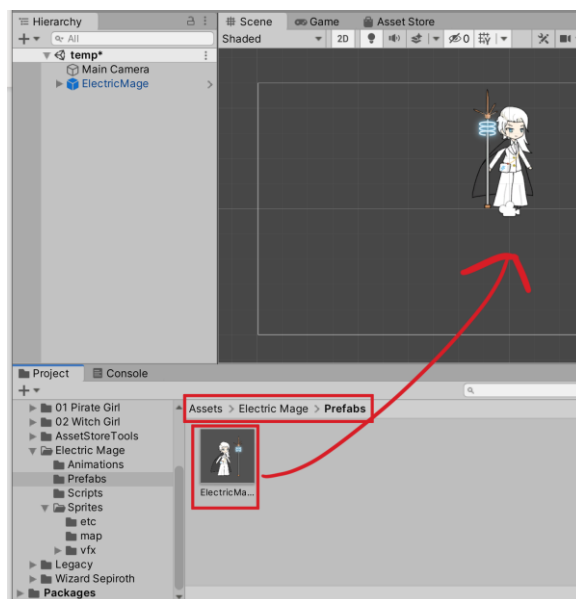Hello! I am Junhyuck Jang, 2D Character Artist from South Korea.
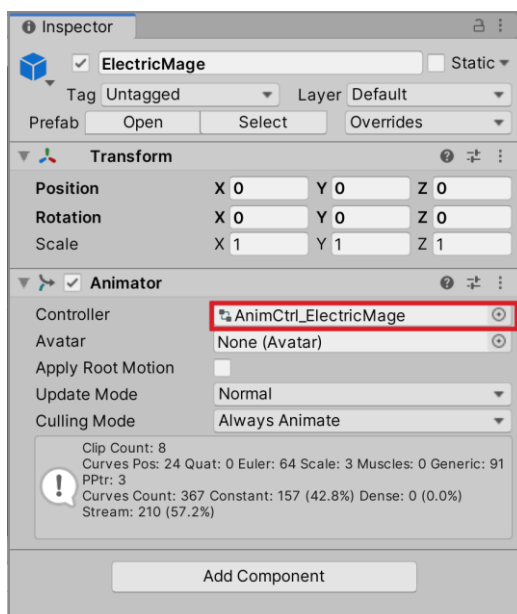
Thanks for downloading my character asset!

<How to use>

1. Drag the prefab in to the Scene

2. Edit or replace the 'animation controller' According to your C# Script.

<Package Dependencies> (read this if error occurs)

This asset is made by Unity '2D Animation' Package. It is skeletal animation tool using 2D sprites.

If '2D Animation Package' and '2D PSD Importer' are not installed, Unity will show error message.

- Unity version: 2019.4(LTS) (Try on this Unity version if error occurs)
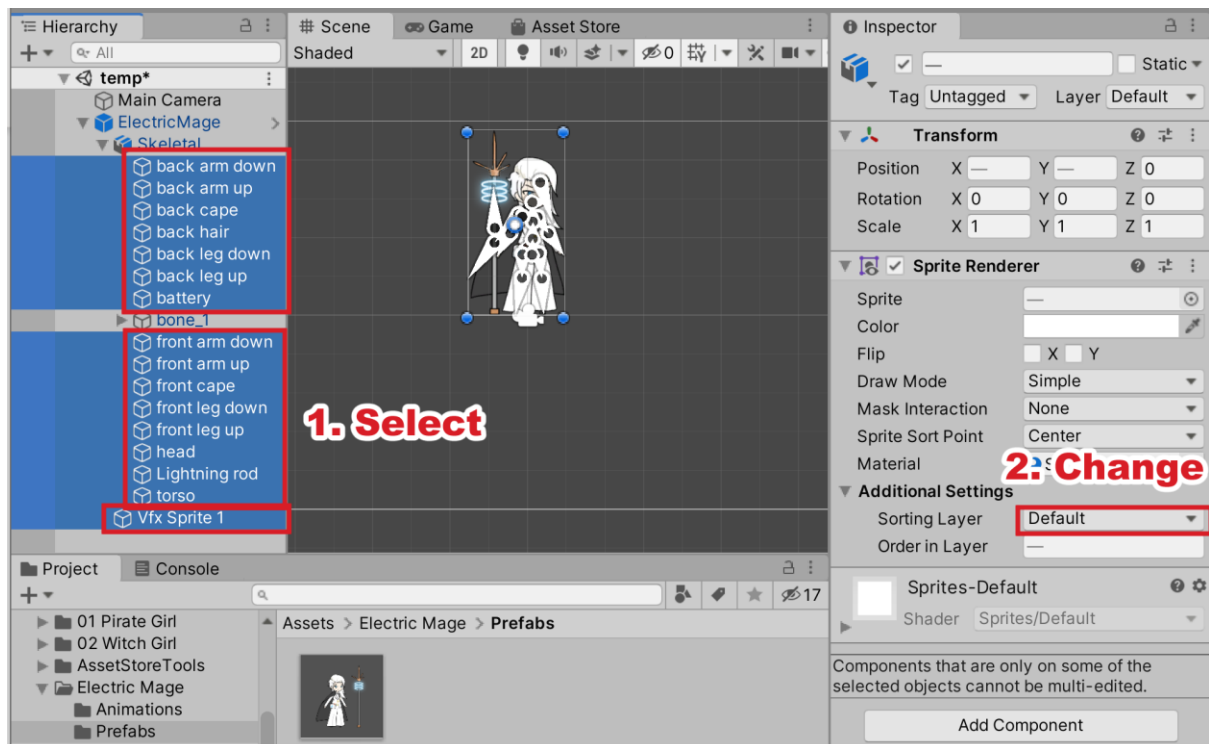
- 2D Animation Package Ver 3.2

  https://docs.unity3d.com/Packages/com.unity.2d.animation@3.2/manual/index.html

- 2D PSD Importer Ver 2.1

  https://docs.unity3d.com/Packages/com.unity.2d.psdimporter@2.1/manual/index.html

(You can check your Unity Package Versions on top Menu bar- Windows – Package manager)

Make sure that these Unity Packages are installed.

<Sprite Sorting Layer Change>

<Animation Controller Tip>

Set 'Transition Duration' to 0sec. (If 'Transition Duration' is not 0, the animation is blended)

Set 'exit time' to Zero.

Uncheck the 'has exit time' for the transition from Looping animation like Idle.

Check the 'has exit time' for the transition from Non-Looping animation like Attack.

(If 'has exit time' is checked the transition occurs after the end of the animation cycle)

<Making new animations>

Press record button in animation window.

And just move and rotate the white bone gizmo.

If you are not good at animating, making a 1 frame pose would be enough which I did on Jump and Attack2 animation.

<Contact>

Email: junhyuckjang3@gmail.com

Question, Feedback, etc. everything is welcome.

If you like my character asset, please give me a review on asset store.

Kind reviews give me energy to continue this project.

Check my other character assets on Publisher page.

Forum link - I will upload about new character assets on this thread; Get ideas about what assets you want me to make; Get feedback; User Support