

Unity GUI

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General plan

- ImGui aka the old gui
- UGUI Components and composition
- Demo
- Animation
- Practice

Immediate Mode GUI

- `void OnGUI()`
- Limit to a single script
- Best only used in development
- or not at all

Components

- Canvas
- Rect Transform
- Image
- Text
- Button

See: [Unity UI Components tutorial series](#)

More controls (see controls scene)

- Slider
- Toggle
- Toggle Group
- Drop down menu
- Input field

Demo

- Layout demo
Or “Turns out they have made it super easy now.”
- Let’s make a health bar.

Animating
(Watch later)

Animation 101

or

Wait... you can animate *in* Unity?

12 Basic Principles by Disney

1. Squash and Stretch
2. Anticipation
3. Staging
4. Straight Ahead Action and Pose to Pose
5. Follow Through and Overlapping Action
6. Slow In and Slow Out
7. Arc
8. Secondary Action
9. Timing
10. Exaggeration
11. Solid drawing
12. Appeal

[12 Basic Principles of Animation in Motion Design](#)

Practice Task

1. Download the Unity Samples: UI pack
2. Explore the pack and find something interesting
3. Try to reimplement this something interesting

Alternative ideas for practice

- Implement the HP bar
- Implement speech bubble
- Try animating UI panel transitions
- Try animating button events
- In Drag and Drop demo, make it possible to drag from drop panels
- Create a panel, which pops up in world space when clicking on a game object
- Animate that panel
- Try out creating a scrollable list of stuff
- Create an animation to change the shape of an UI panel using a mask

Links

- [Juice it or lose it \(Animation and game feel\)](#)
- [Mecanim Tips: Animating UI Buttons](#)
- [Game Jam UI Template](#)