

GradientTool

v1.1

What is Gradient Tool?

'Gradient Tool' (**GT**) is a gradient editor and runtime texture generator that can be used by artists/developers to create gradient based imagery in a clean and simple editor. Users can save a lightweight data file for runtime generation, or simply export as png/jpeg for instant use.

How do I use it?

Begin by importing the **unitypackage** from the Asset Store.

Click Window -> Gradient Tool.

You will be presented with a list of settings. Turn on auto-update to view your changes in real time, then use the save options to generate the files you require.

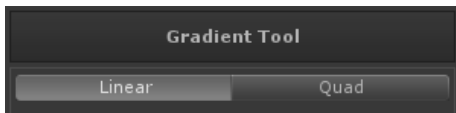
All settings are automatically stored, so when you have finished setting up simply close the window.

Linear gradients can be stored in Unitys inbuilt Gradient editor.

Texture size limits can be easily removed if users wish to generate textures larger than the editor window allows (Either through your own runtime code, or by editing the editor window code).

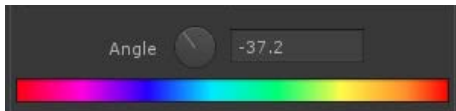
Gizmos

Move the 'Gizmos' folder to your project root if you want nicer runtime asset icons. I didn't place them in your root because I don't like it when other assets don't store themselves in a single directory.



Gradient Type

Select the type of gradient you would like to produce. Currently GT supports linear and quad gradients. Additional gradient types will come in the future.



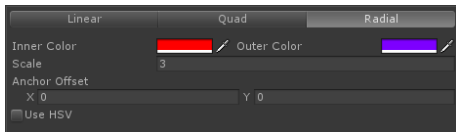
Linear Settings

Use the radial icon, or the float field input to define the angle at which you would like your gradient to be generated.



Quad Settings

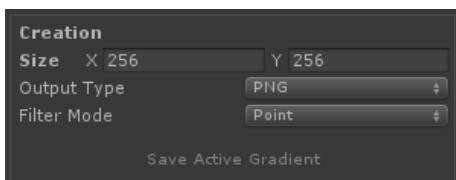
Select the 4 colors you would like in the 4 corners of the quad gradient.



Radial Settings - new!

Select the *Inner* and *outer* color. Scale your radial, and offset it's position.

UseHSV is used for a HSV lerp instead of an RGB one.

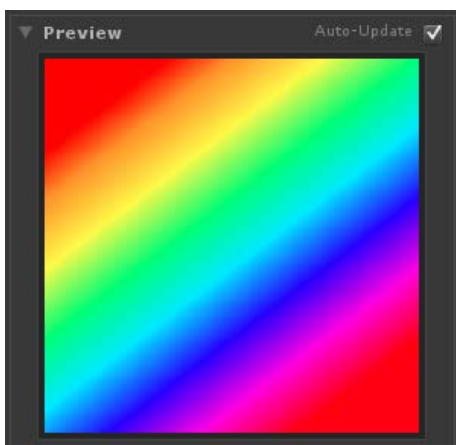


Creation Setting

Use this section to define your global gradient settings. Size, save type, and filtering appear here.

Save Gradient Texture - Open a save dialog to save your generated texture as a png or jpeg (Define by **Output Type**).

Save Runtime Gradient Asset - Open a save dialog to save your scriptable object gradient settings. This can be plugged in as described below to generate your gradient at run time (and reduce build size).



Preview

Use the preview section to see what your gradient looks like. The auto-update can be switched off (expecially recommended for larger texture sizes).

Runtime

GT comes with several example scripts that will outline how to use GT to generate and apply gradient textures at run time. All code should be human readable, and straightforward.

Feedback

A note from the developer;

Hello again! As always, I've included the source code with this asset. Read through it, change it, learn from it! And if you find any bugs, please let me know.

All the tools I develop have been created for use in my projects, but I release them in the hope of helping out other developers (And it doesn't hurt to be able to buy the odd round of beer...).

If you aren't happy with the work I've released, or you've got some cool ideas on how it could be improved then let me know!

Contact: bsalmon@rewind.co