



# **Universal Video Texture (Lite)**

## **Manual**

**v1.1**

Thank you for downloading the Universal Video Texture Lite Package (UVT for short). Be it Unity Free / Pro or Mobile - This little package will allow you to use a series of sequential images as a video texture while letting you control the FPS rate, aspect ratio, and other features to tweak for your specific needs.

Have fun!

### Workflow:

1. Export your chosen video (using your preferred video editor) as a sequence of still images (PNG, BMP, JPG, TIFF, etc..) with running numbers as a prefix or postfix.
2. Import the sequence of images into a “Resources” folder under your project's assets folder.
3. Attach the **VideoTexture\_Lite.cs** script to your chosen **camera** and set the parameters according to your images.
4. Attach a sound source to your object if applicable and the script will play the audio in sync with your video.
5. Play!

### Parameters

1. **FPS** – The frame rate of your image sequence.
2. **First Frame** – The first frame for the sequence.
3. **Last Frame** – The last frame for the sequence.
4. **File Name** – Base file name.
5. **Digits Format** – Format of running digits. For example: 3 digits ( filename\_**000**.png) ,4 digits (filename\_**0000**.png), etc..
6. **Digits Location** – Prefix (**000\_**filename.png) or Postfix (filename\_**000**.png).
7. **Aspect Ratio** – The horizontal/vertical aspect ratio of the video.
8. **Enable Audio** - Plays the attached audio source (if applicable) in sync with the image sequence.
9. **Enable Replay** – Enables the ability to replay the clip at any point during playback.
10. **Show Instructions** – Displays replay instructions as a GUI message during playback.

## Notes

- The following texture resolutions are highly recommended for general use:  
256x256 / 512x256 / 512x512 / 1024x512.
- Unity's editor may not play the audio source in sync during first play due to an initial lag. That shouldn't affect sync in stand alone builds.

