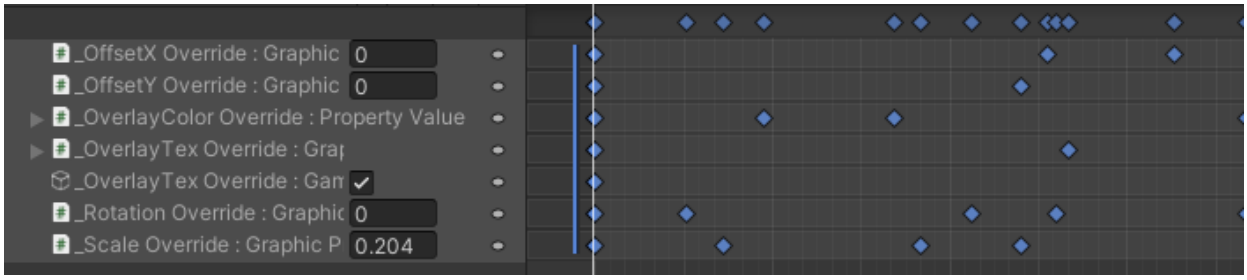
Animate UI Materials

Introduction

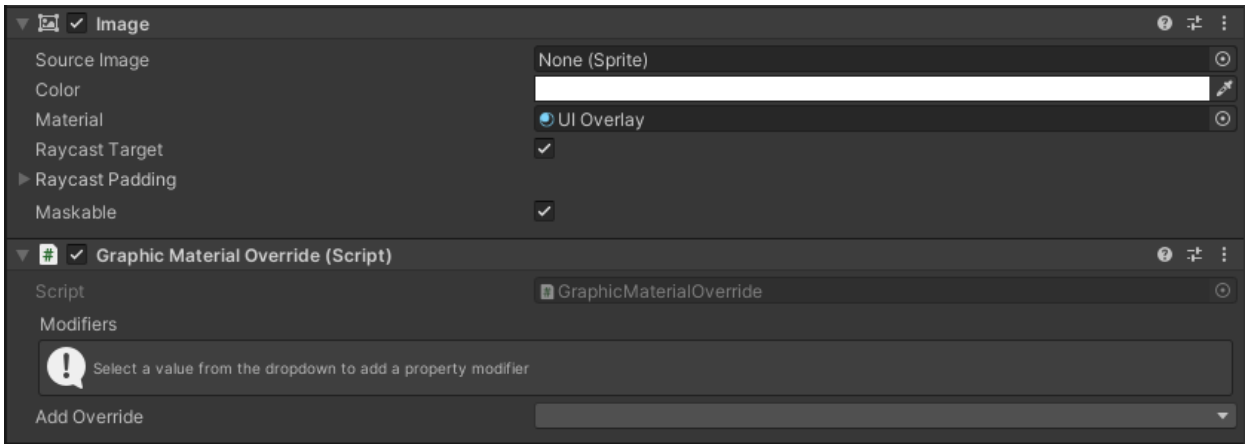
Animate UI Materials allows editing and animating materials for a single UI component.



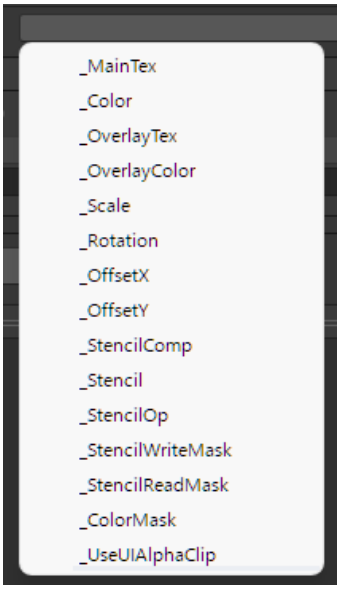
You can see such an example in the demo scene.

Setup

To start, simply add the **GraphicMaterialOverride** component to an UI element, such as an **Image** with a custom **Material**



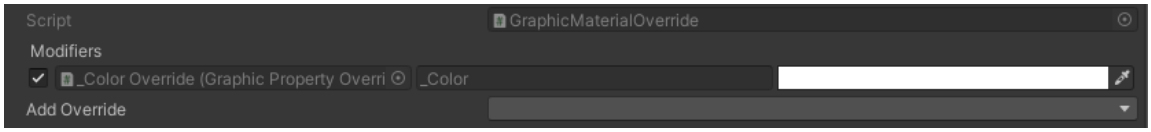
When selecting the dropdown “Add Override”, you will be greeted with every possible property you can animate.



You can ignore those you don’t know, such as the _Stencil properties. They are internal to UI stencil rendering. Simply select “_Color” for example.

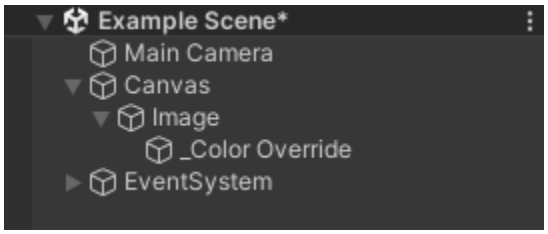
Two things will happen:

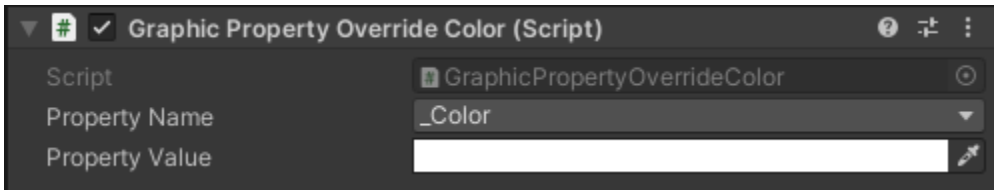
1. A **new modifier** will be listed in the **GraphicMaterialOverride** component



You can already **edit the color value**, and the change will only affect the Image component

2. A new gameobject will be created, holding a **GraphicPropertyOverride** component

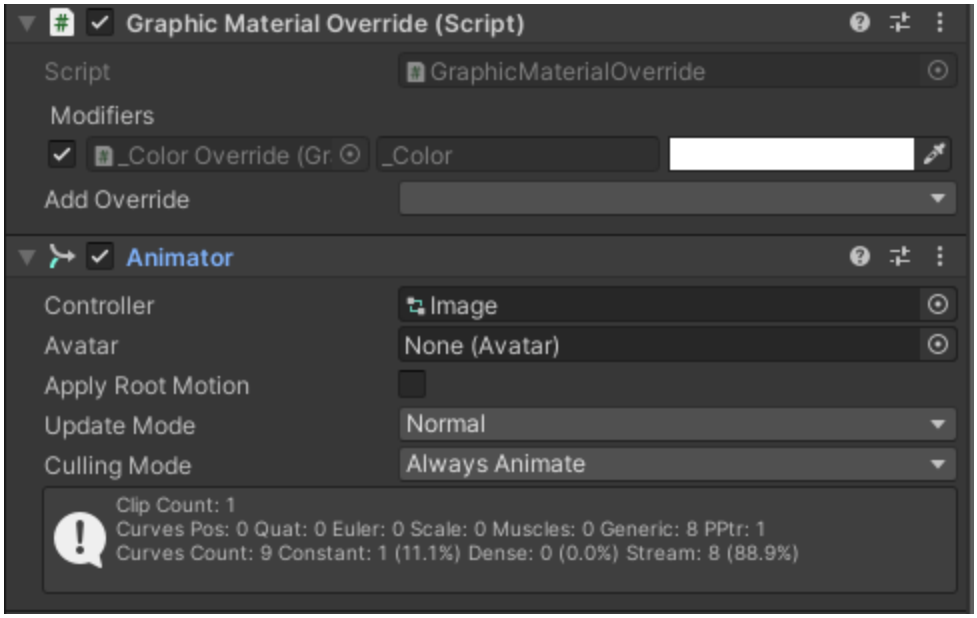




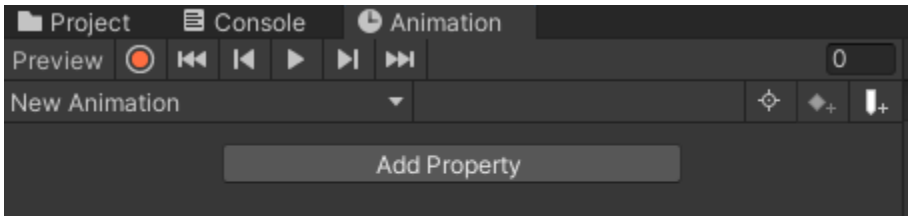
The value displayed here is the exact same as in the **GraphicMaterialComponent**. However this value can also be **animated.**

Animation

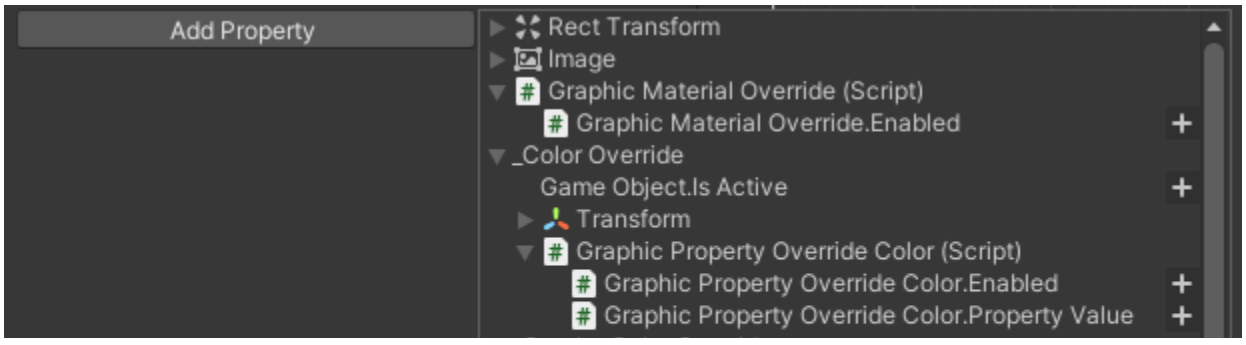
To animate the property, add the usual **Animator** component to the image



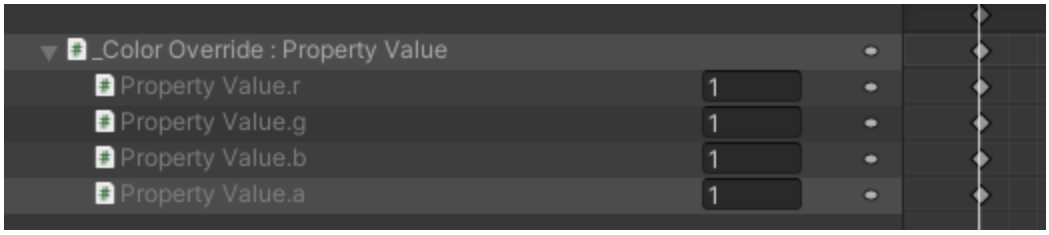
Create a new **AnimationClip**



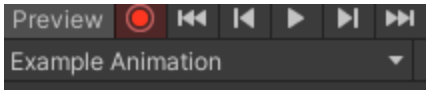
Click **Add Property** and select **_Color Override**, then **Graphic Property Override Color**, then **Graphic Property Override Color.Property Value**

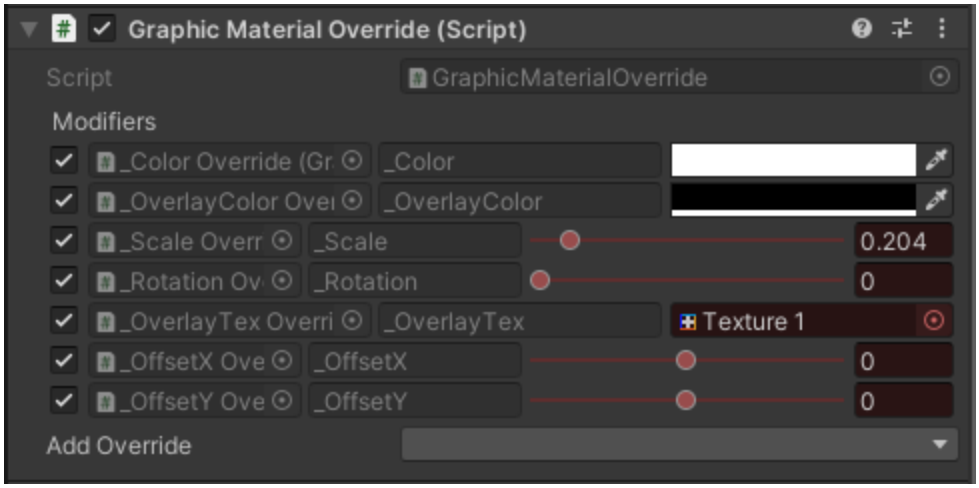


You can now **animate** the value like any other !



Alternatively, hit the **Record** button, and simply modify the properties from the **GraphicMaterialOverride** inspector





End Notes

If you encounter a bug or need any help, please contact me at fleeting.being@gmail.com

Don't hesitate to look into the code if you want to know how things work !