

Screen Fader

Easy screen fading for Unity3D
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ABOUT SCREEN FADER

This easy-to-use script will allow you to fade in or out your screen with only one line of code. On the one hand all you need is drop prefab on scene and write:
`ScreenFaderBase.Fade(FadeDirection.In);`

But on the other hand, you will get powerful possibilities. You can setup colors, transparency, speed of effect and delays before it starts in the Inspector panel. You can subscribe on events and get notifications when effects will start or complete.

This works well on Free and Pro Unity, suitable for Web, Standalone, Android and iOS platform.

And all this takes less then 10kb on your drive and costs less then your morning starbucks coffee.

And one more thing: you'll get 2 extra scripts that will allow you to fade your screen with squares or stripes effect, and of course you can also setup their additional parameters, such as number of stripes or squares and direction of effect.

HOW TO USE SCREEN FADER ASSET

This asset includes 4 pre-configured prefabs with different settings. You can found them in ScreenFader\Prefabs folder. Detailed information about these configurations see bellow.

- First of all, you need to drag and drop one of these prefab on your scene and change settings if you want.
- Then, everything that you need to do is just to call **Fade()** method of the base class ScreenFaderBase and set it's FadeDirection parameter. Of course, you should call this method when you want to fade screen. See screenshot:

```
1 using UnityEngine;
2
3 public class DemoGUI : MonoBehaviour {
4
5     void OnGUI()
6     {
7         if (GUI.Button(new Rect((Screen.width - 100) / 2, (Screen.height - 30) / 2, 100, 30), "Fade IN"))
8             ScreenFaderBase.Fade(FadeDirection.In);
9
10        if (GUI.Button(new Rect((Screen.width - 100) / 2, (Screen.height - 30) / 2 + 30, 100, 30), "Fade OUT"))
11            ScreenFaderBase.Fade(FadeDirection.Out);
12    }
13 }
14
```

INFORMATION ABOUT PREFABS

ScreenFaderPrefab_default.prefab – default fade-in and fade-out configuration.

Properties of this prefab:

Fade Speed	- Speed of effect
Fade In Delay	- Delay before fade-in starts
Fade Out Delay	- Delay before fade-out starts
GUI Depth	- GUI.depth value
Fade Color	- Color of the fading
Max Density	- Maximum density (0 – means full transparency, 1 - full density)

ScreenFaderPrefab_default_semi-transparent.prefab – this fade-in configuration with 90% density can be useful when you want to show a popup window.

ScreenFaderPrefab_squares.prefab – this prefab will allow you to fade screen by filling its with squares.

It has the same properties as ScreenFaderPrefab_default.prefab and some additional:

Color	- color of the squares
Columns	- number of squares in a row, number of rows will be calculated automatically
Direction	- direction of fading (horizontal – from left to right, vertical – from top to bottom, diagonal – from left-top corner to the right-bottom)
Texture	- texture of square. You can set it to none if you want to use only Color as texture of squares.

ScreenFaderPrefab_stripes.prefab – It works like ScreenFaderPrefab_squares.prefab, but fills the screen with vertical stripes instead of squares. This prefab also has it's own additional parameter:
Number Of Stripes – it's just a number of stripes which fill the screen.