Loading screens

(progress bars, wheels of progress, animated transitions)
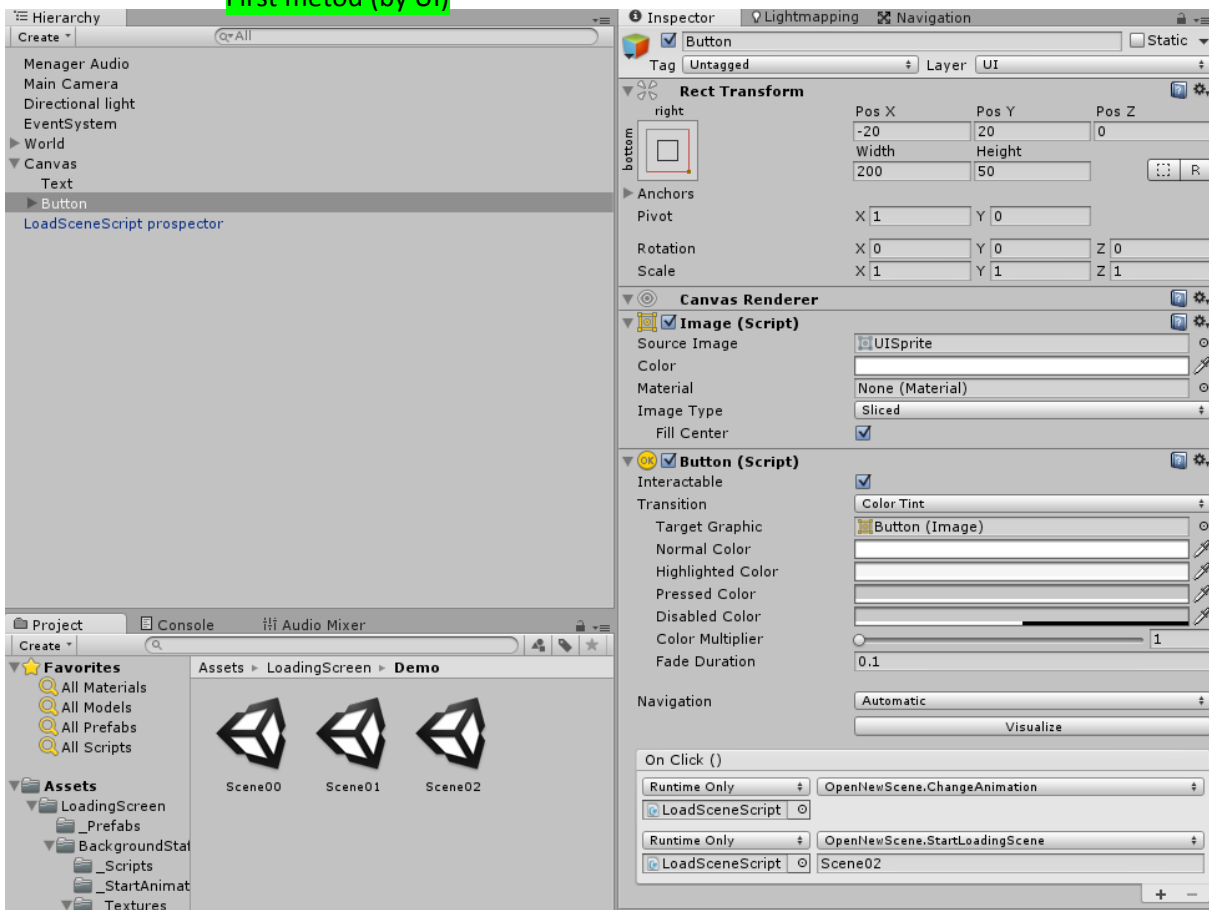
1. Package included (minimum):
   a. Two ready to use prefabs
   b. Seven animated transitions
   c. 75 graphics

2. How to use it asset?
   a. Please add:
      i. „Manager Loading Screen" to your first scene. It is a singleton.
      ii. „LoadSceneScript prospector" to all the other scenes.
   b. Loading a new scene:
      First metod (by UI)

Second metod (by code)

```
OpenNewScene ons = FindObjectOfType <OpenNewScene>();

if (ons != null) {
        ons.ChangeAnimation (); // optional
        ons.StartLoadingScene ("new scene to load");
} else {
        Debug.Log ("OpenNewScene = null");
}
```

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