

TMP_DOTweenTemplate.Complex.
TMPC_CharFadeRotateAnimator.Play

```
graph LR; A[TMP_DOTweenTemplate.Complex.TMPC_CharFadeRotateAnimator.Play] --> B[TMP_DOTweenTemplate.Core.Base.CharAnimationBase.GetSequence]; B --> C[TMP_DOTweenTemplate.Core.Base.AnimationBase.CreateSequence];
```

TMP_DOTweenTemplate.Core.
Base.CharAnimationBase.GetSequence

TMP_DOTweenTemplate.Core.
Base.AnimationBase.CreateSequence