EASY TEXT

-Instruction-

Easy Text Light Asset

What Included

Graphic

Editable PSD and PNG

- 8 PSD files with text effects, pop-ups, buttons. 100% editable, 1536 X 2048; **Note:** to edit PSD files you need minimum a Photoshop CC 2015 with Multiple layers styles.
- PNG files of buttons, pop-ups, including hover effects.

Fonts

Not Included

1. PF BeauSans Pro Black   Link
2. Accuratist Regular   Link
3. Montana Bold Regular   Link
4. Calibri Bold   Link
5. Amerika Regular   Link
6. Cartwheel Regular   Link
7. Cranberry Cyr Regular   Link
8. Demonius line Regular   Link

Code

With premade scenes

- In the asset realized next "Photoshop like" effects, witch you can set in real time directly in Unity before backing in textures:

  - *Bevel*
  - *Stroke*
  - *Drop Close Shadow*
  - *Color Overlay*

- 9 premade scenes with text effects, pop-ups, buttons.
- Scripts and Computer Shaders for backing styles in textures.
- Working Shaders for visualization ready textures in your project.

Easy Text Overview

Easy Text is powerful asset for making your own text effects for mobile/web/video game and apps. Now you can create "Photoshop like" layer effects directly in Unity. Just set the necessary settings and Easy Text will generate all textures for your project. Working with all objects like text, 2d sprites.

PRODUCT DETAILS:

- Powerful and easy to use
- Photoshop like look and settings direct in Unity
- Work with standard Unity UI text with all properties and formatting
- Result viewed in real-time in scene window
- Generate textures, so need only during configuration phase
- Not need including asset and source fonts (.ttf, .otf) in the final project
- Ready textures and materials work with all platforms and devices
- Ready materials have a great performance, as use few calculations
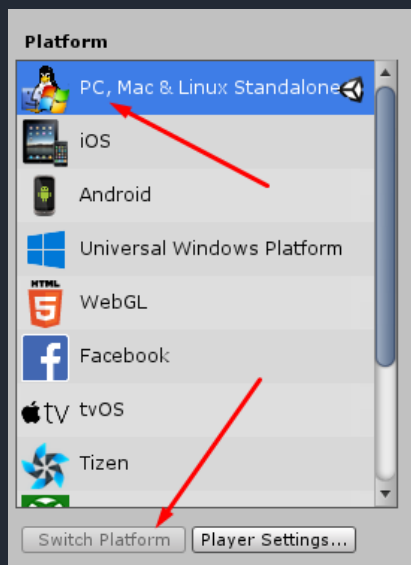
IMPORTANT NOTE:

Before using this asset, make sure that your PC/Mac support compute shaders. Support can be queried runtime using SystemInfo.supportsComputeShaders.
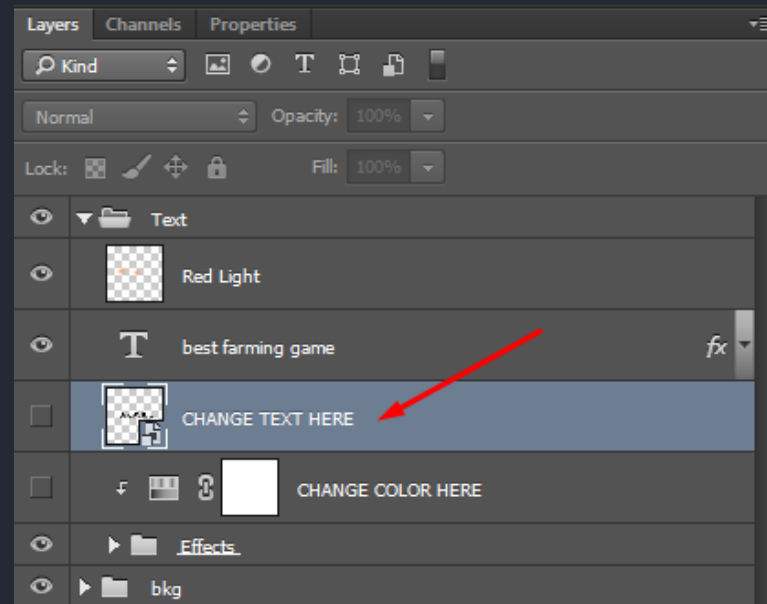
For creating textures you need temporally switch Standalone platform. Before using make sure, that you haven`t warning about Compute Shaders.

After baking textures you can use them in any (Android, IOS, WEBGL. Etc.) platforms.

Supporting Compute Shaders for Unity:
https://docs.unity3d.com/Manual/ComputeShaders.html.
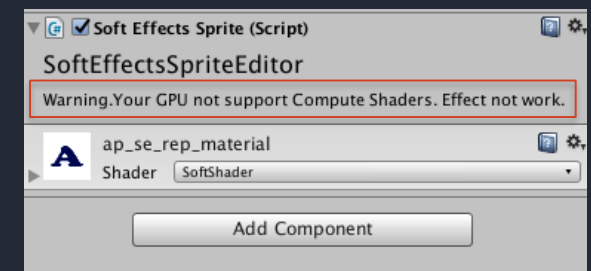
How to Change Text in PSD files

For Change Logo:

1. Open PSD file with any effect.

2. Find Smart Object Layer with name CHANGE TEXT HERE.

3. Double Click on this layer and change text. Then save and close.

If you need use the same font, be sure that you install it. You can find a list of fonts with links earlier.

4. In some styles you may need to move or change additional elements or textures.

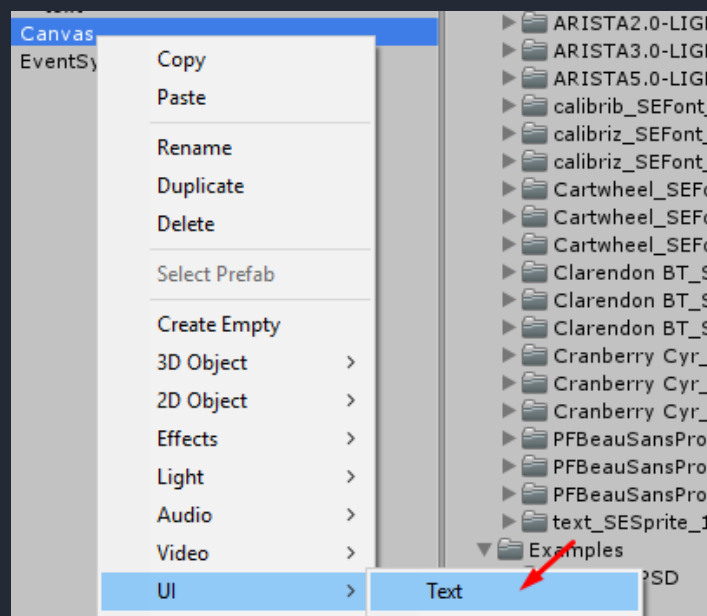Your own logo is ready!

To change text in the pop-ups just click on appropriate layer.

There are 8 styles in the pack for your design.

Note: *to edit PSD files you need minimum a Photoshop CC 2015 with Multiple layers styles.*

Add Easy Text to Fonts

1. Import Easy Text asset to your project.

2. Add to scene Text (UI/Text).

3. Import font (any .ttf or .otf file).

4. Change default Arial Font. Asset don`t work with embedded Arial font. Set Font Size.

5. Add Component – SoftEffectsFont

6. Set spacing. It is additional area around letters for the outer effects (Outer Stroke, Outer Bevel, Shadows). For example if you want to add Outer Stroke with 5px, you need set spacing=5px. Set FontTextureCase. Press Create Button to create editable texture.

7. Asset automatically create folders for texture, font and materials.
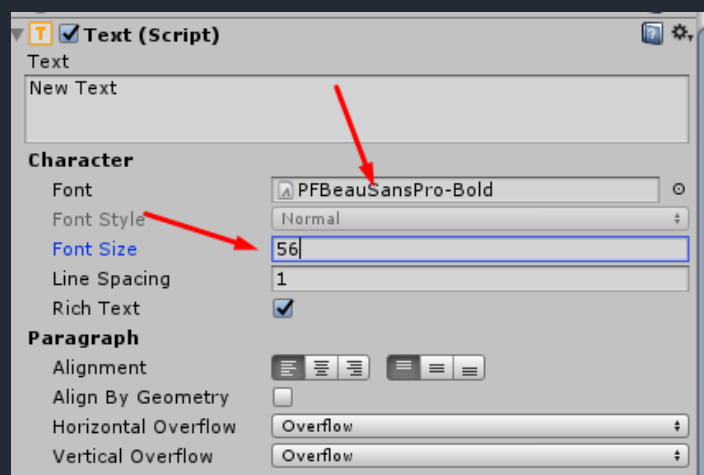
Note: *You can change Font Size after creating textures, if you are satisfied with the quality. Usually decreasing brings good results, unlike increasing.*
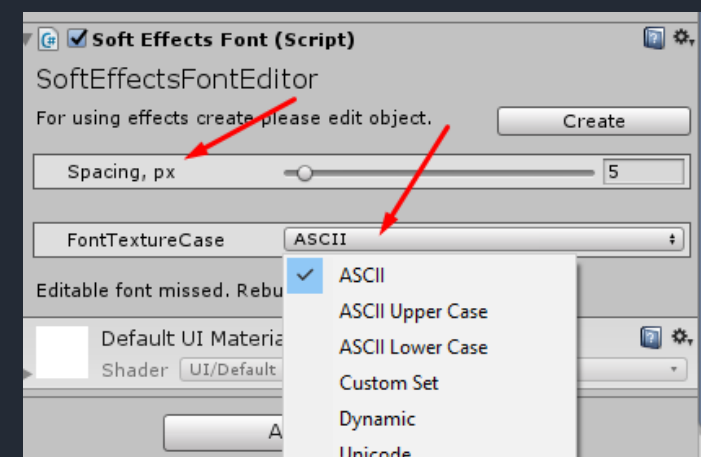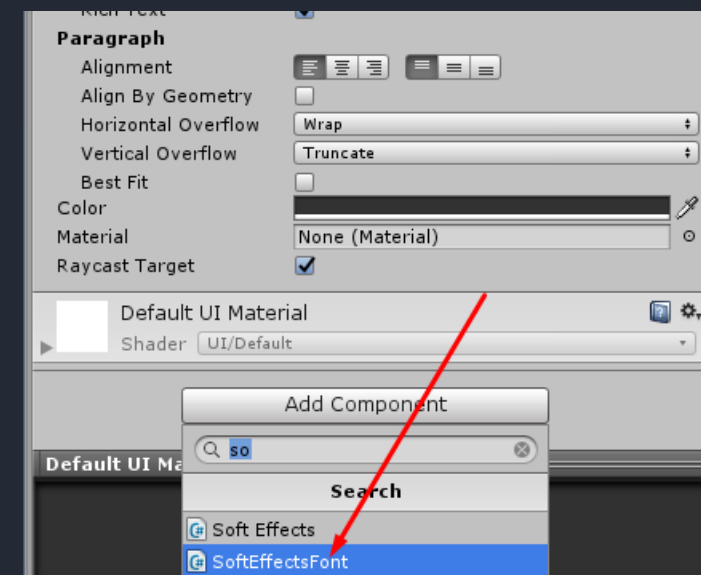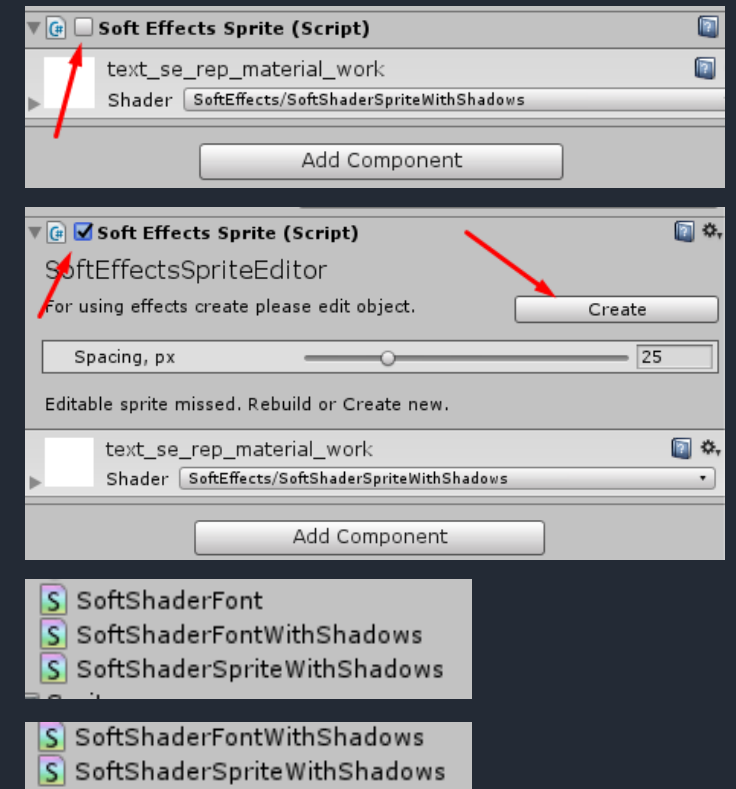
Set Effects
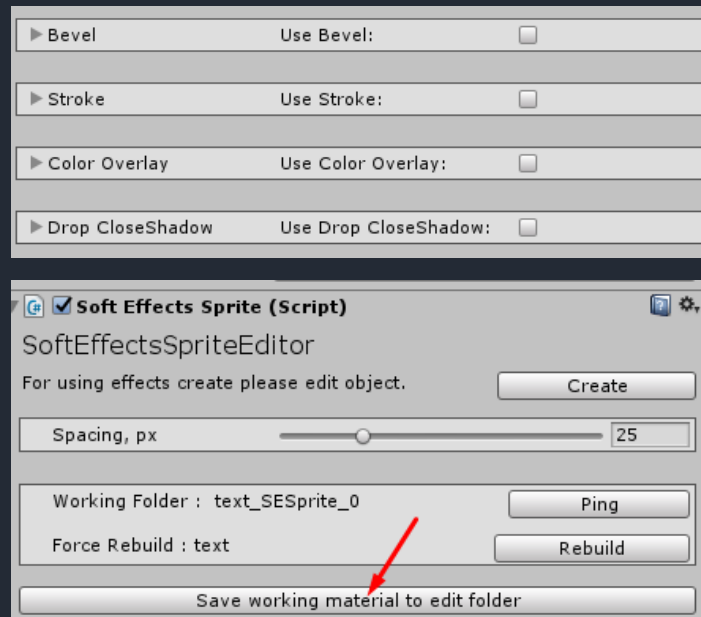
1. After creating editable texture you can set any Effects. Effects apply to sprite or font from bottom to top.

2. To add Effect just check them and set necessary parameters.

3. Press Button "Save working material to edit folder", when your effects will be ready.

4. After that asset will delete current settings and create constant textures and materials, ready to pasting in your project.

5. Component will automatically disable.

6. You can check them again and recreate textures, if need. Or delete, if it is no longer needed. Note: *don`t move or rename textures files and folders, while you set Effects.*

7. To use ready textures you need only Shaders Files.

Easy Text Effects Overview

You can add custom styles using one or more of the following effects:

Bevel

Add various combinations of highlights and shadows to a layer.

Stroke

Outlines the object on the current layer using color, a gradient, or a pattern. It is particularly useful on hard-edged shapes such as type.

Color

Fills the layer's content with a color

Drop Close Shadow

Works identically, as Drop Shadow, but only in symbol rectangle bounds, defined in Spacing.
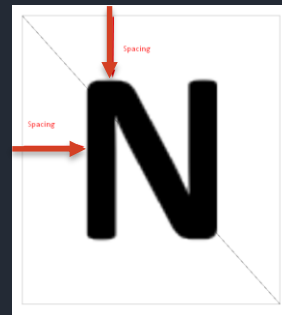
Style Options

All style options like Distance, Angel, Position, BlendMode work the same way as in the Photoshop. Easy Text hasn`t all style options, that has Photoshop, but in the next updates we are planning to add all functionality.

Please visit any Adobe Help to understand how it works.

References

1. Compositing Digital Images Thomas Porter Tom Duff'f Computer Graphics Project Lucasfilm Ltd. (Computer Graphics Volume 18, Number 3 July 1984)

2. A GENERAL ALGORITHM FOR COMPUTING DISTANCE TRANSFORMS IN LINEAR TIME A. MEIJSTER , J.B.T.M. ROERDINK and W.H. HESSELINK University of Groningen P.O. Box 800, 9700 AV Groningen, The Netherlands email: a. meijster@rc.rug.nl, {roe, wim }@cs.rug.nl
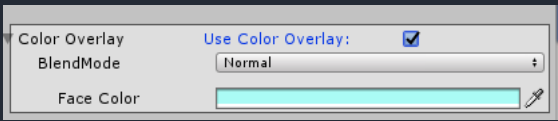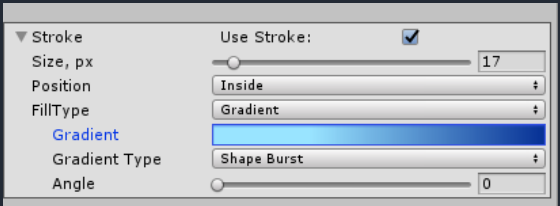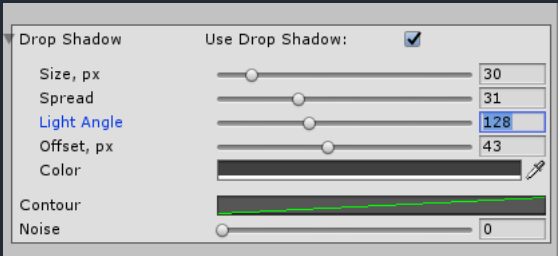
Easy Text Effects Sample Light
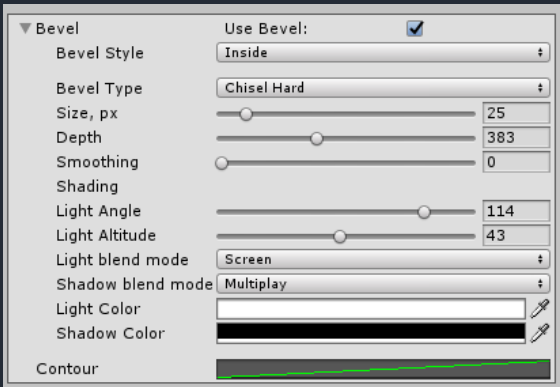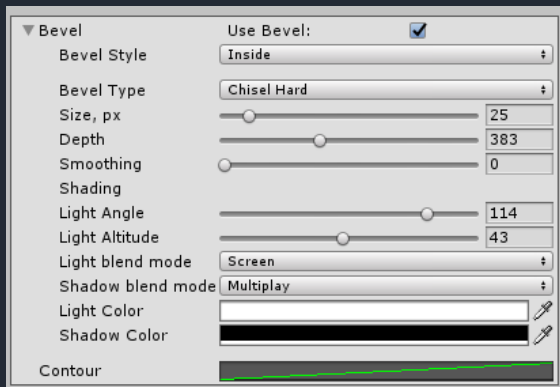
Bevel

Stroke
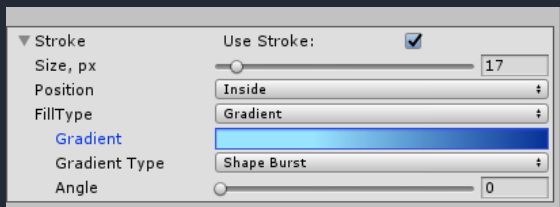

Color Overlay
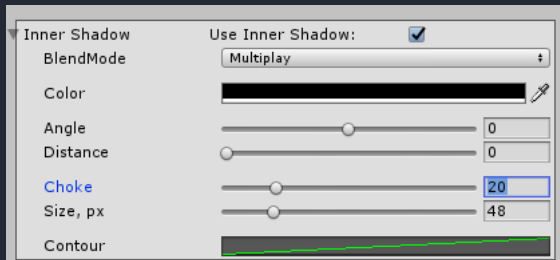

Drop Shadow & Drop Close Shadow
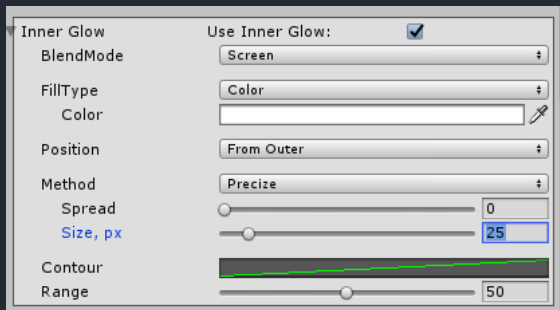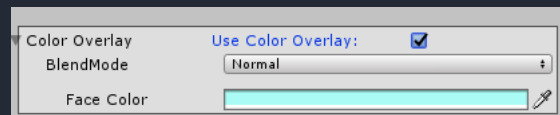
Easy Text Effects Sample Full

Bevel

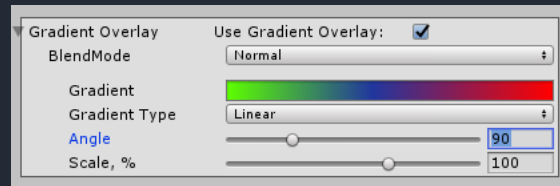## Stroke

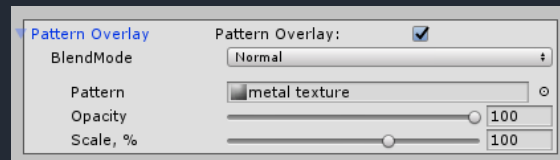

Inner Shadow

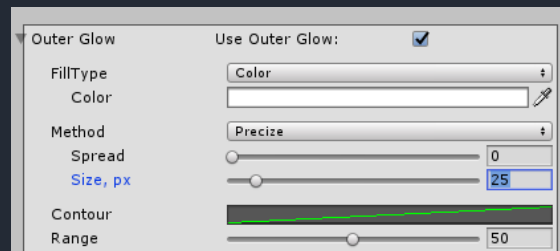## Inner Glow

Color Overlay
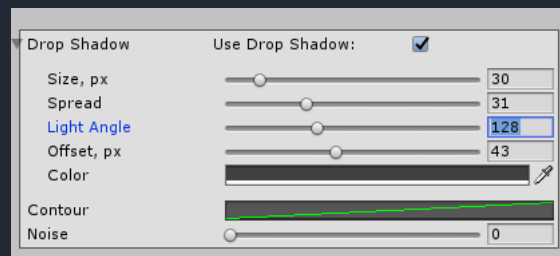

Gradient Overlay

Pattern Overlay

Outer Glow

Drop Shadow & Drop Close Shadow

Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

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