

## **Translucent UI**

Translucent UI allows you to add some beautiful blur effects in your scene, it will blur the images used in UI components with brightness, grayscale etc.

**\*\* This will blur only images, it will not blur any other element like Text. \*\***

### **Features:**

- Blur only behind UI elements
- Blur whole background
- Blur with greyscale effect
- Set transparency of UI
- Set brightness of UI
- Apply blur effect on a single image or on children.

### **Below is the integration and user guide of Translucent UI.**

The documentation is divided into two parts :

1. How to use/integrate Translucent UI in your project.
2. Feature description.

#### **1. How to use Translucent UI:**

Use of Translucent UI is very simple. Steps are as follows:

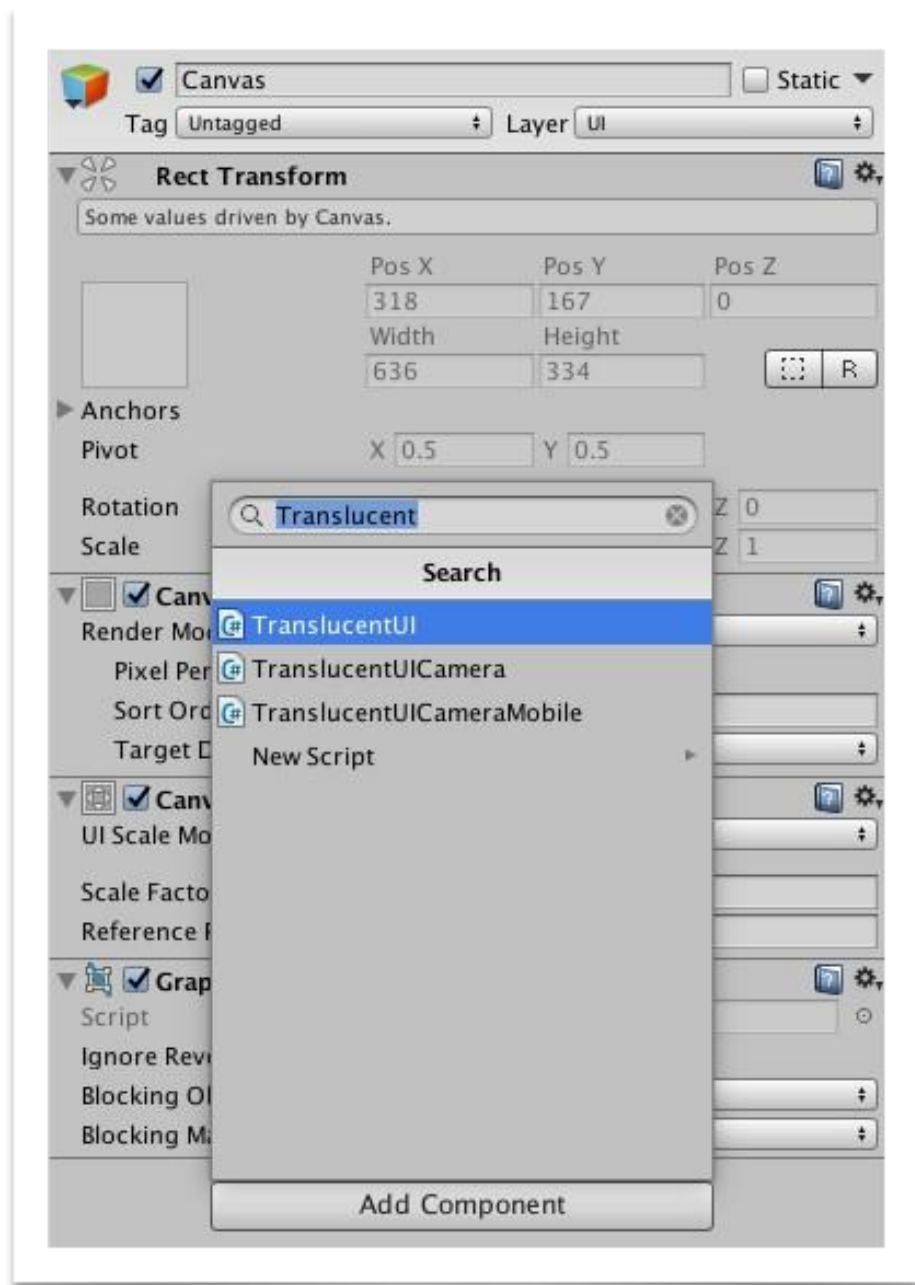
Import the Translucent UI package in the unity project.

Importing the package will create a folder TranslucentUI in Assets folder which further contain four folders.

- a) Editor
- b) Documentation
- c) ExampleScenes
- d) Resources
- e) Scripts

In Scripts folder, there are scripts :

- a) **TranslucentUI.cs** : Apply this script to the canvas in which images wanted to be translucent. By applying this script on canvas, all the images under the canvas will be affected.



(Fig : How to add TranslucentUI.cs)

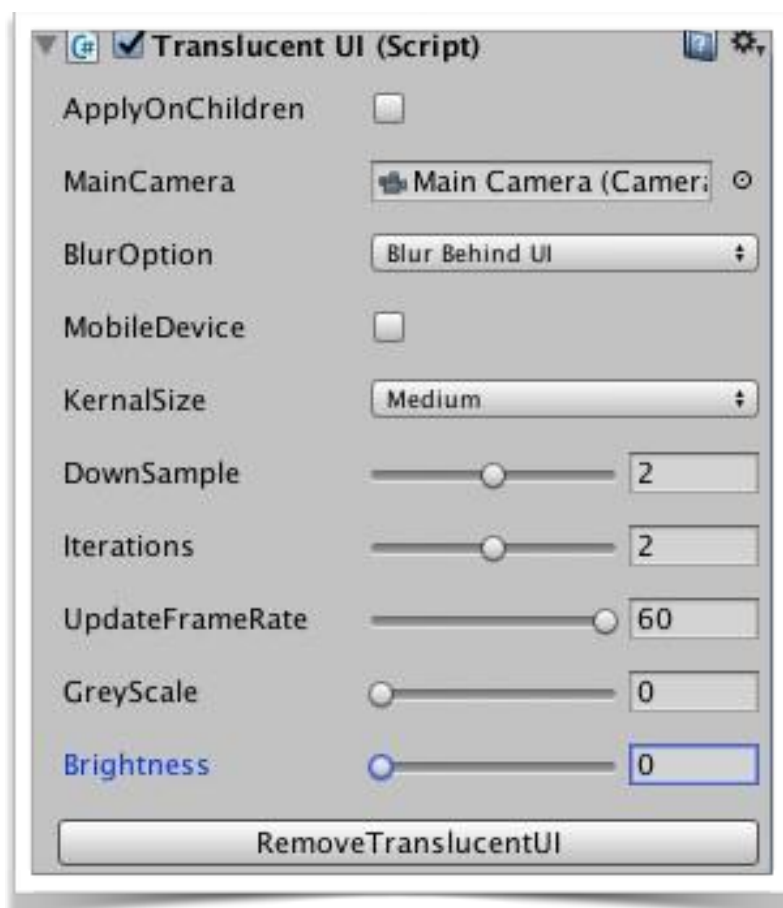
- b) TranslucentUICamera.cs** : For non mobile platforms, this script will be applied to the main camera of the scene automatically when you apply TranslucentUI (a).
- c) TranslucentUICameraMobile.cs** : For mobile platforms, this script will be applied to the main camera of the scene automatically when you apply TranslucentUI (a).
- d) Translucency.cs** : This script make some particular image as translucent, this script will apply automatically when you apply TranslucentUI (a).

**So you need to apply only one script and rest will be taken care by automatically.**

**Note :** ExampleScenes folder have some example scenes which can be used for understanding the features and usability. In the final game we can remove the ExampleScenes folder from the scene.

- 2. Feature Description:** Following features will work run/play mode only, in editor you can set parameter but effect can be seen in play mode. Don't forget to assign main camera of the scene to TranslucentUI script.

1. **TranslucentUI:**



- a. **ApplyOnChildren** : Apply blur effect on children. Generally it will be used when you apply TranslucentUI on any canvas element.
- b. **MainCamera** : Assign camera/main camera of the scene.
- c. **Blur Options** : There are two blur options in TranslucentUI.
  - Blur Background - In this option, whole whole background scene will be blurred.
  - Blur BehindUI – In this option, background which is behind image only will be blurred.
- d. **MobileDevice** : Mark/check this option to optimize for mobile platform.
- e. **Kernal Size** : There are three kernel sizes.
  - Small .
  - Medium .
  - Big .
- c. **DownSamples** : Range is from 0 to 4. Increase the no of downsamples will increase the blurriness.
- d. **Iterations** : Range is from 0 to 4. Increase the no of Iterations will smoothen the blurriness but on the behalf of performance.
- e. **Update Frame Rate**: Update frame rate is the rate at which you want to update the blur scene on the Image.
- f. **Transparency** : Range is from 0 to 1. This will make image transparent.
- g. **GreyScale** : Range is from 0 to 1. This is the factor by which image will be converted into greyscale.
- h. **Brightness** : Range is from -1 to 1. This affects the brightness of the background blurred image. 0 means no change on the blurred image.
- i. **RemoveTranslucentUI** : Click this button to remove translucent ui from the scene and its dependancy.

*Thank You!!!*

*Please drop any query on*  
*sandeep1012yadav@gmail.com*