



TECHARTANDY.COM | ANDREWGREEN33@GOOGLEMAIL.COM | [@ANDYANIMATION](https://twitter.com/ANDYANIMATION)

A BREIF INTRODUCTION

I first created Gradient Maker Lite v1.0 after spending an afternoon working with shaders and falloff ramps. The afternoon was spent jumping back and forth between Unity and Photoshop iterating until I got the look that I was after.

It seemed like I was wasting a lot of time doing something that I knew Unity could support. So I set about writing Gradient Maker Lite using Unity's own Gradient Editor as a base.

Gradient Maker is a great little time-saver if you're in need of a quick gradient or need to iterate in a sensible workflow.

VERSION HISTORY

V1.1

- Fixed slight bug with file 'ping' not always working on gradient save
- Moved from custom inspector to new editor window

V1.0

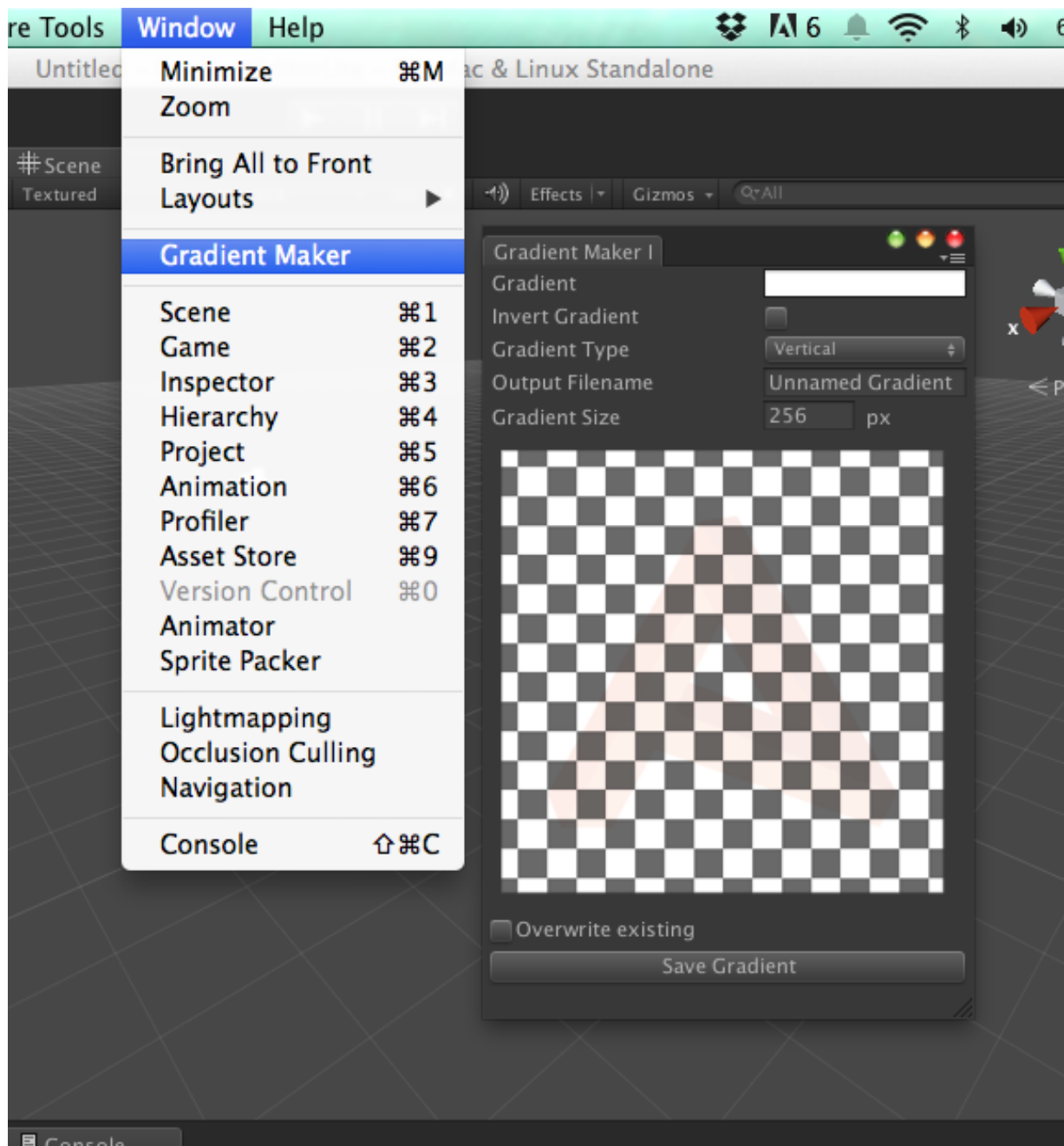
- First Version

GRADIENT MAKER SUPPORTS

- Realtime preview
- 3 gradient modes
- Horizontal
- Vertical
- Radial
- Gradient inversion

TO USE

Select 'Gradient Maker' from the 'Window' menu. From here you can adjust the size (fixed aspect square only for now), gradient type and gradient itself. The older Gradient Maker Inspector is still in the project for now although will soon be gone for good.



Once you've created your gradient, if you check the 'Overwrite Existing' checkbox, each time you save you'll update your gradient and refresh your Unity library so you can see your changes instantly.

It's still quite simple at the moment and might still have bugs and usability issues. I'd love feature requests, bug reports and general feedback to help progress this powerful little tool.

If there's the demand for a more robust implementation or if some of the feature requests get significantly broader in scope, I'd look into a 'Pro' version of the tool.