

Loading-2D-Sprites Shaders

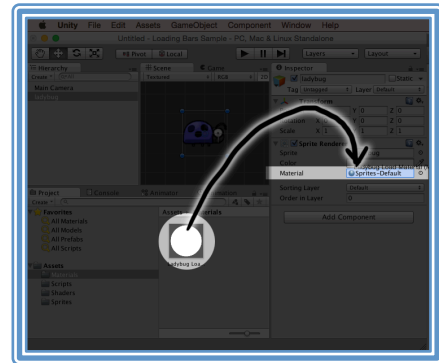
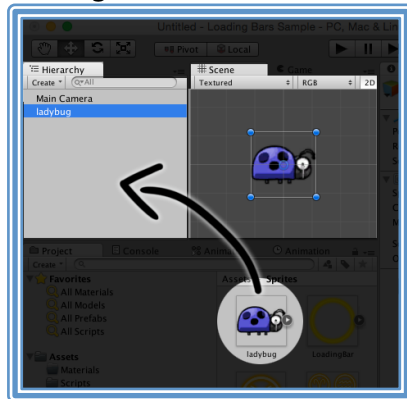
Tutorials



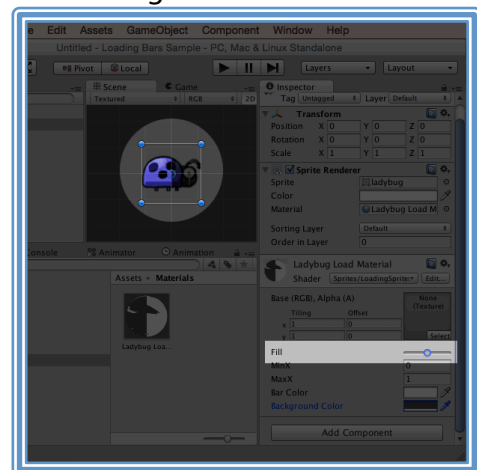
By iMages[Blues](#)

Creating a Basic Loading Bar using Loading-2D-Sprite Shaders

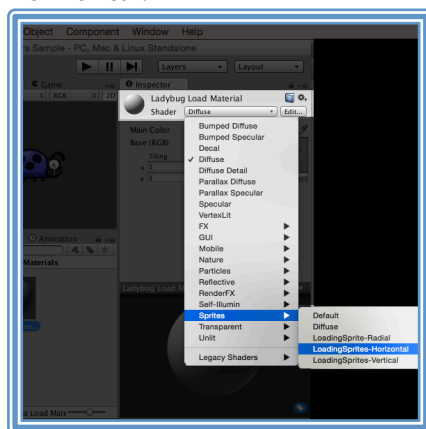
- 1.) In your Unity scene, create a *Sprite* that will serve as your loading bar.



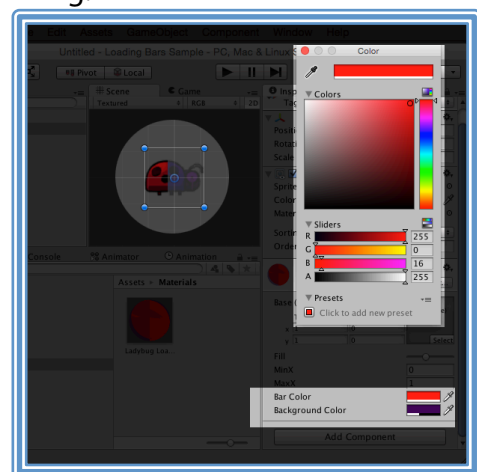
- 4.) Drag the *Fill* slider to see how the loading bar works.



- 2.) Next, create a New *Material* for this *Sprite*. In the *Shader* drop down list, select *Sprite/LoadingSprites-Horizontal*.



- 5.) You can change the bar and background colour to your liking.



- 3.) Drag the newly created material to the Material field in the *Sprite's* inspector.

- 6.) You can change the Fill property value of the loading bars in your scripts using this line:

```
renderer.material.SetFloat ("_Fill", fillValue);
```

- 7.) Loading 2D Sprites Shaders also comes in Vertical and Radial bars.

Using Loading-2D-Sprite Shaders for Radial bars

- 1.) Radial bars work like Horizontal and Vertical bars. The shader will clip the sprite radially with respect to the center of the sprite.

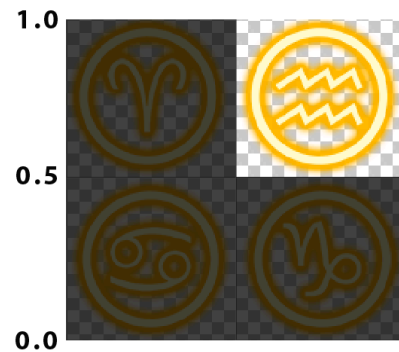


- 2.) You can also adjust the *Cut-off* slider to optionally trim a circle from the center of the sprite.

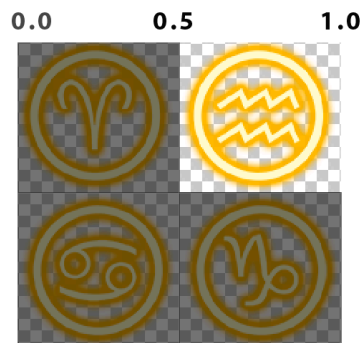


- 3.) Also, unlike Horizontal and Vertical shaders, the Radial shader does not support sprite sheets.

Using Loading-2D-Sprite Shaders with sprite sheets



- 1.) For Horizontal bars, we will have to set the *MinX* and *MaxX* properties of the shader depending on the sprite's position in the sheet.



- 4.) So, if we want to use the aquarius symbol as a vertical loading bar, we would have to set these values:

MinY = 0.5

MaxY = 1.0

- 2.) So, if we want to use the aquarius symbol as a horizontal loading bar, we would have to set these values:

MinX = 0.5

MaxX = 1.0

- 3.) For Vertical bars, we will have to set the *MinY* and *MaxY* properties of the shader depending on the sprite's position in the sheet.



Thank you.

Have fun using Loading-2D-Sprite Shaders!

If you would like to see how I used these shaders in my game, you can download
Aquaria – Day of the Aquarius at:

<https://itunes.apple.com/us/app/aquaria-day-of-the-aquarius/id901264486?mt=8>

<https://play.google.com/store/apps/details?id=com.rmgb222.aquaria>

for other inquiries, you can post on my game's blog:

<http://aquariagame.tumblr.com/>

or contact me by email:

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Best regards,

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