Documentation

UIAnimation: A Simple Tool for Creating Stunning and Flexible UI Animations! Welcome to the UIAnimation documentation! Here, you'll find all the essential information on how to work with this tool to bring your interface to life.

I've designed the tool to be as intuitive and user-friendly as possible. Wishing you success and enjoyable work with UIAnimation! 😊

Web Documentation https://tkkoi-developer.gitbook.io/uianimation

How to get started

UIAnimation: Creating Animations with Components and Scriptable Objects.

The asset is based on a component system and Scriptable Objects, providing powerful and flexible animation customization. All you need is to choose the appropriate component based on your needs: UIAButton or UIAPanel.

Everything works the same way for the UIAPanel as well.

Step 1: Add the UIAButton component to the desired button. (Image #1)
Step 2: Configure the interaction type for the button, such as Click. (Image #2)
Step 3: Choose the animation type you want to add, like RectTransform. (Image #3)
Step 4: Assign your button to the RectTransform field. (Image #4)
Step 5: Select the animation type and create a ScriptableObject. (Image #5)
Step 6: Customize the ScriptableObject parameters. (Image #6)
Step 7: Drag and drop the configured ScriptableObject into the required field, start the game, and you're done! (Image #7)
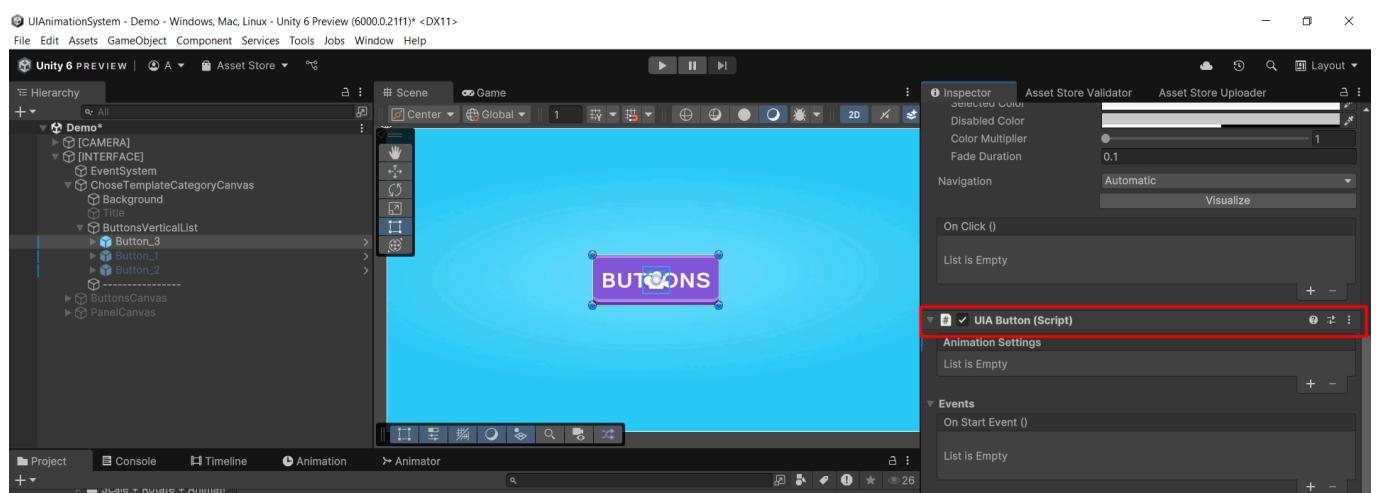
Image №1
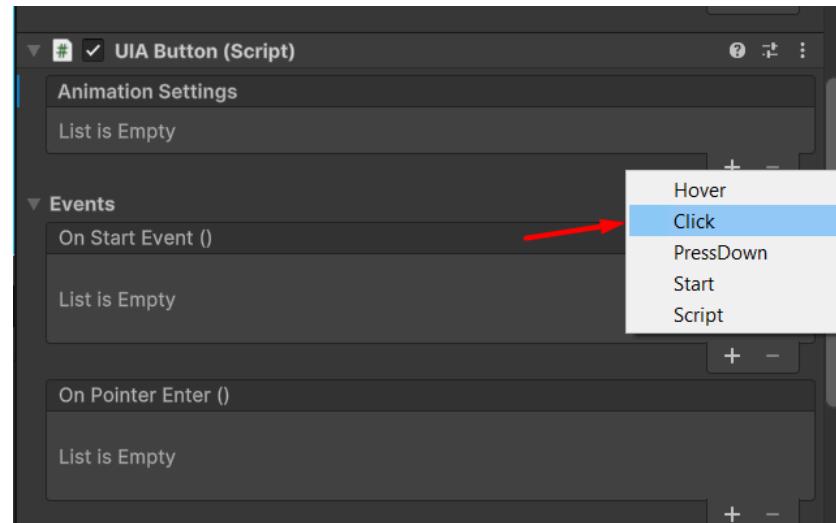
Image №2
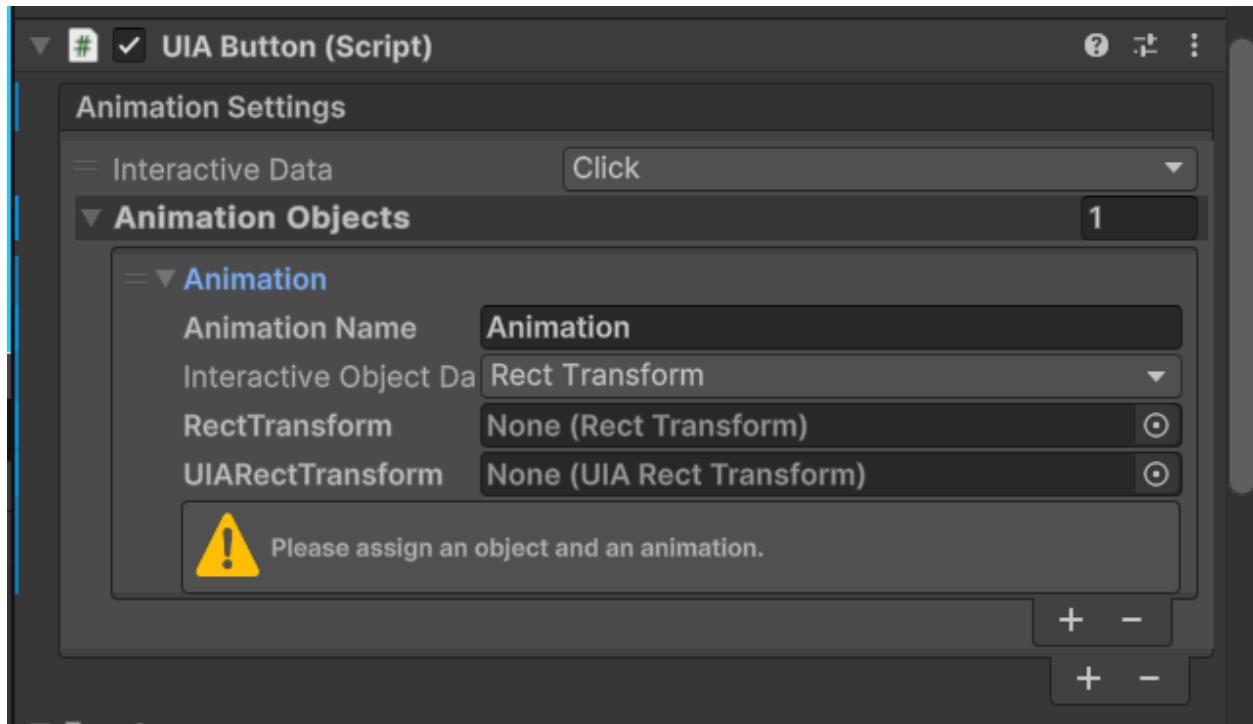
Image №3
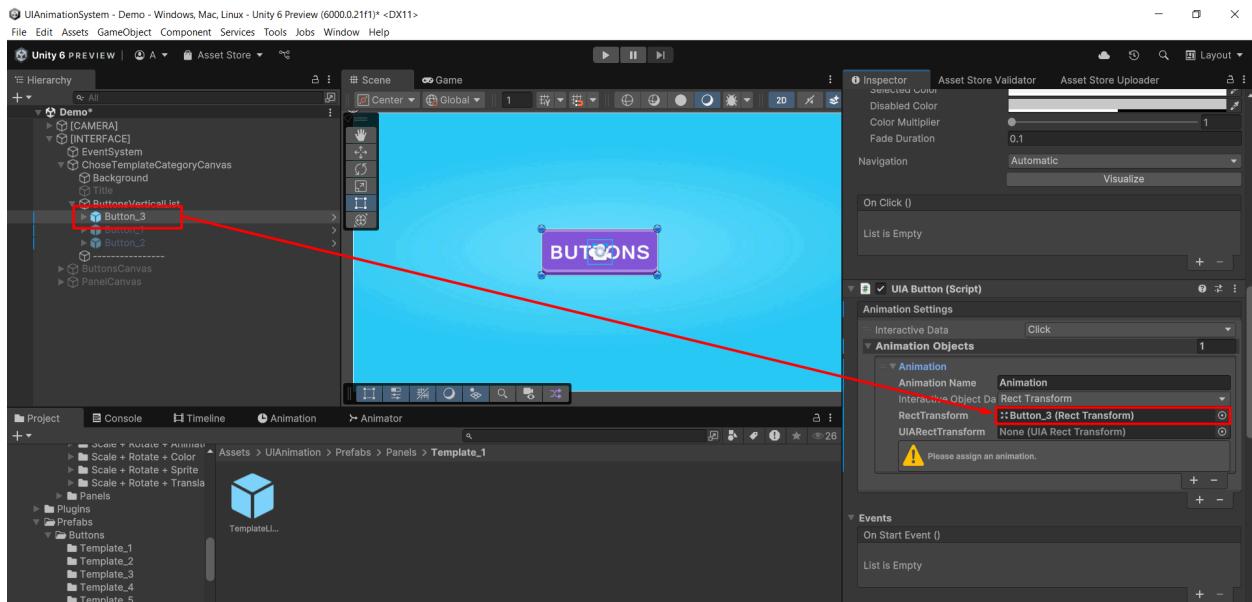
Image №4
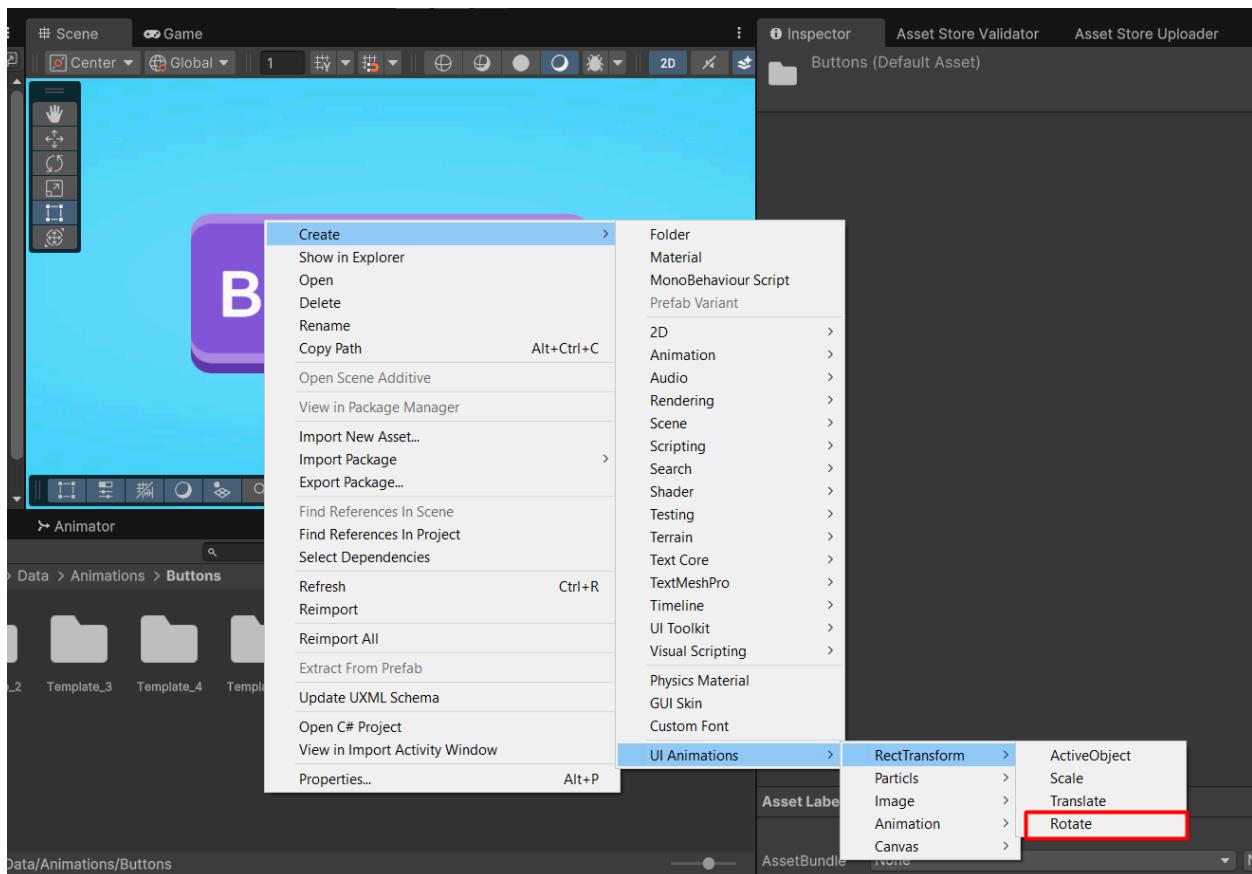
Image №5
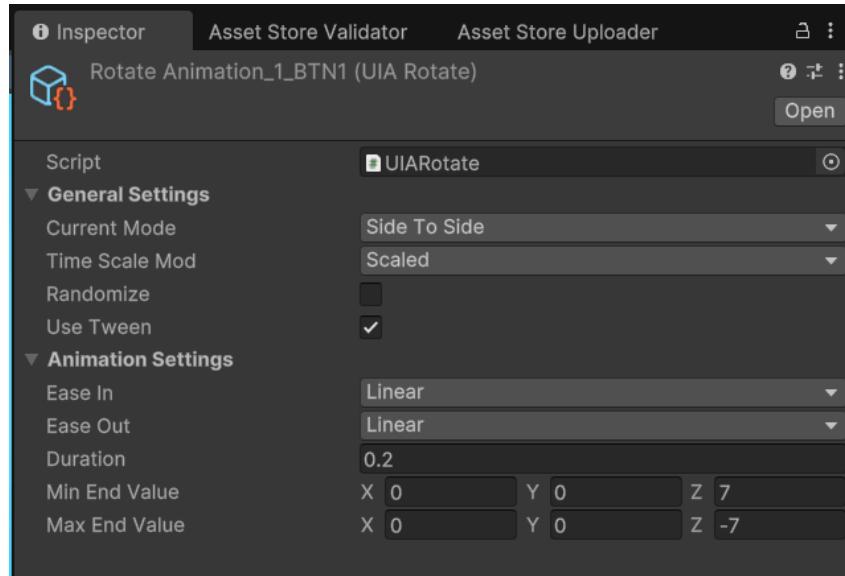
Image №6
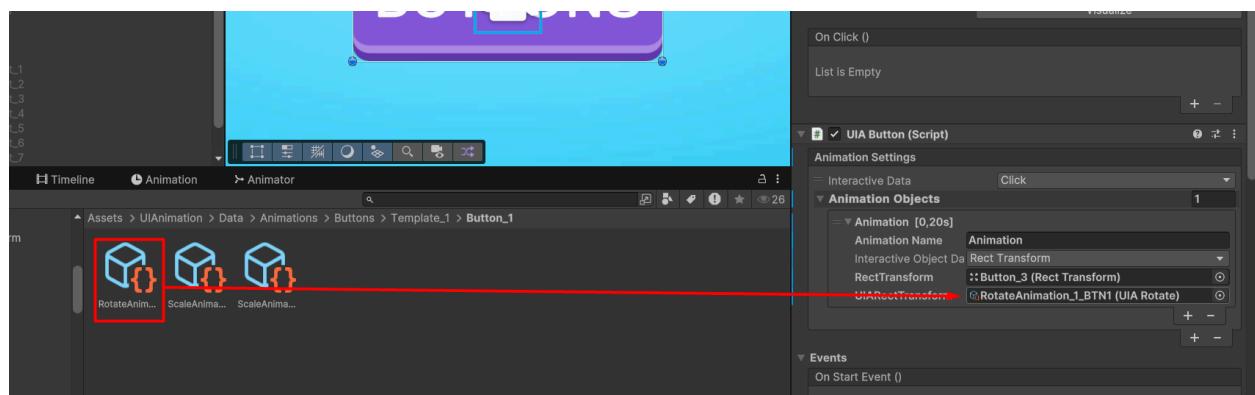
Image №7

Detailed information on components

Interaction Parameters - UIAButton

Parameter	Description
Hover	Animation triggers when the mouse hovers over the object.
Press Button	Animation activates when holding down the mouse button on the object.
Click	Animation is triggered on a mouse click.
Script	Animation is triggered or stopped through a script.
Start	Animation runs at the start of the game.

Interaction Parameters - UIAPanel

Parameter	Description
Open	Animation is triggered by the **Open** method in the script.
Close	Animation runs via the **Close** method in the script.
Script	Animation is triggered or stopped through a script.
Start	Animation runs at the start of the game.

Parameters - UIAController

Parameter	Description
UI Components	Array for - UIAPanel
delayBetweenAnimations	Time interval between consecutive animations
executionMode	Determines when animations should be triggered
IsOnDisable	If enabled, animations will close when object is disabled
loop	If enabled, animations will play in a continuous loop

Animations

Main Parameters

These are the parameters that are found in almost all animations

Parameter	Description
Current Mode	The current animation mode.
Time Scale Mod	How the animation is affected by time scale.
Randomize	Enable to randomize animation parameters.
Use Tween	Select whether to use **Tween** or **Curve** for animation.
Ease In	The easing function for the start of the

	animation.
Ease Out	The easing function for the end of the animation.
Curve In	The animation curve for the start of the animation.
Curve Out	The animation curve for the end of the animation.

Rotate Animation

Mods

Mod	Description
Normal	Plays a standard rotation animation to a target angle and back to the initial angle.
SideToSide	Plays a side-to-side rotation animation between two predefined angles.
Shake	Plays a shake rotation animation for a dynamic and randomized effect.
Clockwise	Plays a continuous rotation animation in the specified direction (X, Y, Z).

Mod - Normal & Shake

Parameter	Description
Duration	The duration of the animation in seconds.
End Value	The target rotation values for the animation.

Mod - Side to Side

Parameter	Description
Duration	The duration of the animation in seconds.
Min End Value	The minimum rotation values for the animation (Rocking to the first side).
Max End Value	The maximum rotation values for the animation (Rocking to the other side).

Mod - Clockwise

Parameter	Description
Duration	The duration of the animation in seconds.
X Axis	The rotation value for the X axis.
Y Axis	The rotation value for the Y axis.
Z Axis	The rotation value for the Z axis.

Scale Animation

Mods

Mod	Description
Ping Pong	Plays a PingPong animation that alternates between the start and end scale values.
Target Size	Plays a scale animation from StartValue to EndValue. If Advanced is true, scales from StartValue to MiddleValue, then to EndValue.

Mod - Ping Pong

Parameter	Description
Duration	The duration of the animation in seconds.
End Value	The target scale values for the animation.

Mod - Target Size

Parameter	Description
Duration	The duration of the animation in seconds.
End Value	The target scale values for the animation.
Advanced	Enable advanced settings for the TargetSize animation mode.
Auto Start Value	Automatically determine the start value based on the current scale.

Mod - Target Size - Advanced

Parameter	Description
Advanced	Enable advanced settings for the TargetSize animation mode.
Auto Start Value	Automatically determine the start value based on the current scale.
Duration	The duration of the animation in seconds.
Start Value	The starting scale values for the animation.
Middle Value	The intermediate scale values for the animation.

End Value	The target scale values for the animation.

Translate Animation

Mods

Mod	Description
Ping Pong	Creates a Ping Pong animation moving back and forth between positions.
Target Position	Creates an animation moving from StartValue to EndValue.

Mod - Ping Pong

Parameter	Description
Duration	The duration of the animation in seconds.
End Value	The target position values for the animation.

Mod - Target Position

Parameter	Description
Duration	The duration of the animation in seconds.
Initialize Start Position	Initialize the start position when the game starts. If true, StartValue will be applied when the game starts. If false, it will be applied when the animation starts.
AutoStartPosition	Now you don't need to manually enter the starting position. Just move the object to the desired start position, and

	it will be fixed there.
Start Value	The starting position values for the animation.
End Value	The target position values for the animation.

Activate Object

Parameter	Description
Active Status	The current active status of the object (Enabled, Disabled).
Delay	The delay in seconds before changing the active state.

Color Animation

Mods

Mod	Description
Fade In	Smooth appearance (from transparent to opaque)
Fade Out	Smooth disappearance (from opaque to transparent)
Blink	Blinking (alternating between two colors)
Pulse	Pulsating (smooth transition between two colors back and forth)
Color Change	Smooth transition between two colors
Random Color	Random color change
Ping Pong	Smooth transition between StartColor and EndColor back and forth

Mod - Fade In, Fade Out

Parameter	Description
Duration	The duration of the animation in seconds.
Start Color	The starting color of the animation.

Mod - Pulse, Blink, Color Change, Ping Pong

Parameter	Description
Duration	The duration of the animation in seconds.
Start Color	The starting color of the animation.
End Color	The ending color of the animation.

Mod - Random Color

Parameter	Description
Duration	The duration of the animation in seconds.
Manual Random Colour	Enable to manually specify a list of random colors.
Random Colors	The list of colors to randomly choose from.

FillAmount Animation

Mods

Mod	Description
Normal	Changes fillAmount from StartValue to EndValue.
Ping Pong	Loops fillAmount between StartValue

	and EndValue
Step	Changes fillAmount in discrete steps

Mod - Normal, Ping Pong

Parameter	Description
Duration	The duration of the animation in seconds.
Start Value	The starting fill amount value (0 to 1).
End Value	The ending fill amount value (0 to 1).

Mod - Step

Parameter	Description
Step Pause Time	The pause time between each step in the animation.
Steps	The number of steps in the animation.
Start Value	The starting fill amount value (0 to 1).
End Value	The ending fill amount value (0 to 1).

Sprite Animation

Mods

Mod	Description
Sprite Swap	Plays the sprite swap animation, either looping through the Sprites array or switching to the TargetSprite once.

Mod - Sprite Swape - Loop

Parameter	Description

Duration	The duration of the animation in seconds.
Sprites	Array of sprites to swap between if IsLoop is true

Mod - Sprite Swape

Parameter	Description
Sprite	The sprite to switch to if IsLoop is false.

Canvas Group Animation

Mods

Mod	Description
Fade In	Performs a fade-in animation by increa.
Fade Out	Performs a fade-out animation by decreasing the alpha of the CanvasGroup.
Blink	Performs a blinking animation by alternating the alpha of the CanvasGroup between two values.
Pulse	Performs a pulsating animation by smoothly transitioning the alpha of the CanvasGroup between two values.

Mod - Fade In, Fade Out, Blink, Pulse

Parameter	Description
Duration	The duration of the animation in seconds.
Initialize Start Value	Whether to initialize the start value of

	the animation.
Start Value	The starting value of the animation (0 to 1).
End Value	The ending value of the animation (0 to 1).

Animator Animation

Mods

Mod	Description
Trigger	In Trigger mode, the animation is activated by setting a trigger parameter in the Animator.
Bool	In Bool mode, the animation is controlled by setting a boolean parameter in the Animator.

Mod - Trigger

Parameter	Description
Animation Name	The name of the animation parameter in the Animator.

Mod - Bool

Parameter	Description
Animation Name	The name of the animation parameter in the Animator.
Value	The boolean value to set for the animation parameter (true or false).

Email Support: tkkoideveloper@gmail.com

Twitter - https://x.com/tkkoi_