

TMP\_DOTweenTemplate.Complex.  
TMPC\_CharUniversalAnimator.Play

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graph LR; A[TMP_DOTweenTemplate.Complex.TMPC_CharUniversalAnimator.Play] --> B[TMP_DOTweenTemplate.Core.Base.CharAnimationBase.GetSequence]; B --> C[TMP_DOTweenTemplate.Core.Base.AnimationBase.CreateSequence];
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TMP\_DOTweenTemplate.Core.  
Base.CharAnimationBase.GetSequence

TMP\_DOTweenTemplate.Core.  
Base.AnimationBase.CreateSequence