Sprite Color FX

'Sprite Color FX' is a collection of effects about color on sprites of Unity. Works with 'SpriteRenderer' to create a wide variety of cool effects in a fast and easy way.

For the latest version of this document, please visit this <u>web</u>.

Lighting modes.

Since version 2.0, '**Sprite Color FX**' supports lights in all its effects. To activate it, you just have to select the mode you want in 'Lighting mode' (**1**).

For now you have the '**UnLit**' mode (no lights) and the '**BumpLit**' (bump plus specular). In the future we will be adding new lighting modes.

When you select the '**BumpLit**' mode, you must select a normal texture (**4**). To generate it from your sprites, Ive always used the <u>NVidia Texture Tools</u>.

If you want something more designed for 2D sprites, I recommend you <u>Sprite Lamp</u> and <u>Sprite Illuminator</u>.

You can also set the shininess (**2**) and change his color (**3**).
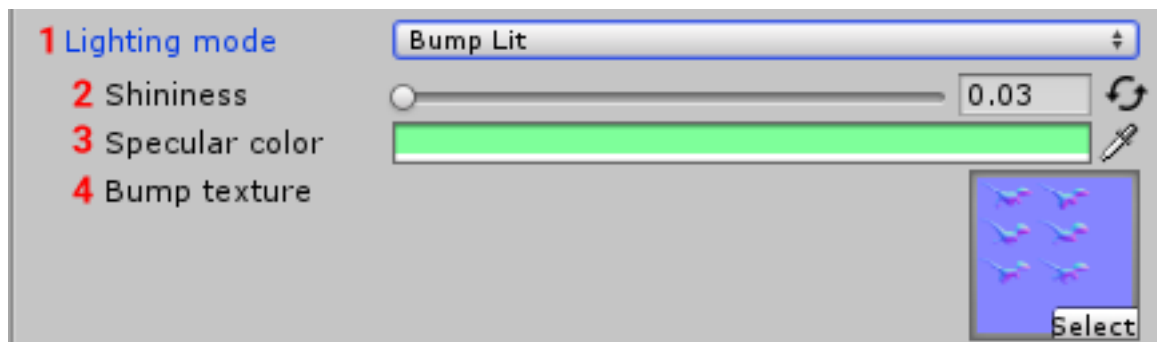
Sprite Color Ramp.

This effect uses the brightness of the pixel (not color), and replace it with another color from a ramp generated by a specific tool.

In this tool, you can add five colors palettes and generate with one click all the data necessary to change the color of your sprites.

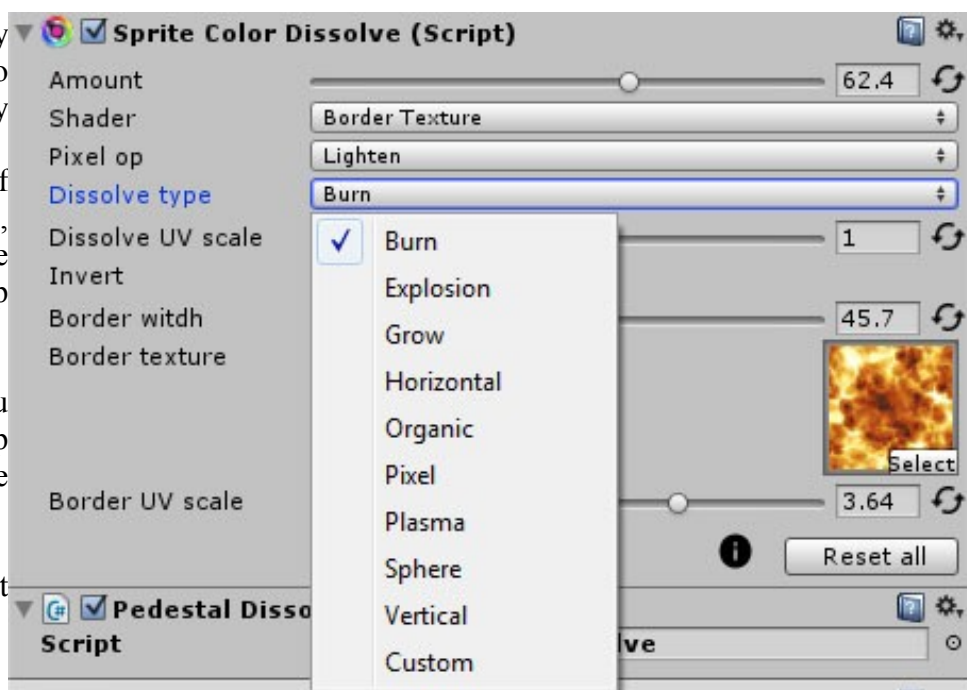If your sprite was originally like this:
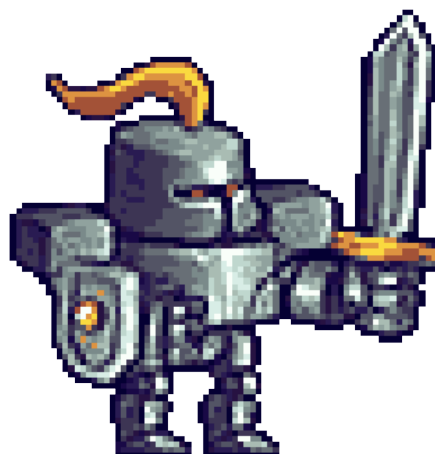
You could generate, for example, all these variants:
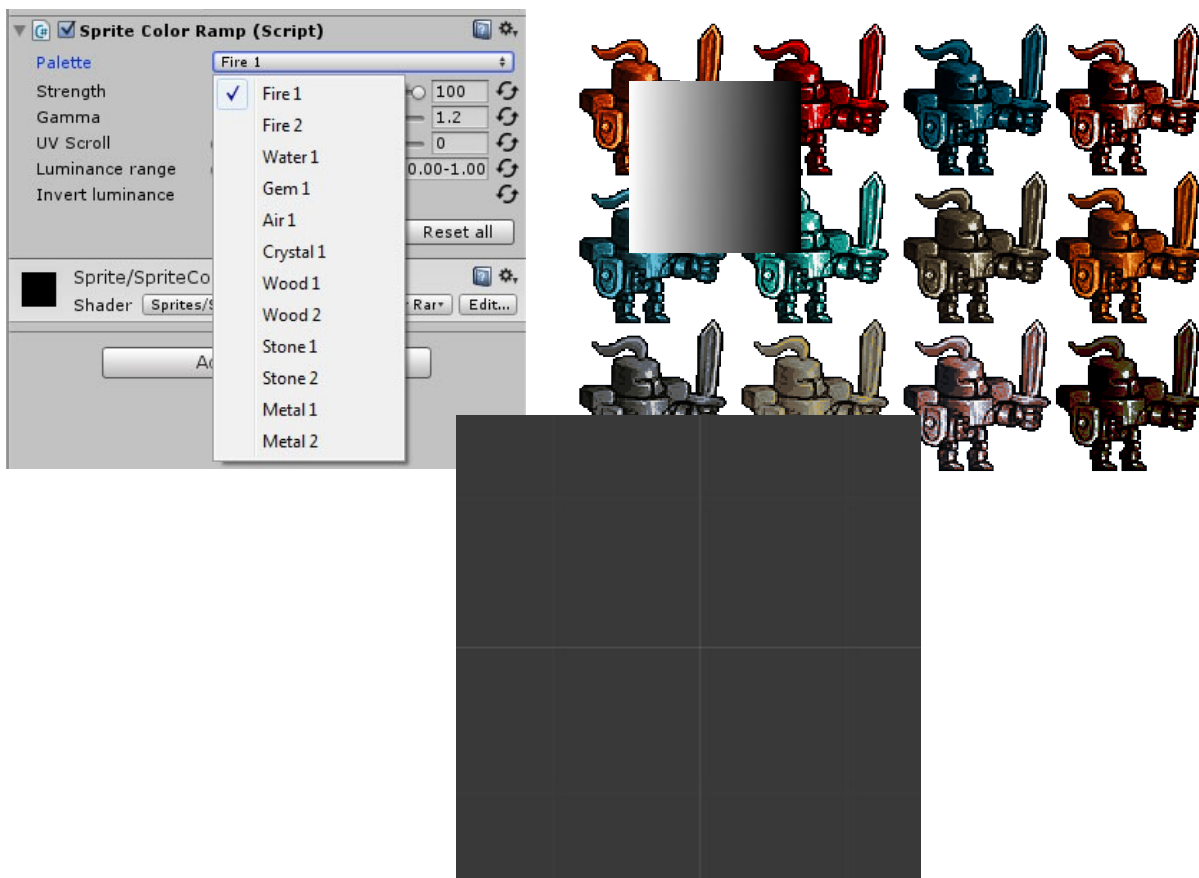
If you only want to modify only certain areas of your sprites, the 'Sprite Color Ramp Mask' component allows you to define up to three different zones. Check out this [demo](#).

Sprite Color Shift.

This effect displaces the color channels (RGB) to create an effect known as [chromatic aberration](). The displacement can be linear or radial (more effect at the edges and less in the center). Also you can add noise.

This is the effect of the linear mode (left) and radial (right):

Sprite Color Dissolve.

With this effect you can make disappear, or appear, your sprites in a very beautiful ways. To do this, another texture is used to indicates the order where the pixels will disappear.

This texture should be black and white. The darker areas are the first to disappear. For example, a dissolving texture like this:

Makes the sprite dissolved in this way:
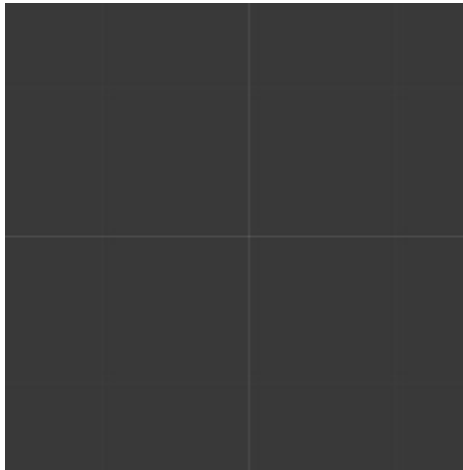
'Sprite Color FX' brings some textures that you can select from the 'Dissolve type' field. If you want to use your own, select the type 'Custom'.
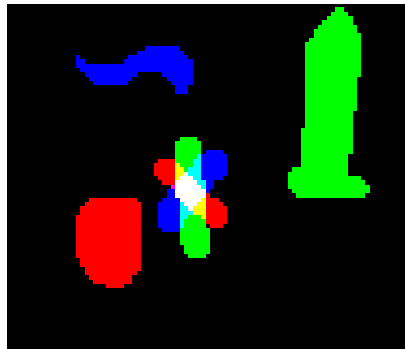
Sprite Color Masks.

With this effect you can define areas (three now, more in the future) of your sprites and apply effects on them.

You can define up to three areas of a sprite using an additional texture. Each area must be defined in one color channel (RGB). For example, for our knight sprite, red, green and blue channel would be:
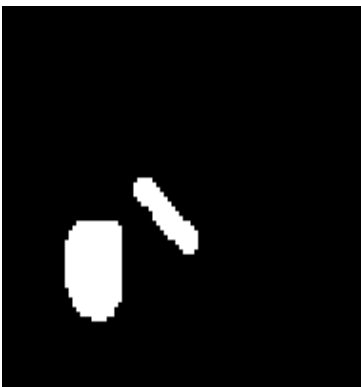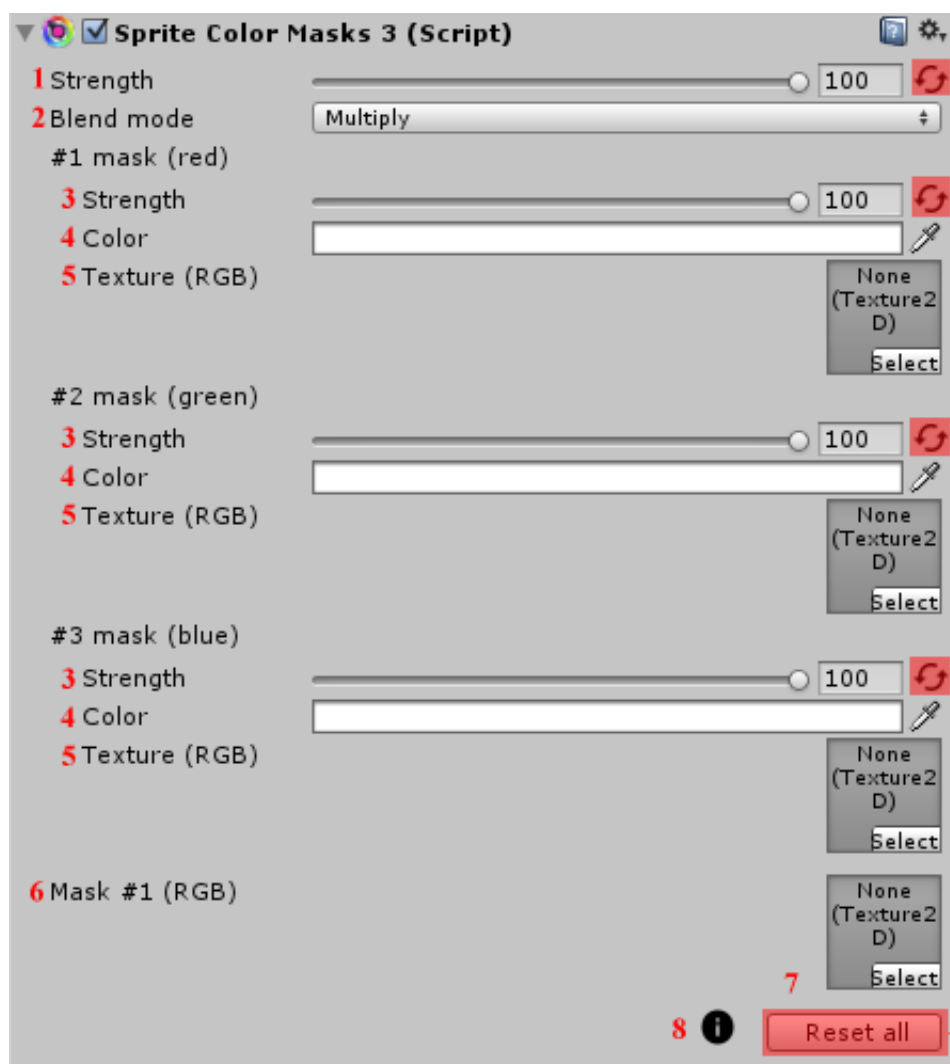
The result is a texture like this:

Notice that the areas can be overlapped.

To use this effect, all you have to do is add to a sprite the 'Sprite Color Masks 3' component. It's like that:

1. Strenght: the strength of the effect.
2. Blend mode: how the colors are mixed.
3. Strenght: the strength of the effect in that mask.
4. Color: the color applied to that mask.
5. Texture: thetexture applied to that mask.
6. Mask #1: the texture where we defined the three areas.
7. Reset: reset all values.
8. Open the website.

If you decide to apply a texture to a mask, you'll have the following options:

1. U coord scale: the scale of the u coordinate.
2. V coord scale: the scale of the v coordinate.
3. U coord vel: the speed applied to the u coordinate.
4. V cood vel: the speed applied to the v coordinate.
5. UV angle: the angle applied to the uv coordinates.

Sprite Color Blend.

With this effect you can use more than twenty blending operations, similars to Photoshop™.

To use this effect, all you have to do is add to a sprite the 'Sprite Color Blend' component:
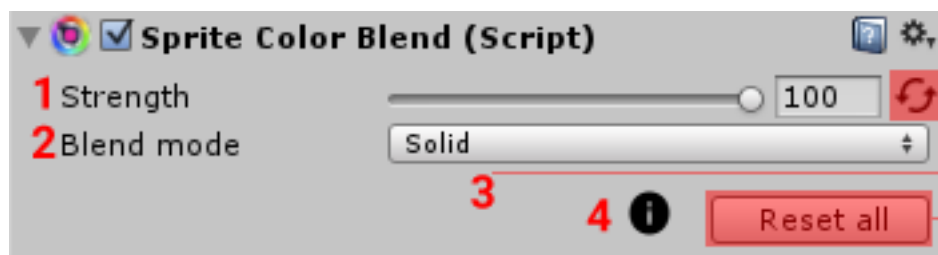
1. Strenght: the strength of the effect.
2. Blend mode: how the colors are mixed.
3. Reset the values.
4. Open the website.

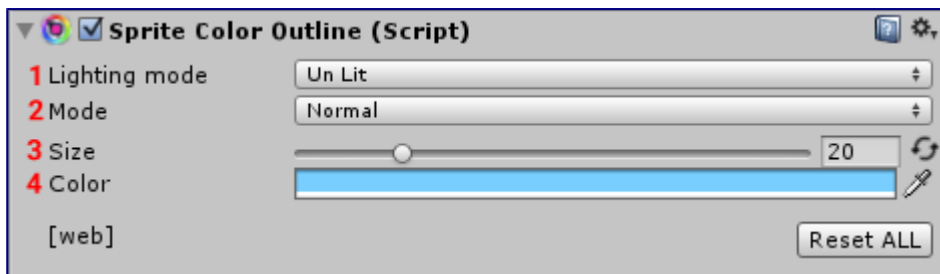Now you can select any of the more than twenty blend modes.

Sprite Color Outline.

This effect can highlight any sprite in a simple and diverse ways.

To use this effect, all you have to do is add 'Sprite Color Outline' component to a sprite. You can use three different modes: normal, gradient and texture.

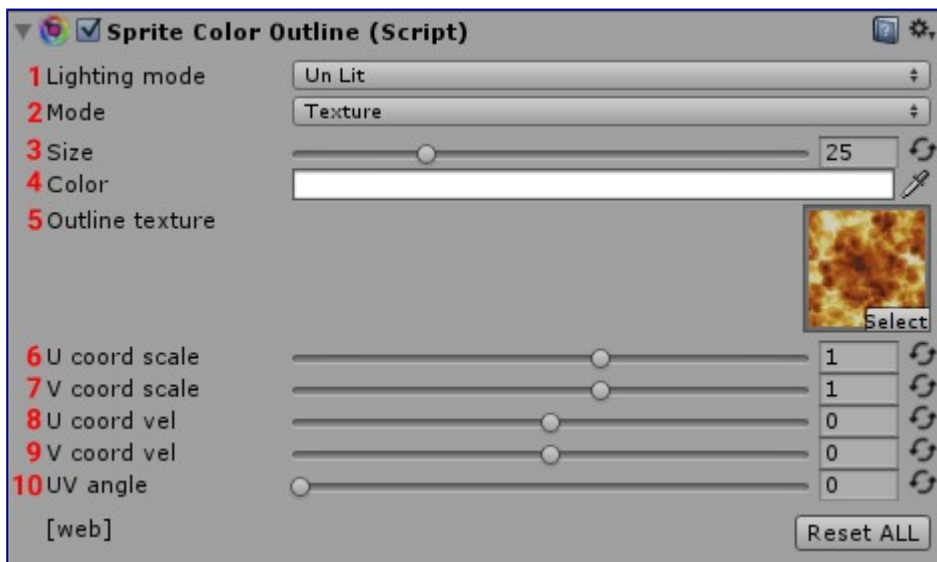The simplest mode is normal, that lets you use one color to highlight.

1. Light mode (unlit / bump).
2. Outline mode (normal / gradient / texture).
3. The width of the outline.
4. The color of the outline (RGBA).

In gradient mode you can choose two colors for the outline and which direction the gradient is formed.
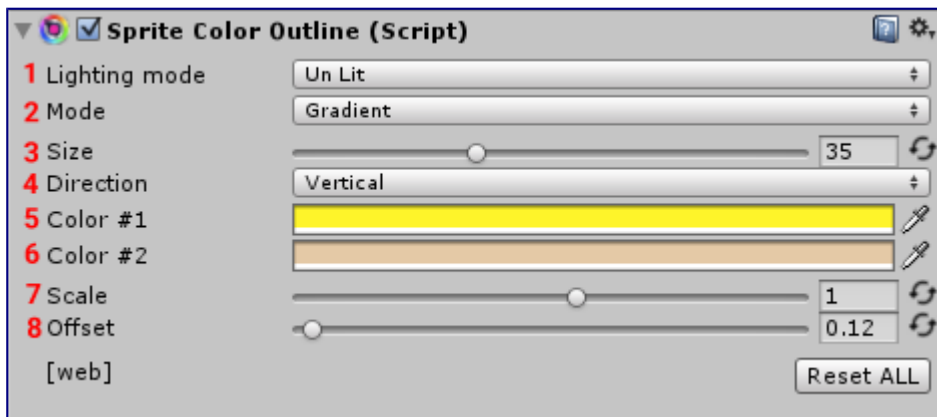
1. Light mode (unlit / bump).
2. Outline mode (normal / gradient / texture).
3. The width of the outline.
4. The direction of the gradient (vertical / horizontal).
5. The first color of the gradient (RGBA).
6. The second color (RGBA).
7. The scale of the gradient. With this you can control how wide is the gradient.
8. The offset of the gradient, to move the gradient.

In texture mode you can also use a texture to create the outline.

1. Light mode (unlit / bump).
2. Outline mode (normal / gradient / texture).
3. The width of the outline.
4. To change the color of the texture.
5. The texture.

6. The horizontal scale.
7. The vertical scale.
8. The horizontal speed.
9. The vertical speed.
10. The angle of the texture.

Frequently asked questions.

WHAT VERSION OF UNITY SHOULD I NEED?

You need the version 5 or higher.

DOES IT NEED ANY SPECIAL HARDWARE?

All effects in '**Sprite Color FX**' needs a GPU that supports Shader Model 3.0 or higher. At desktop PCs, any card compatible with **DirectX 9.0c** are supported (ATI Radeon **HD2000** or higher, Nvidia **GeForce 8/9/GTX200** or higher or Intel **GM965** or higher). In mobile platforms, any device compatible with **OpenGL ES 2.0** should run fine. Please, check the Apple hardware compatibility lists or search for Android Froyo 2.2(API 8) or higher. In generall, any device with a decent GPU after the 2008 should work.

INCLUDES SOURCE CODE?

Yes, all source code is included (also shaders).