Animated Book Manual

How can I edit the pages?

Specify the number of pages you want with the 'Pages UI' element size.
A page is defined by its recto and its verso. Each recto and verso is defined by a background image and an Ui Overlay.
There are 2 ways of designing/editing the pages of the animated book.

1) Edit the pages with a graphic tool (paint, photoshop, etc.)

This way you design your pages (recto/verso) as images and import them in Unity. Assign them to the 'Recto Background' / 'Vecto Background'parameters of the AnimatedBookController component. If you leave those parameters empty, the default background image will be used

2) Edit the pages in Unity with the Unity UI system

This way you design your pages (recto/verso) in Unity Editor as UI elements inside a canvas. Make a prefab of each recto/verso elements and assign them to the 'UiRecto' / 'Ui Verso' parameters of the AnimatedBookController component.

See the PagesCreation scene.
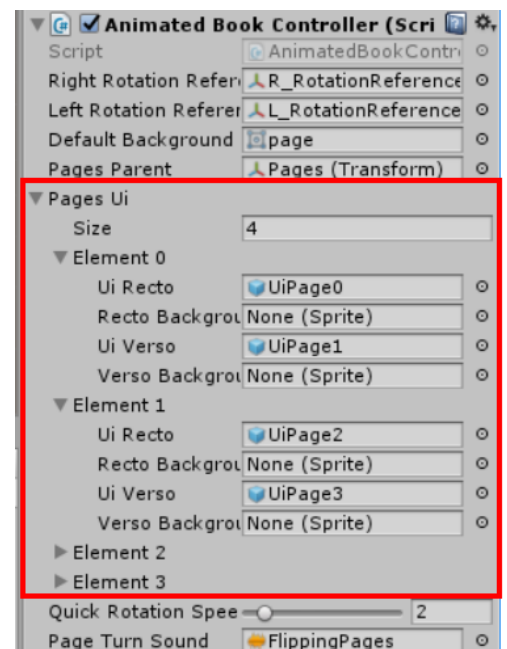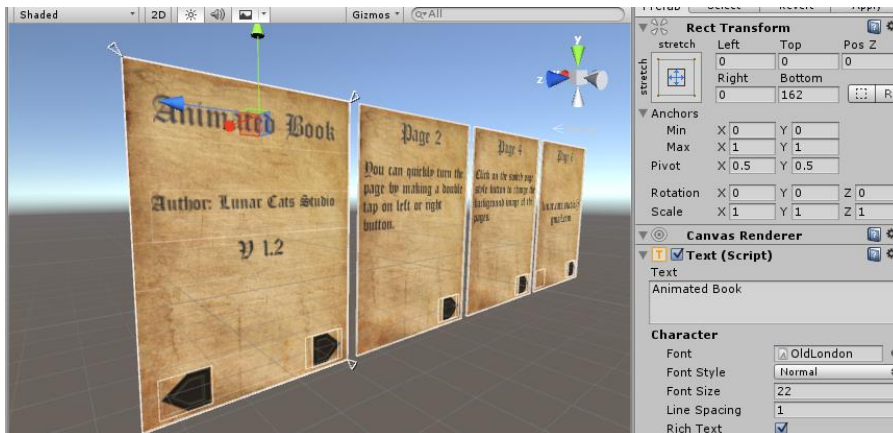
How to control the book?

You can control the book by script or with UnityEvent using the following API of the AnimatedBookController component:

- TurnToNextPage() → open the next page
- TurnToPreviousPage() → open the previous page

N.B: if the book is closed, a call to TurnToNextPage() will open the book and display the first page.

How to listen to book state change?

You can listen to book notification for close and open event using the BookEventListener script. Attach it to any GameObject in the scene, drag the reference to the AnimatedBookController in the TargetBook parameter and define the events to be triggered when closing or opening the book.
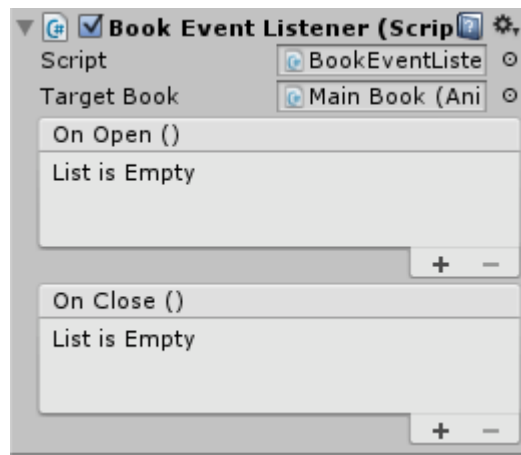
Thank you for buying this Asset!

If you have any other questions don't hesitate to contact me at: lunar.cats.studio@gmail.com