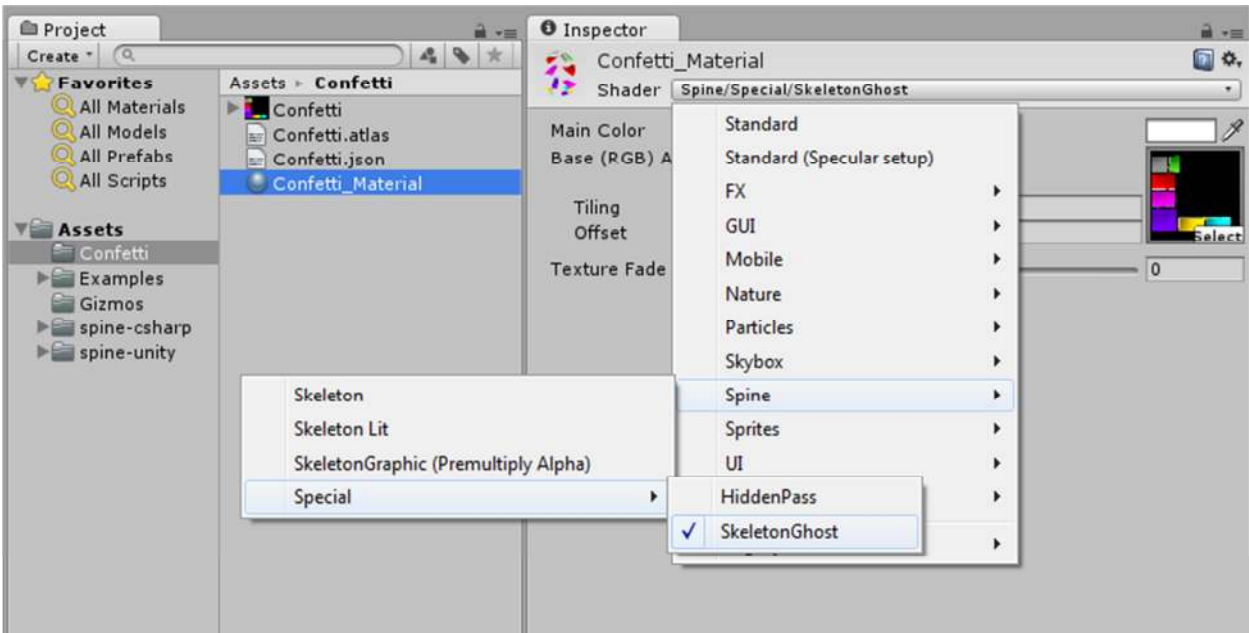
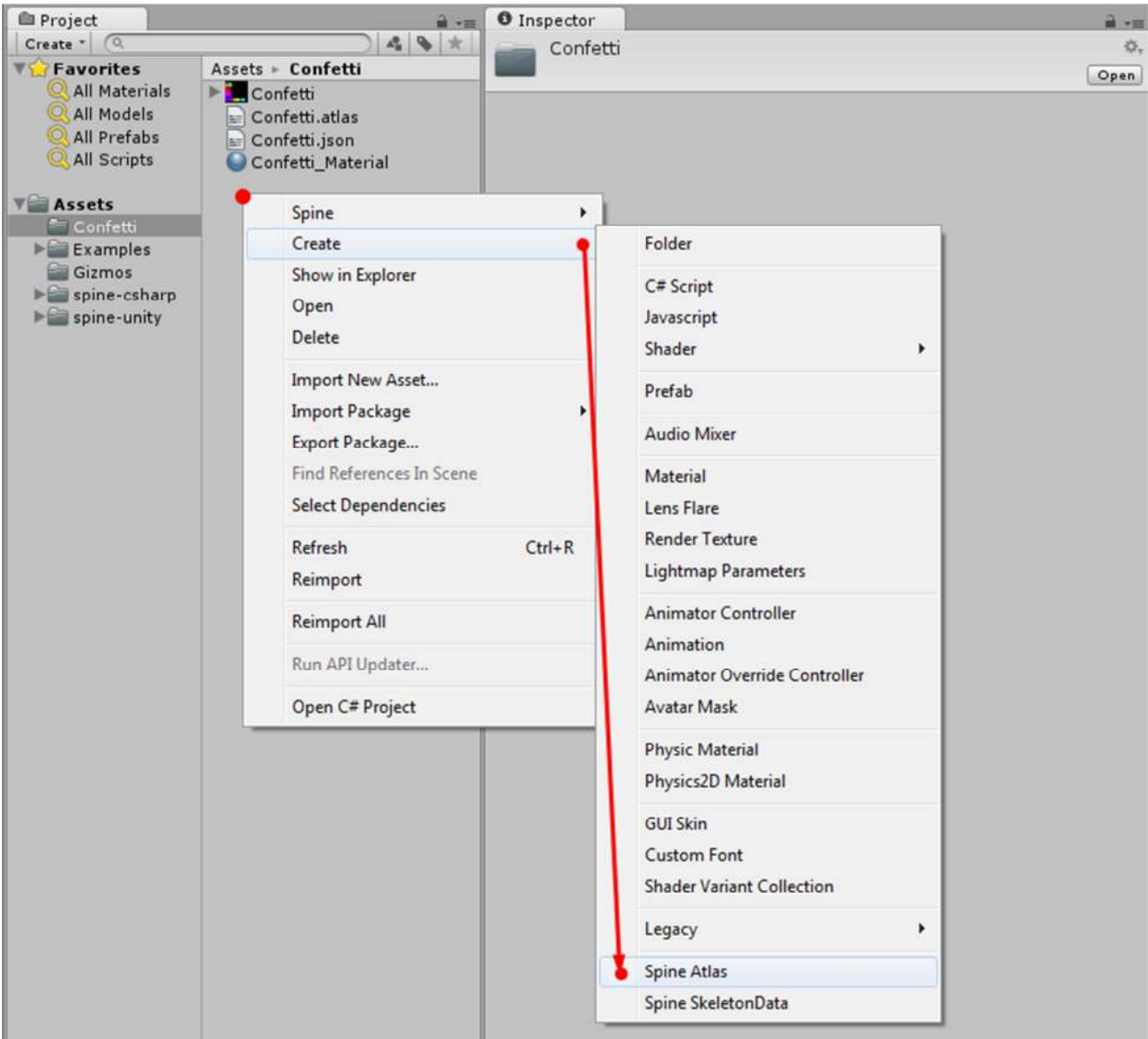


MANUAL

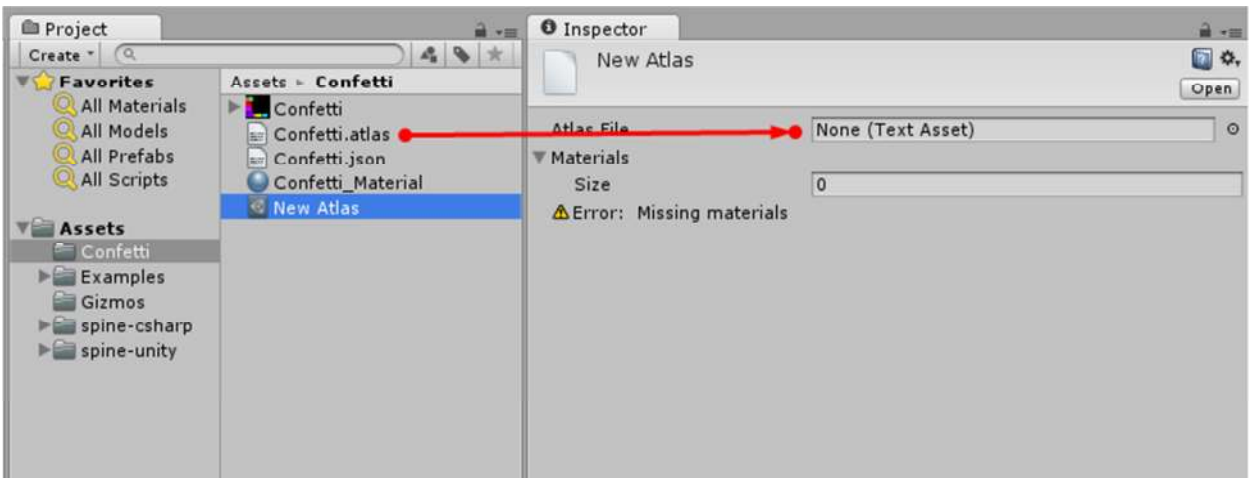
Download the latest spine-unity.unitypackage:
<http://esotericsoftware.com/files/runtimes/unity/spine-unity.unitypackage>



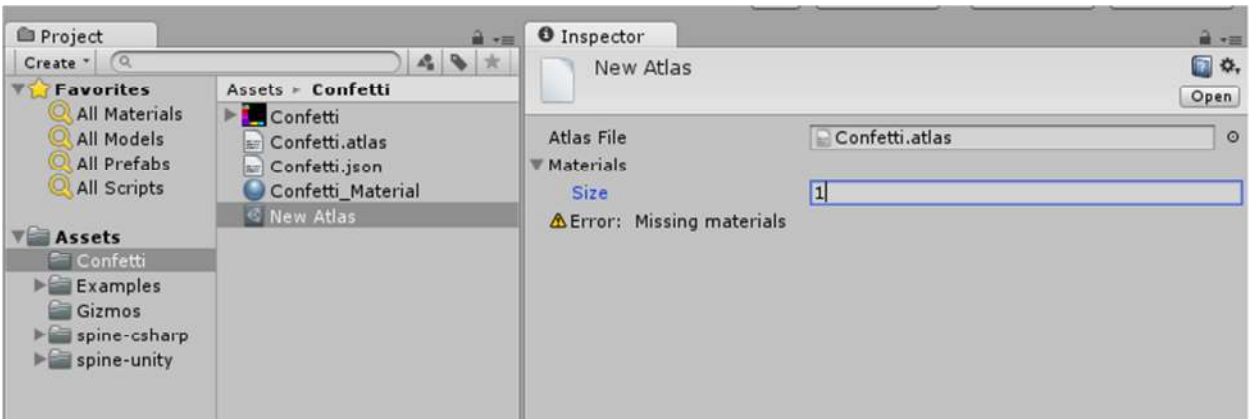
1. Create Spine Atlas:



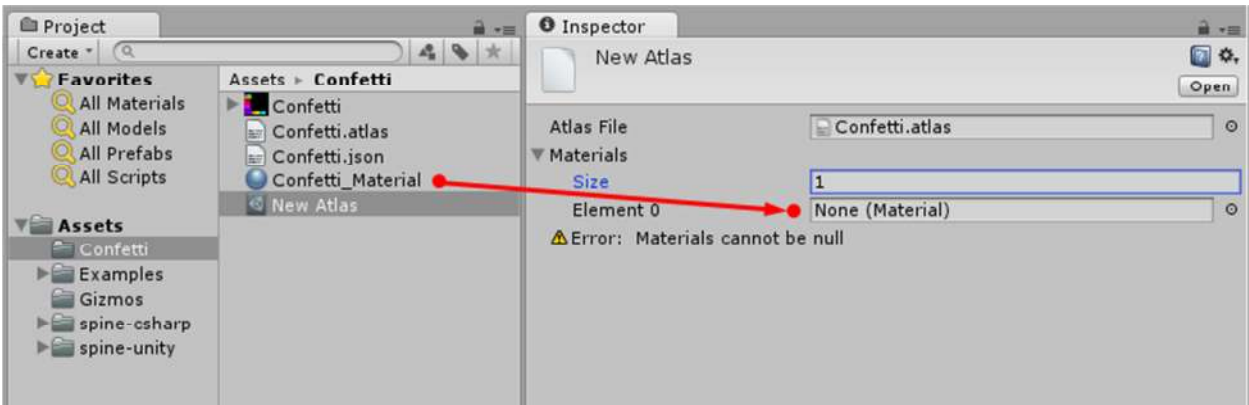
2. Drag and drop .atlas file:



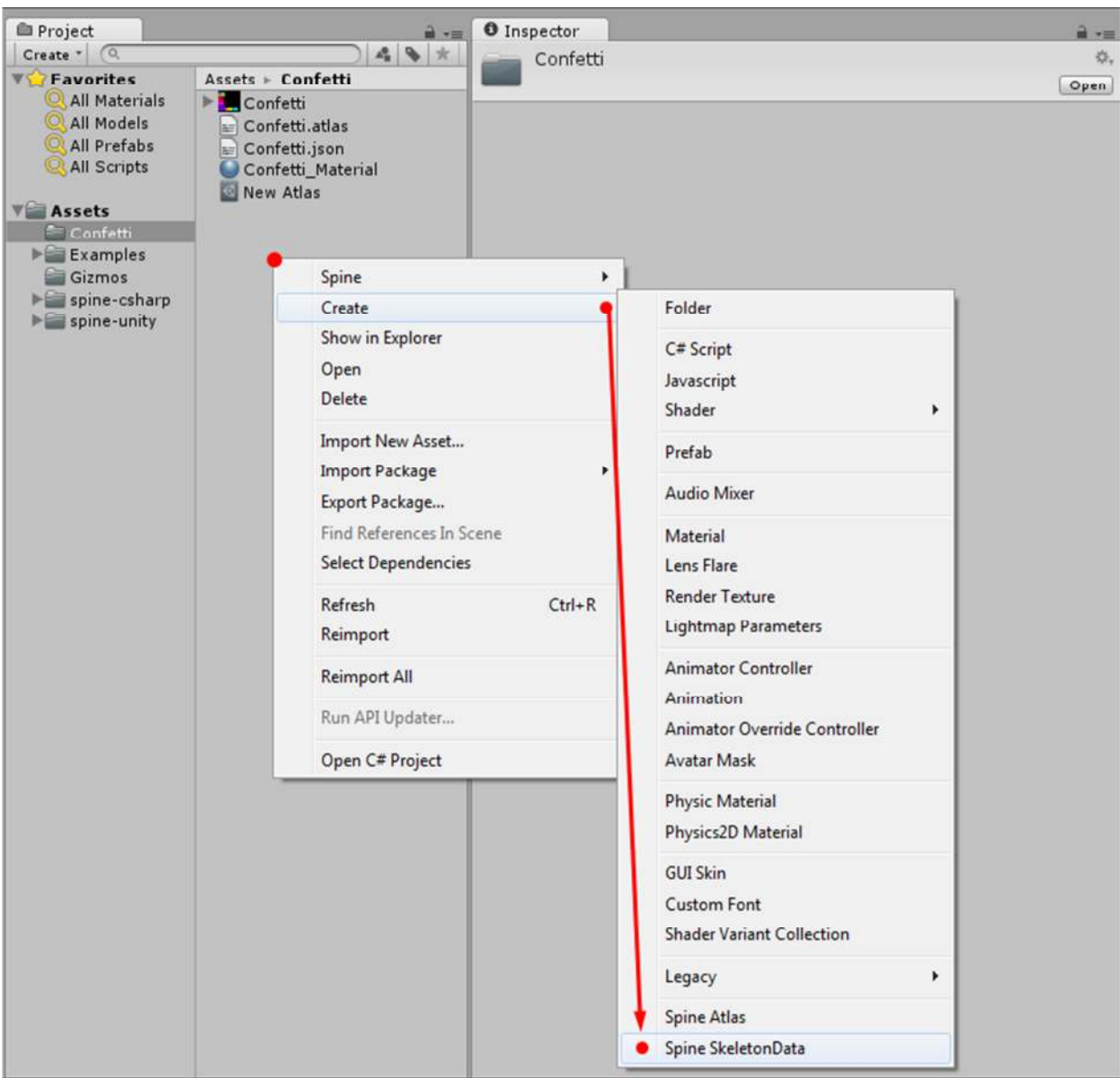
3. Make material size equal 1:



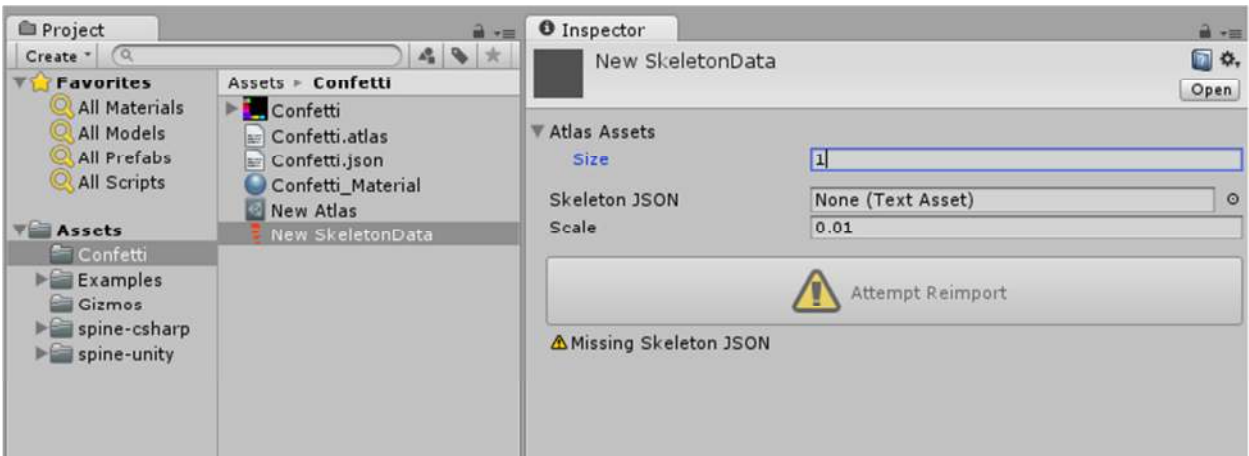
4. Drag and drop Material:



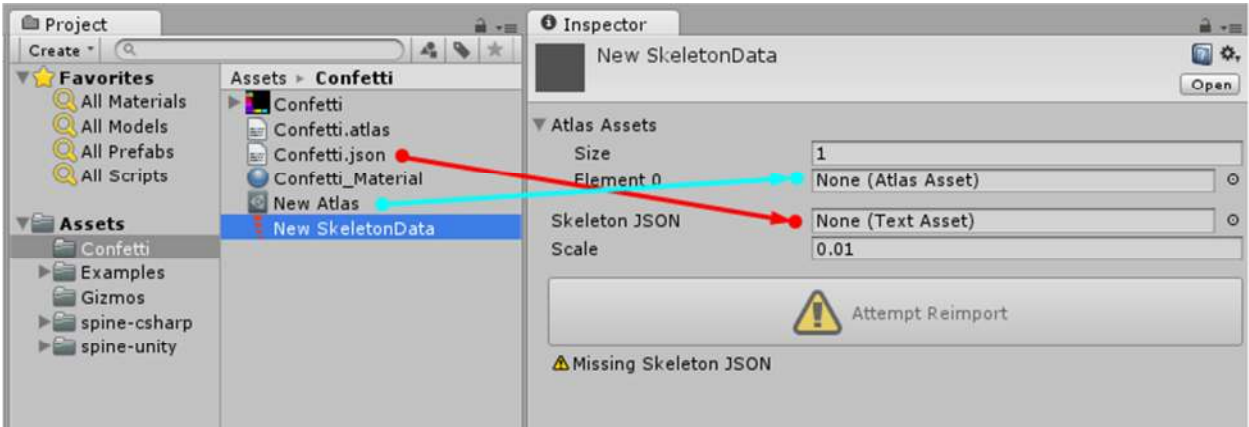
5. Create Spine SkeletonData:



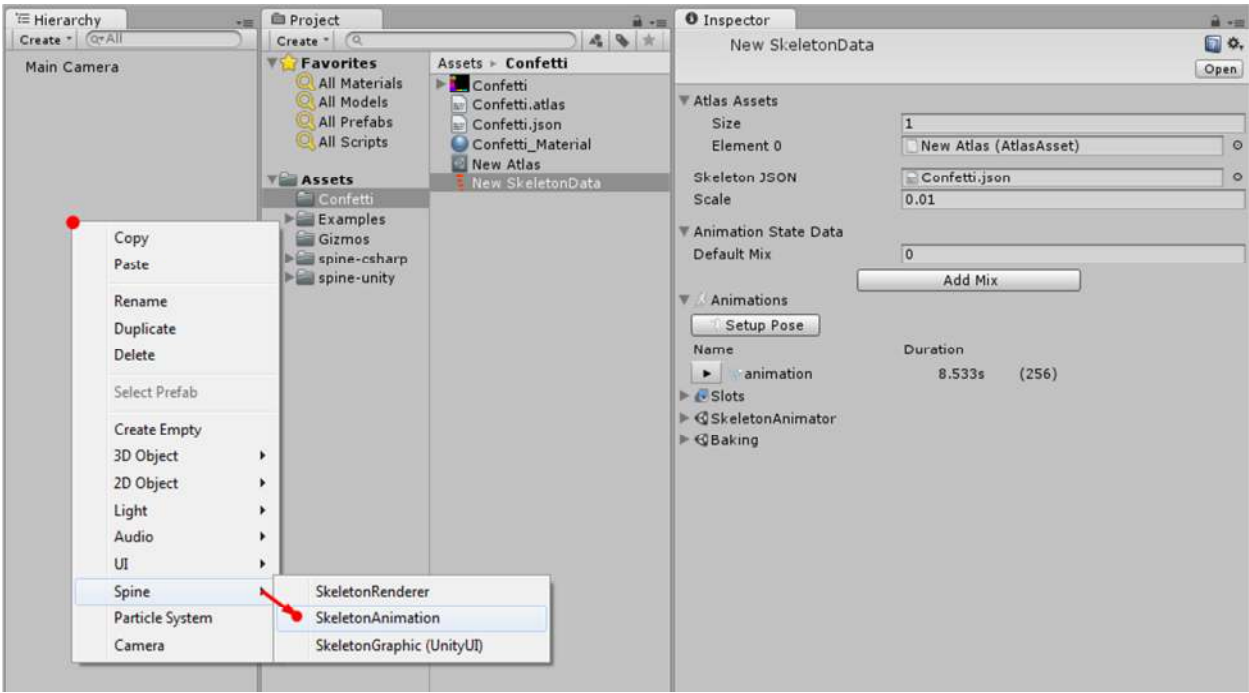
6. Make Atlas Assets size equal 1:



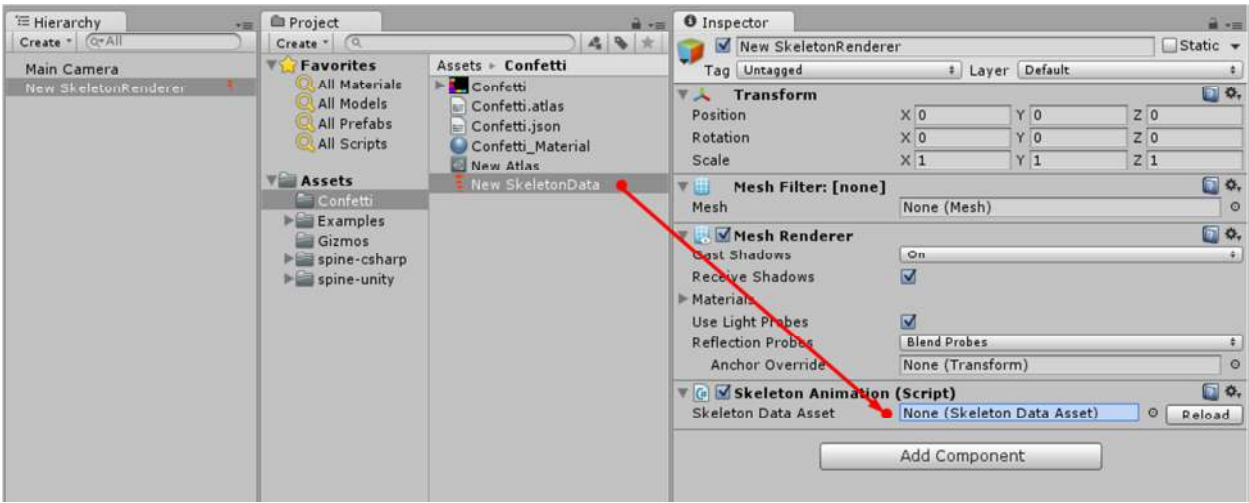
7. Drag and drop .json to Skeleton JSON and Atlas to Element 0:



8. Create SkeletonAnimation in your scene:



9. Drag and drop your SkeletonData to Skeleton Data Asset:



10. Choose «animation» in Animation Name:

