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# Things to Do

# Intro

One of the most annoying things to make in Unity is animating the UI, especially the fade in and fade out animation. UI is one of those things that differs just slightly from each other, so you have to make separate scripts for every single one of them.

So what ended up happening is that you’ll have a folder filled with small UI scripts for every UI item. That's a game jam experience for you.

So for the last two weeks, I’ve been developing a new tool to help me with animating the UI. It’s like a general purpose script for animating all fade in and fade out animation.

And the tool is called Auto UI Animation.

# What Can You Do With This

Fade In, Fade Out, float in, bounce, spin, and any combination of these with easing curves.

If you’re interested, you can download this right now for free on my github page.

# Setup

Once you’re there, just download the package file. Then drag it into your Unity project and install the package.

Here’s a demonstration on how to use it.

# 1. How to Use It

So here we have a hierarchy of UI TextMeshPro and Buttons. We want to animate them to appear one after another. So we can click on the Canvas game object, and drag in the UIAutoAnimation script to the Inspector Window. In Play Mode, we can now click on the Fade Out and Fade In Animation debug button to see the animation implemented.

# 2. Customization

Of course, we can customize how the UI appears or disappears through these two fields: Animation Entrance Preset and Animation Exit Presets.

These are Scriptable Objects that control how the animation runs. I’ve provided a lot of example here for you to try out. Simply drag in the animation you want to use into the fields in the UiAutoAnimation component. It works for both entrance and exit fields. You can also create your own preset if you want to.

Let’s go over the settings in this scriptable object.

Here, you can control four properties of the animation: Transparency, Position, Size, and Rotation. You can enable and disable them to combine multiple properties at once.

For more precise timing, each one of them has a delay setting before the animation starts.

You can control the speed of the animation by changing the duration setting. Zero duration means it will appear instantaneous with no animation whatsoever.

Delay per element setting will work if you have multiple child objects. This setting will put a delay between them to make a satisfying appearing animation. If you want them to appear together at once, set this to zero.

The offset refers to the starting state in the Entrance animation or the final state in the Exit animation. The state as in the current position, scale, and rotation.

When this scriptable object is used in the Entrance Animation, the UI will start in this offset state and slowly slide into its original state in the scene.

Similarly, when this scriptable object is used in the Exit Animation, the UI will slide into this offset state from its original state in the scene.

The Interpolation Curve determines the type of Animation Curve it is using. If you set it to this curve, it will do an ease-in, ease out movement. This curve will instead cause the animation to appear bouncy. I’ve included some examples in the Animation Curve Types Folder for you to try it out yourself. Do keep in mind that the interpolation has to start at value 0, and ends at value 1, otherwise the animation will break.

And finally, there is the setting for actions to do when the animation is finished. We can set this to Trigger another Entrance or Exit animation to loop the animation if needed. We can easily make a flashing animation with this setting.

# Outro

As always, thank you to Javi for being an awesome 10$ Patron. If you’d like to support me making these tutorials and free plugins for Unity and VRoid, then consider becoming a Patron to get early access to my videos early as well as testing new tools I’ve made in the future.

Like and subscribe if this video helps you, and help me get to 5000 subs by the end of the year. And with that I think I’ll see you guys later, goodbye.