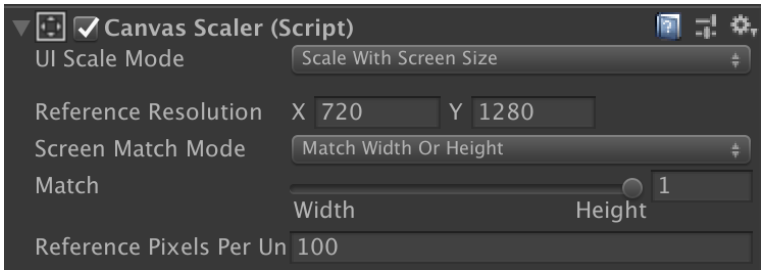


Buttons:



Tips and Tricks

Configuring your Canvas



Configuring your canvas is important to determining how your UI will be displayed. Creating a canvas that is uniform and adaptive to differing screen sizes makes your UI look more professional and prevents unexpected behaviour on different screen sizes.

- **UI Scale mode:** Set this to *Scale With Screen Size* so it will grow/shrink to fit your screen.
- **Reference Resolution:** Determines the “resolution” of the canvas, the values that you use when sizing your UI elements. Use a number that fits your usage scenario, like x=720 and y=1280 for a 9:16 phone screen
- **Screen Match Mode:** Set to *Match Width or Height* for this panel to resize itself to the Width and Height of the screen.
- **Match:** Prioritise which dimension is most important for the UI to remain in. If your UI clips the edges of the screen’s height or width you can set this value accordingly to prevent it.

Natural Animation with AnimationCurve

AnimationCurves are a type in Unity that allows for Curves to be created with in the inspector. Instead of using maths to create Sine, Cos or other mathematical waves to animate the object, you can create your own custom curve without touching a line of code.

A simple line from beginning to end is jarring and unnatural. Giving it a more playful curve makes the animation more delightful and fun.