Instructions

Pixel Art Sphere Bar

Files Included

- SampleScene.unity
- shader_sphere_bar.shader
- sphere_mask.png
- sphere_glass.png
- sphere_frame.png
- fill_red.png
- fill_red_bg.png
- fill_blue.png
- fill_blue_bg.png
- material_sphere_bar_blue.mat
- material_sphere_bar_red.mat

Purpose of Files

SampleScene.unity

This is a scene where I have set up an example use case for the shader.

shader_sphere_bar.shader

This is the actual shader file that does all the fill effects and controls the progress of the bar.

sphere_mask.png

Image used to cutout the pixels that are outside of it.

sphere_glass.png

This is the image added on top of the shader effect to give the bar a sphere look.

sphere_frame.png

This is the image added on top of the shader effect to give the bar a nice edge.

fill_red.png, fill_red_bg.png, fill_blue.png and fill_blue_bg.png

These images are used in the actual "liquid"-effect. It is very important that these sprites have Wrap Mode set to Per-axis. U axis has to be on Repeat and V axis needs to be on Clamp. See image below:
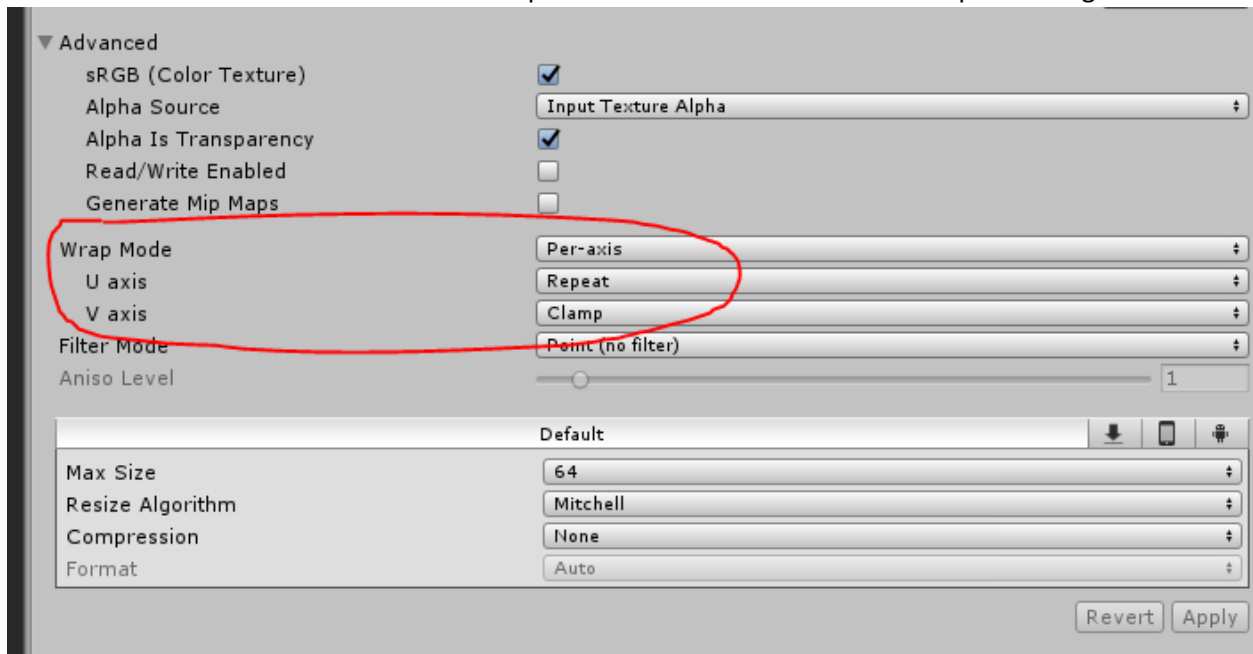
material_sphere_bar_red.mat and material_sphere_bar_blue.mat

These are the materials that store the shader values. You need a new one for each color you are planning to use.

Shader Properties

Mask (Texture)

This property is the mask texture. It defines the edges of the effect. This can be any color since alpha is used as a mask.

Fill Front Texture (Texture)

This is the "liquid"-wave effect that is rendered on top of the other wave effect.

Fill Back Texture (Texture)

This is the "liquid"-wave effect that is rendered below the front wave texture.

Front Wave Speed (float)

This property determines how fast the **front** wave effect moves. This is a range of [-1,1] so this also determines the direction of the wave.

Back Wave Speed (float)

This property determines how fast the **back** wave effect moves. This is a range of [-1,1] so this also determines the direction of the wave.

Progress (float)

This value determines how much the bar is full. 1 = full bar, 0 = empty bar.