

Thanks for downloading UI Asset Builder!

Quick Guide:

Create a new shape

- **Right-click** on a UI Element in the Hierarchy View
 - Select **UI Asset Builder > [Shape]**
- or
- Add the component (“UIAB [shape]”) to a UI element
- or
- Open the **context menu** of an Image component > **Convert to Shape**

Change shape appearance

- **Select** the shape
- In **Inspector View**, modify the parameter you wish to change
 - Click on the section header to expand different options;
 - All changes will be reflected instantly in the Scene view;
 - By default, the shape will have the same size as the RectTransform. You can detach the dimension from the RectTransform by selecting *Use Custom Dimensions* in the *Appearance* section.

Animation

- All exposed parameters can be animated in **Unity’s Animation Timeline**
 - The record button in the Timeline will automatically add the parameter you’ve changed in the Inspector view

Create a new Style

- Styles can be used to apply the same appearance in different shapes.
- In the Inspector view, under the **Style section**, press **Create Style***
 - The new style will mirror the current parameter of the selected shape
 - You can change the style directly in the asset’s Inspector View, or by pressing **Override Style**, in the shape’s Style section
 - All shapes using the same Style will automatically update when the Style is modified

Lerp between Styles

- Add the component **UIAB Style Lerp**
- Select the Style for Start and Final
- Use the Value slider to lerp between the Styles
 - Value can also be animated via code or Timeline

Save shape as PNG

- In the Inspector view, enable **Rasterize & Export section**
- Press **Export PNG*** button

* You can edit the default path in the *UIABEditorUtils* script.

For bugs, suggestions, questions, or feature requests, please contact me using the email listed in the Asset Store Page