



Drawing & Coloring Extra

V 1.1.5

Indie Studio

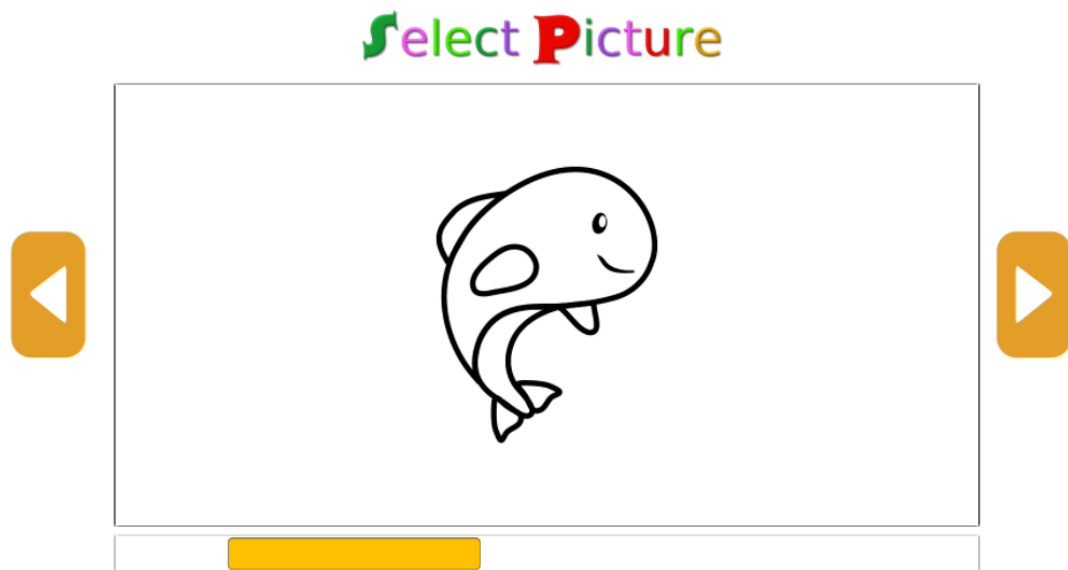
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Table of Contents

1.0	- Album Scene	3
2.0	- Game Scene	4
3.0	- Export Character Files	5
4.0	- Import Character Files	7
5.0	- Create Unity Character	9
6.0	- Create Character Parts.....	12
7.0	- Shapes Manager.....	14
8.0	-Tools.....	15
9.0	-Tool Contents.....	16
10.0	- Trash Confirm Dialog.....	17
11.0	- Setup ADS Packages.....	18
13.1	- Setup Google Mobile Advertisements.....	18
13.2	- Setup ChartBoost Advertisements	22
13.3	- Setup Unity Advertisements	25
12.0	- Advertisements Manager	26
13.0	- Reskin The Font.....	27
14.0	- More Details	28

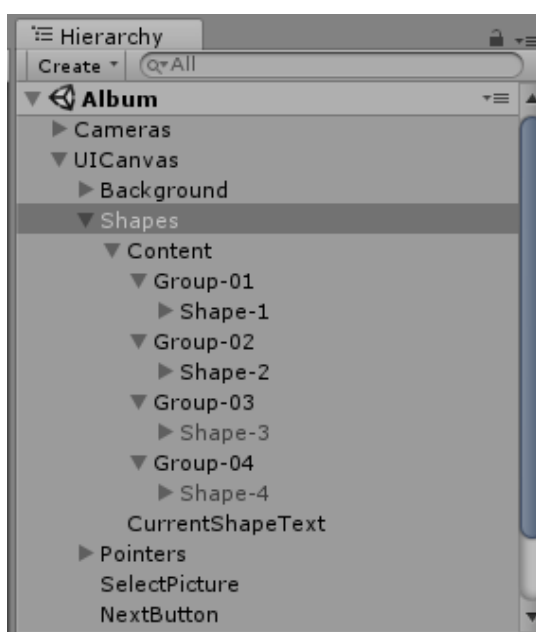
1.0 -Album Scene



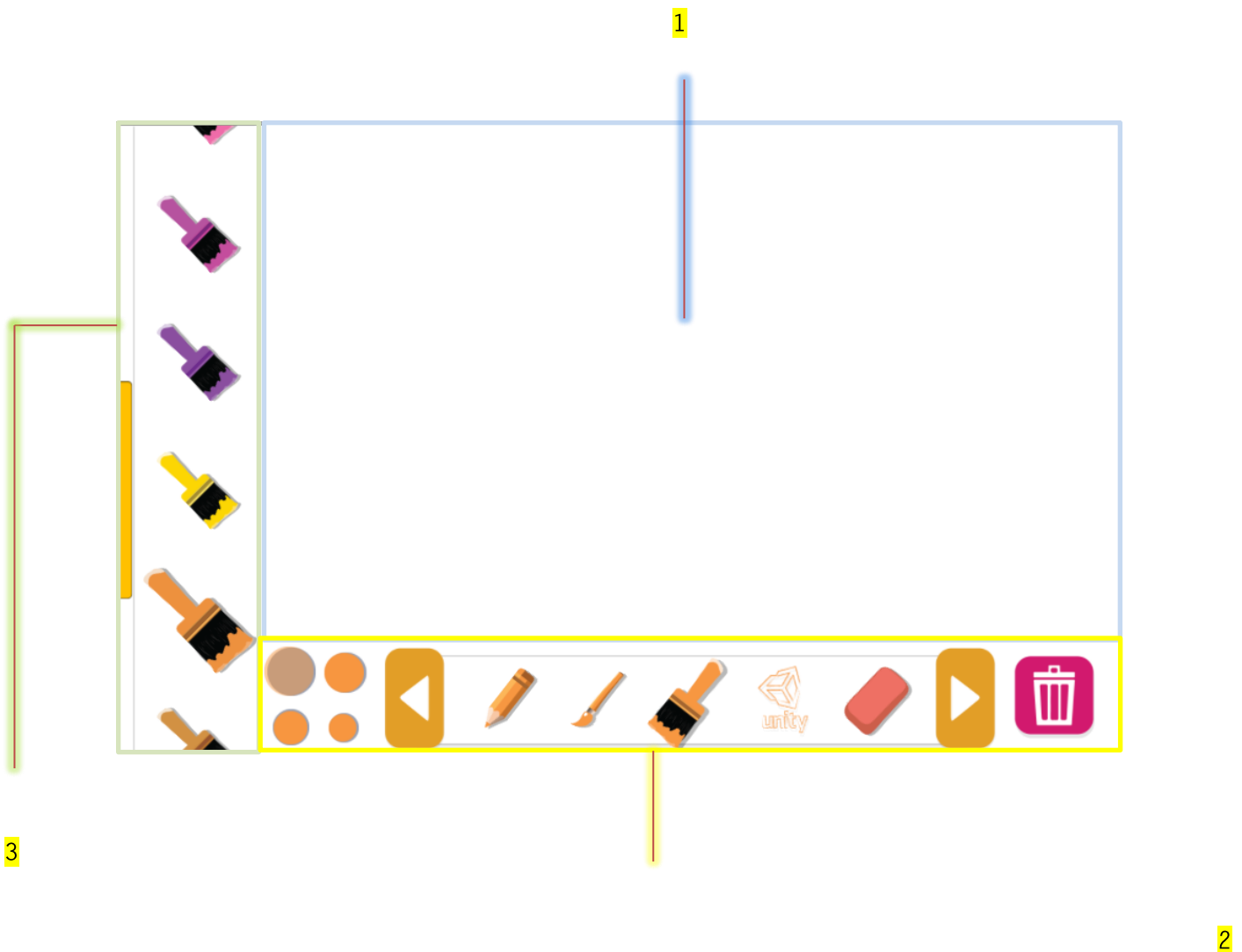
The Album scene contains the sliding characters to give the user the ability to select any character that he/she wants for Drawing and Coloring.

The shapes or characters will be generated automatically inside the Shapes Gameobject in groups.

Check the following figure:



2.0 - Game Scene



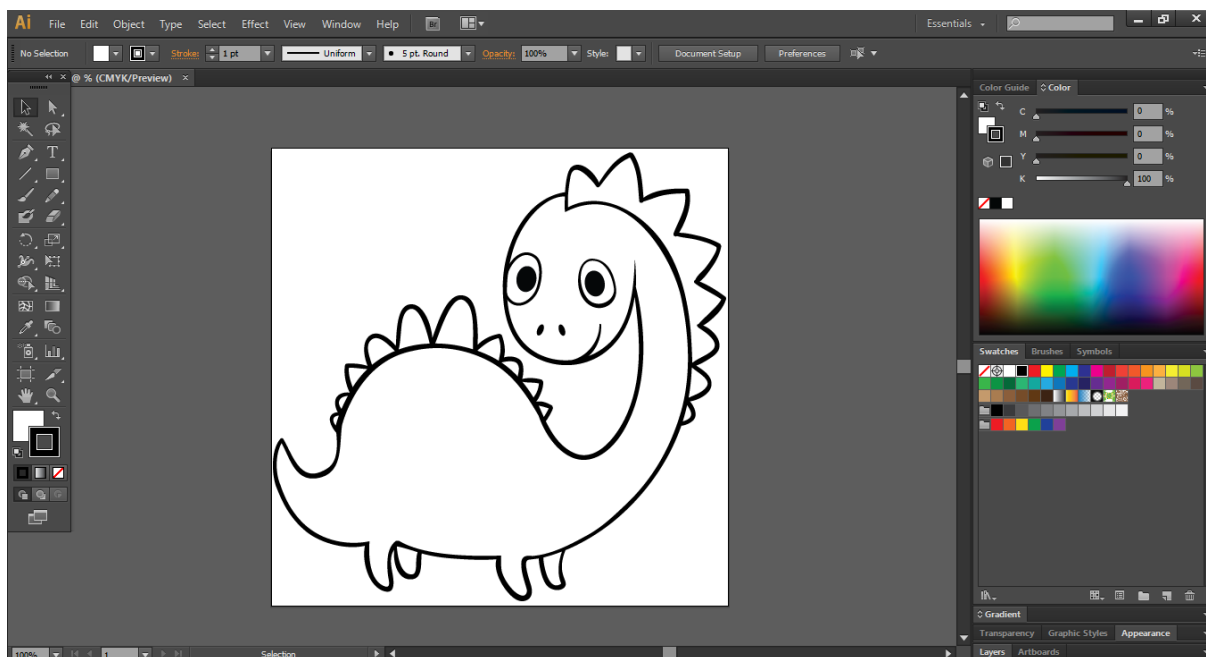
The Game scene is divided into three areas as the following :

- 1** -> Draw Area : The area that you draw inside.
- 2** -> Bottom Panel : Contains the Tools Slider, Trash, Thickness Size, etc
- 3** -> Left Panel: Contains the Tool Contents Slider.

3.0 -Export Character Files

We assume that you have designed your character using one of the design tools such as Adobe Illustrator, Photoshop,...etc.

In the following example the character is designed using Adobe Illustrator cs6.

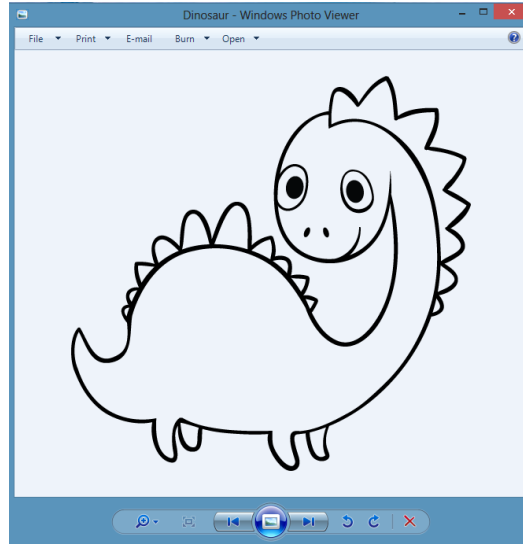


You need to export two files as png/jpeg/psd of 512 x 512px or 256 x 256px resolution if the shape/character is small.

Otherwise export the shape/character with the relevant resolution that you find.

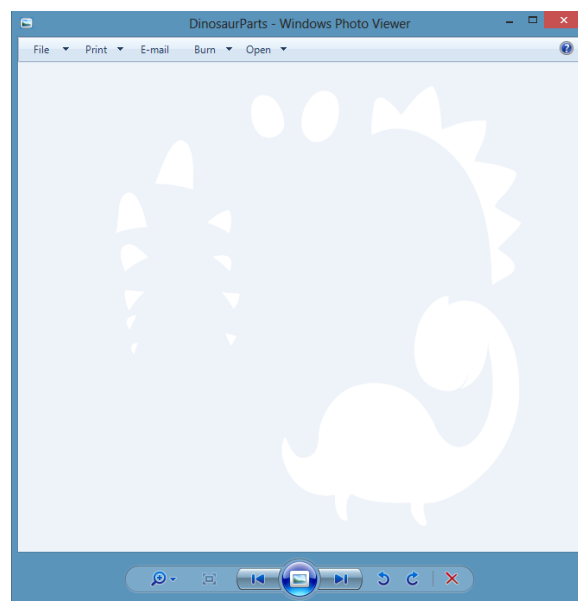
- 1) The first png file is the **Character Stroke** and it must be transparent image.

For the 'Dinosaur' example we export it as Dinosaur.png



- 2) The second png file is the **Character Parts** and it must be transparent image. Create this file if you want to use the **PaintCan filling Tool** with 'Dinosaur', otherwise don't.

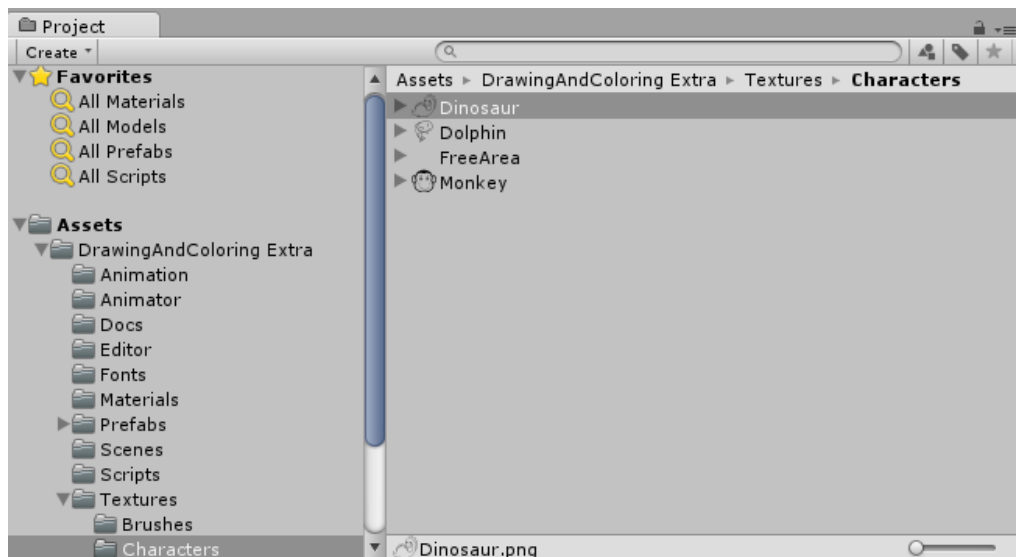
Export the Character Parts as 'DinasourParts.png' as the following figure :



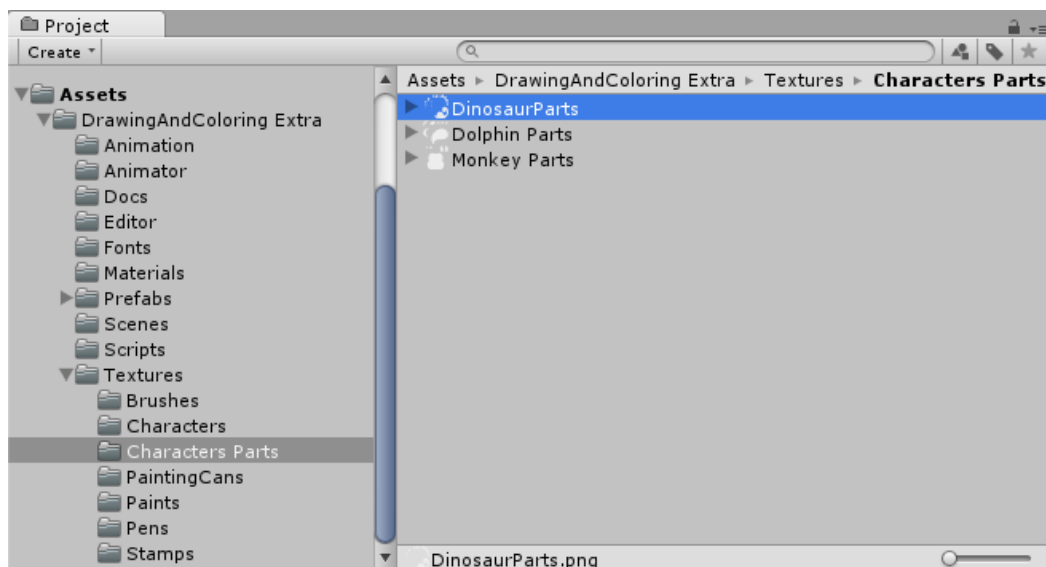
Note: make sure there are no collisions between the parts in the Atlas Image.

4.0 -Import Character files

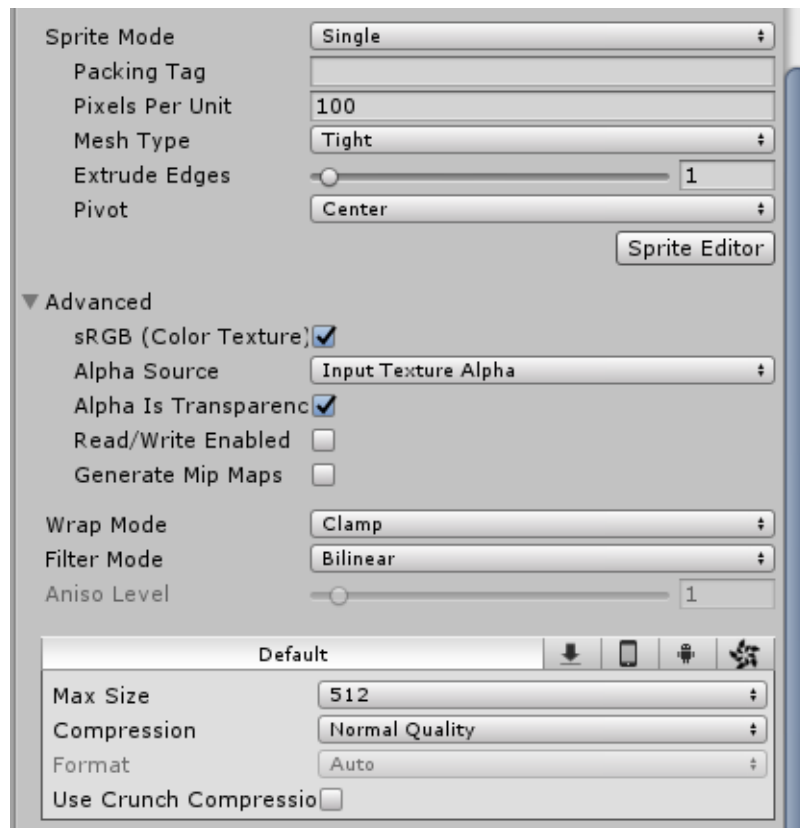
- 1) Drag and drop 'Dinosaur.png' to the **Characters folder** as the following figure :



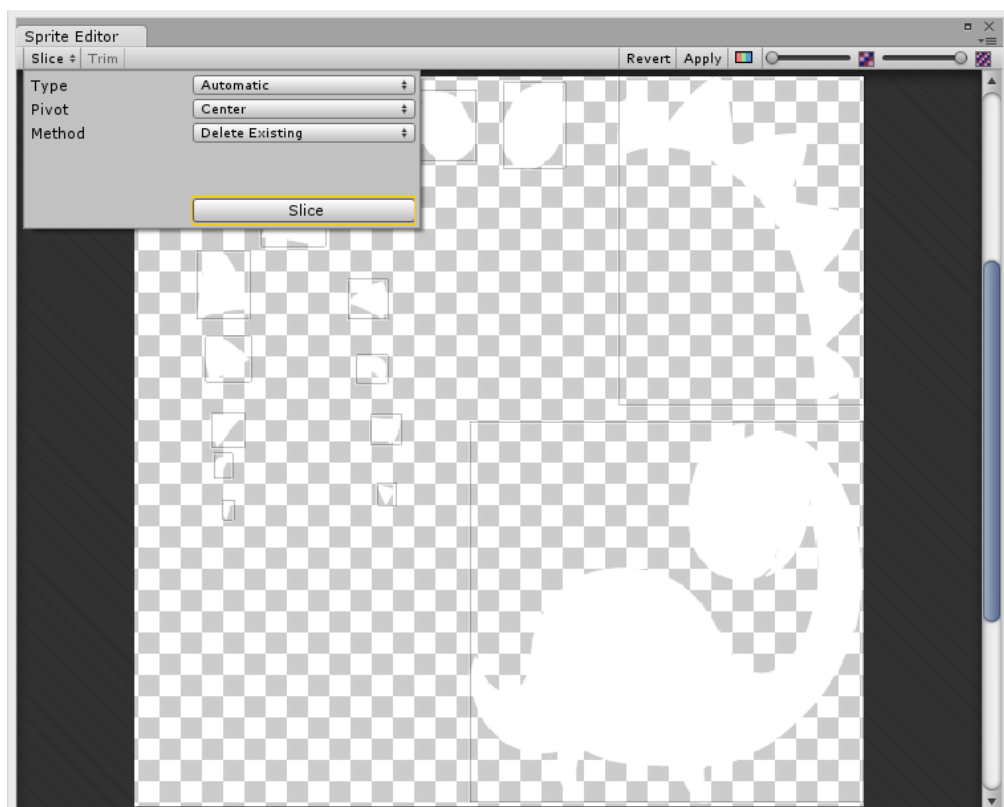
- 2) Drag and drop 'DinosaurParts.png' to the **Characters Parts folder** as the following figure :



- 3) From the Inspector settings change the Sprite Mode to Multiple and set the Max Size e.g to 512/256

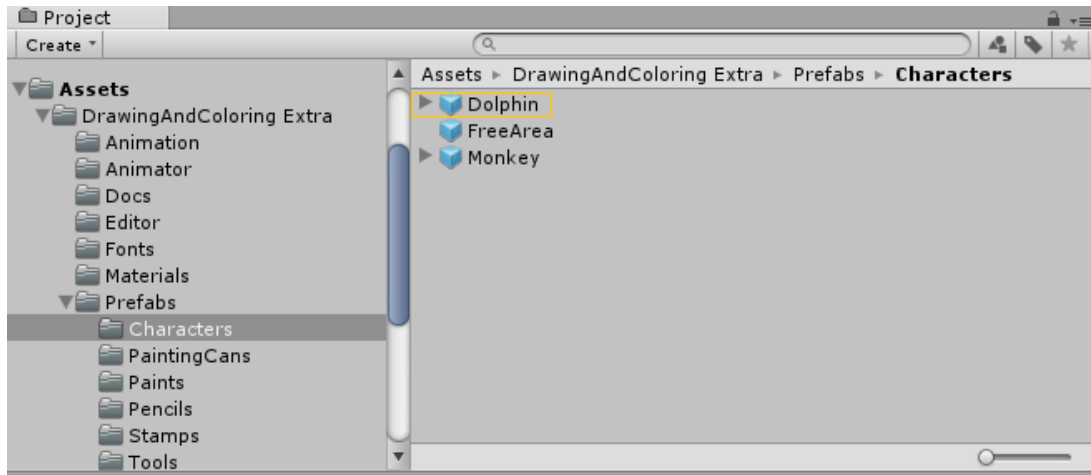


- 4) Click on **Sprite Editor** button to slice the CharacterParts into separate sprites as the following figure :

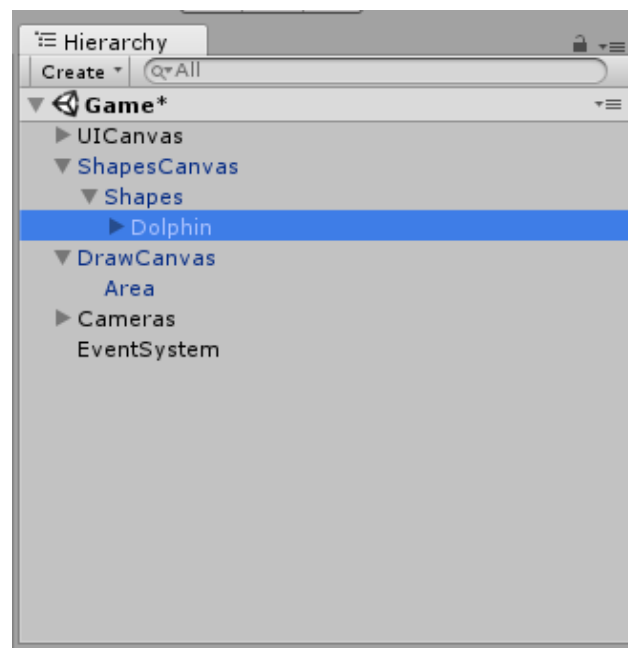


5.0 -Create Unity Character

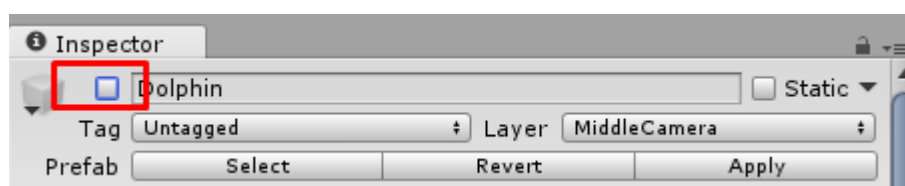
We want to use one of the **built-in** characters to create our character 'Dinosaur', for example we select the 'Dolphin'.



Drag and drop the 'Dolphin' prefab from **Prefabs/Characters** folder to **Shapes** Gameobject in the Game scene as the following figure:

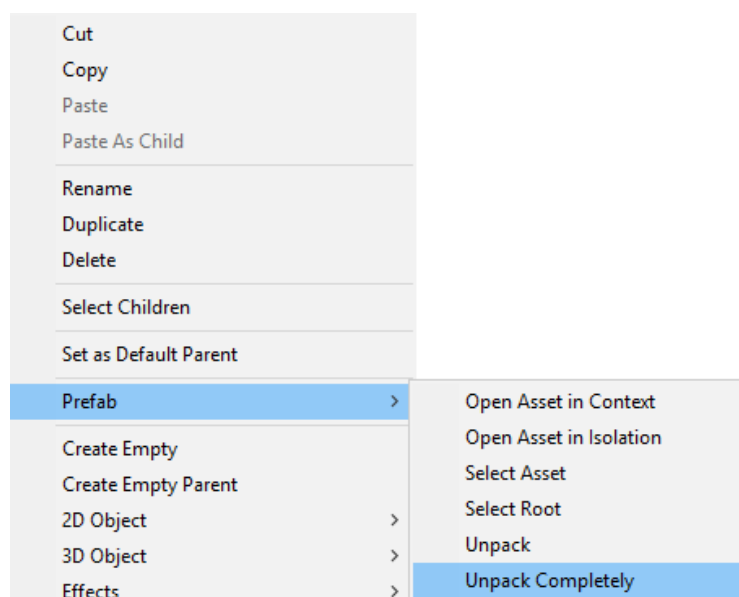


(Note : Enable the gameobject if it is disabled)

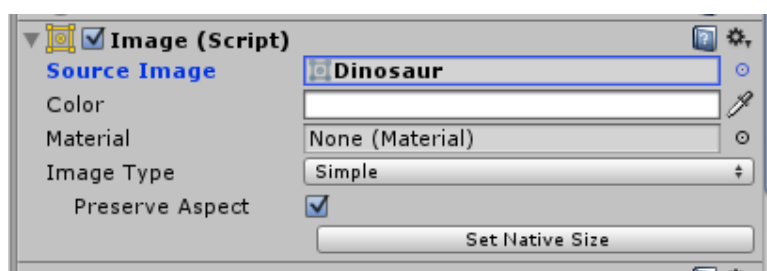


Break the prefab instance of 'Dolphin' as the following figure:

Right click on the shape -> Prefab -> Unpack Completely



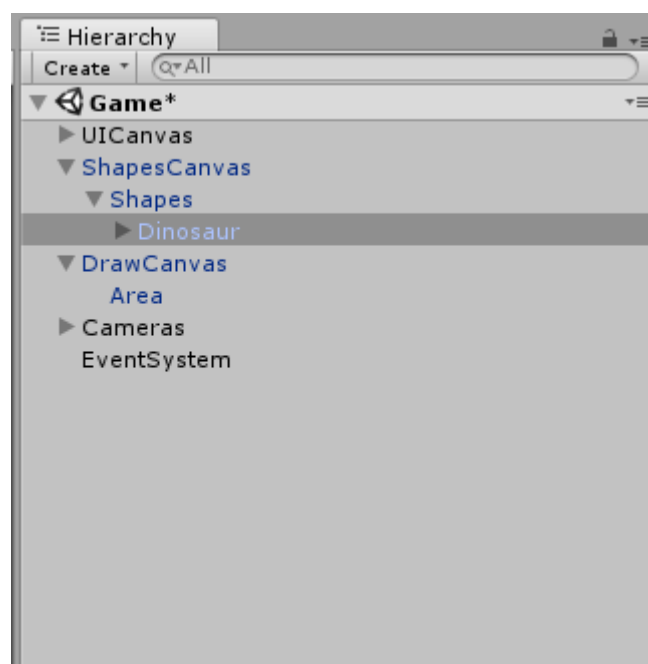
Now from the inspector settings change **Source Image** to Dinosaur as the following figure :



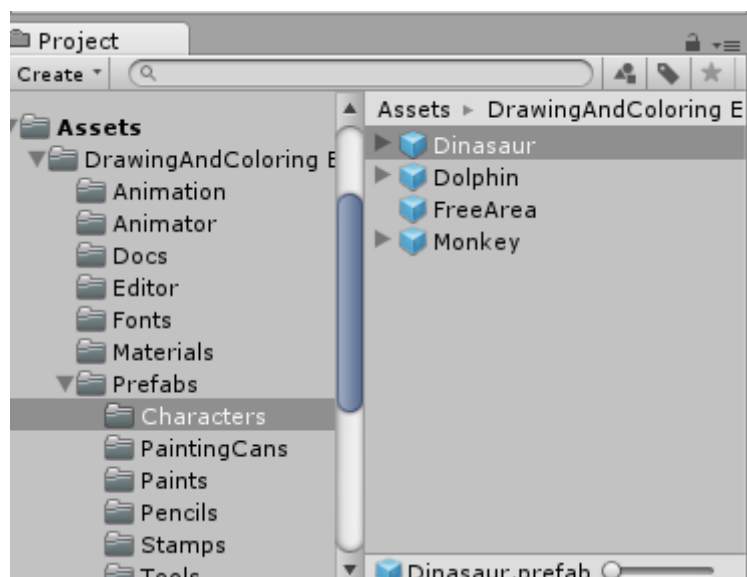
In the Game tab you must see the Dinosaur as the following figure :



Rename the 'Dolphin' Gameobject in Hierarchy to 'Dinosaur' as the following figure :



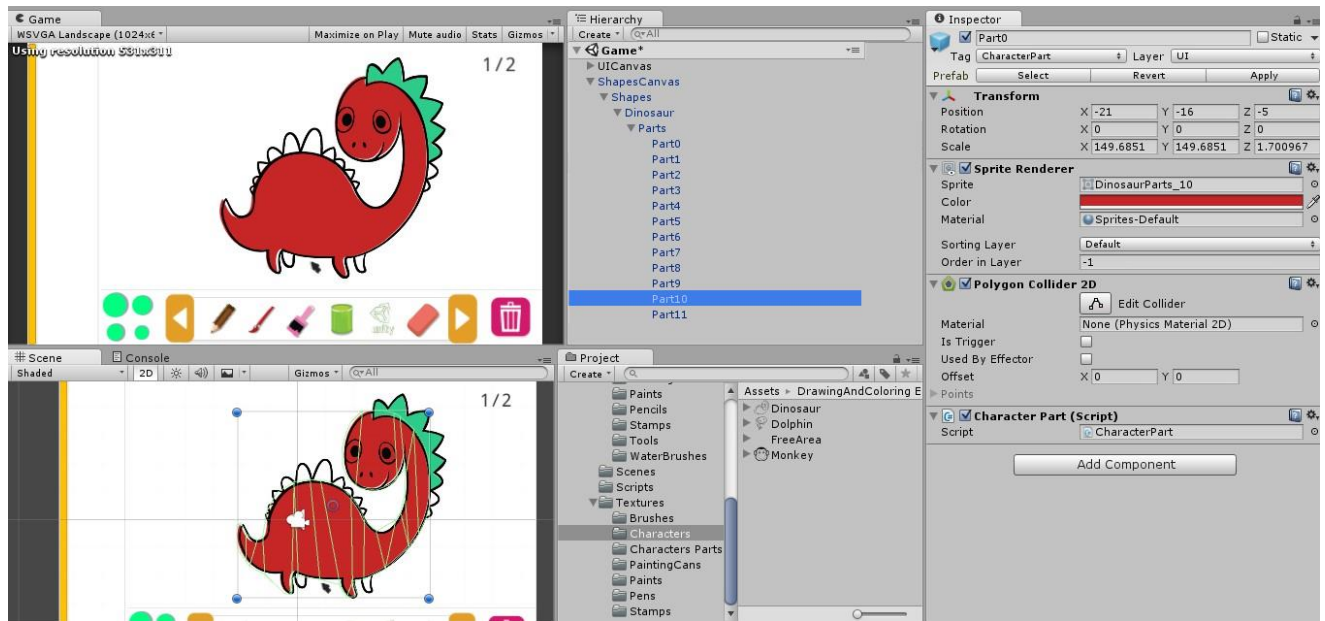
Drag and drop 'Dinosaur' Gameobject to prefabs folder and then remove it from the Hierarchy, Finally save the Scene (ctrl/cmd + s)



6.0 -Create Character Parts

Follow the instructions below if you want to use the Filling feature, otherwise remove the tool and Parts gameobject and ignore this section.

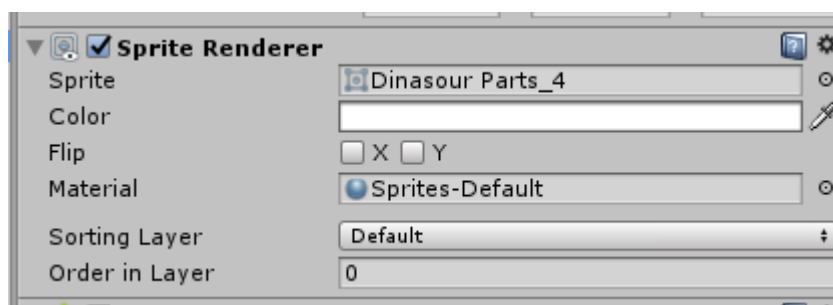
Create each part under Parts Gameobject as the following figure :



Quick Note :

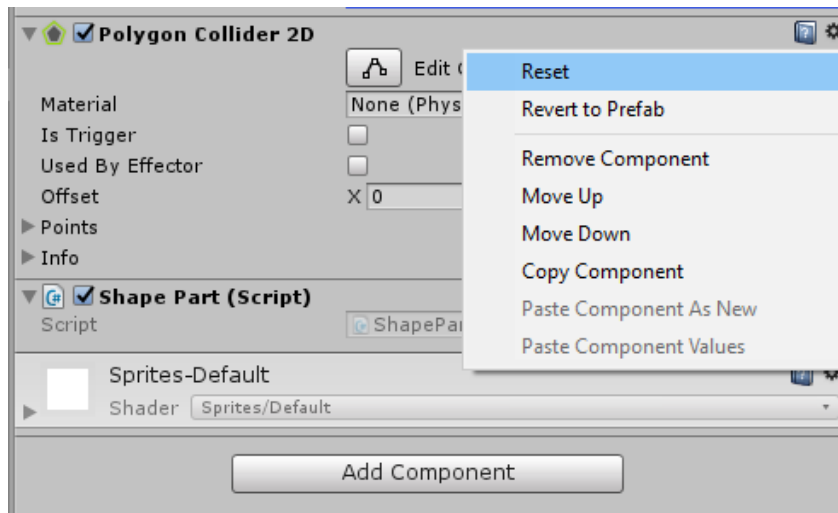
In the above image we have colored the parts to see them. When you create the parts apply the white color from **Sprite Renderer** component on each instance.

- 1) Set the **sprite** for each Part and **Order in Layer** to 0 using **Sprite Renderer** Component



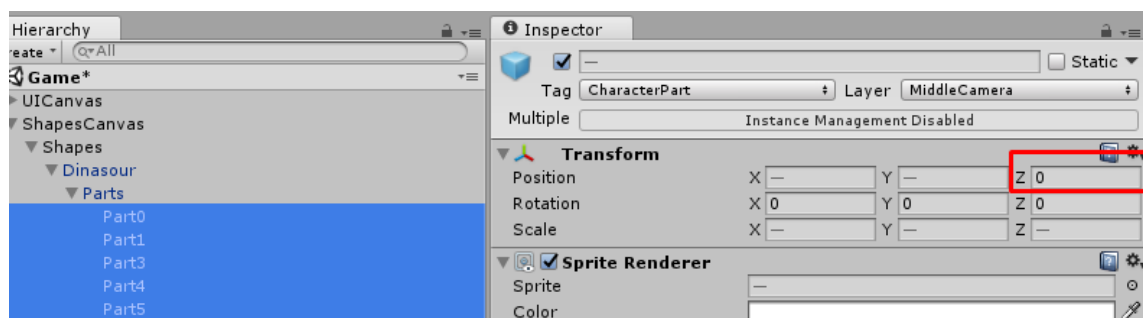
- 2) **Reset** the Polygon/Circle Collider 2D to fit the Part's Boundary

(Edit the collider as you want)

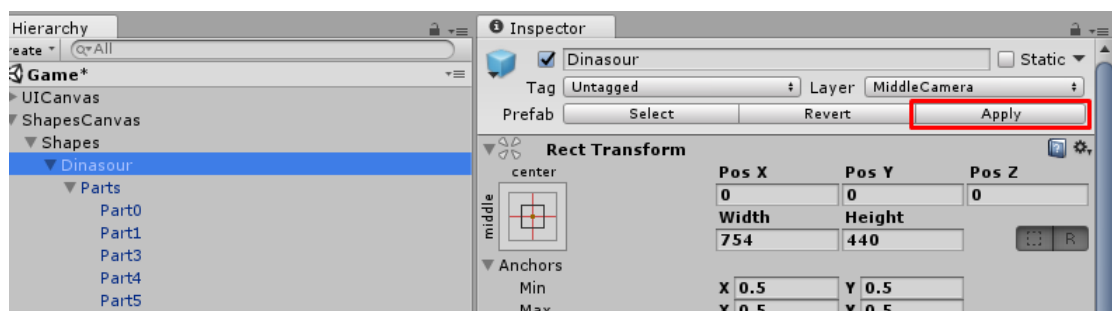


3) Make scale/translate/rotate using **Transform** component to set each part in the relevant location. You can use the unity Scene layout for easier transform operations, click on any part and hit W or E or R keyboard keys for translate, rotate, scale.

4) Set z-position to 0 for all parts



5) Click on **Apply** button to save the changes on 'Dinosaur' gameobject, delete character from Hierarchy and save the scene.

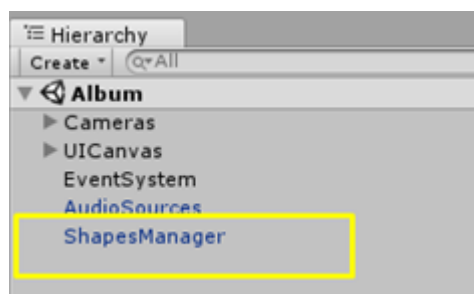


Using 2018.3 or Higher you will see custom Apply button instead

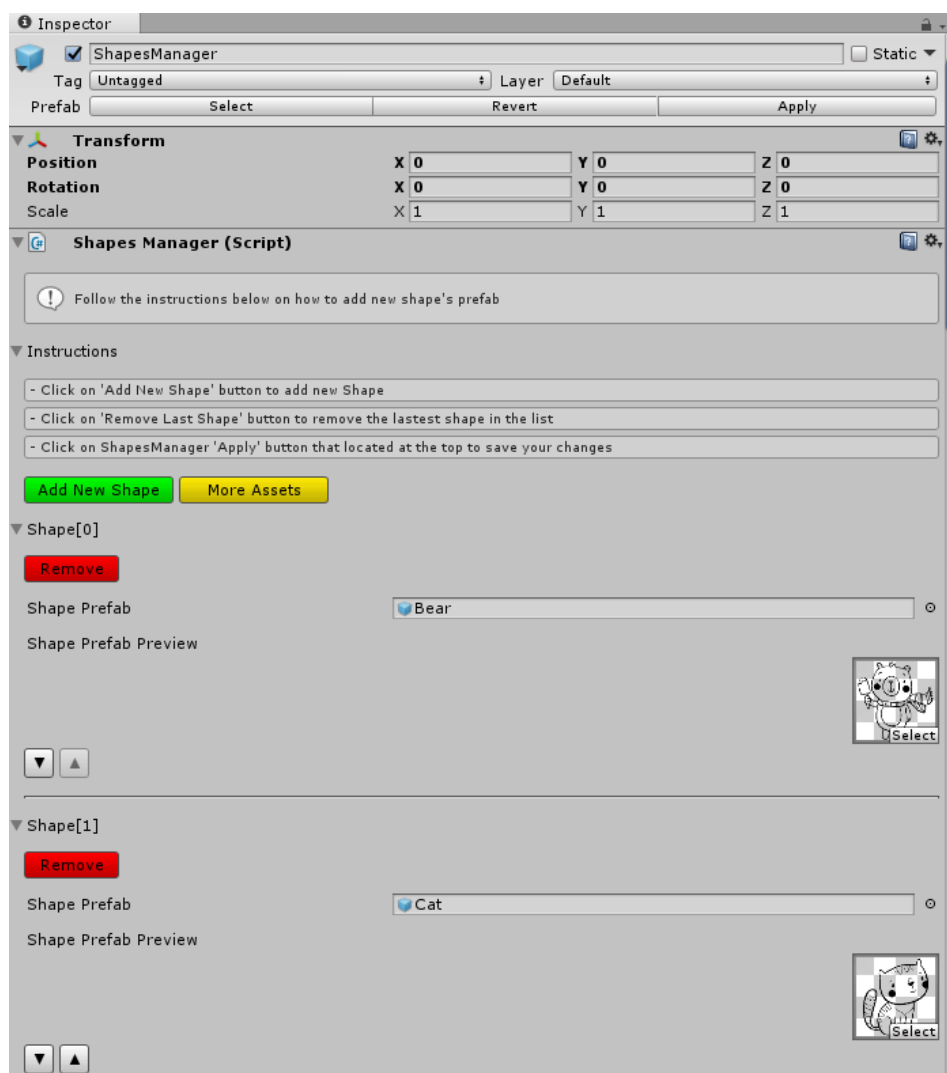


7.0 -Shapes Manager

Shapes Manager contains the shapes/characters prefabs to create them in Albums and Game Scenes.



Follow the instructions in the component to add your character prefab, then click on **Apply** button and save the scene :



Using 2018.3 or Higher you will see custom Apply button instead

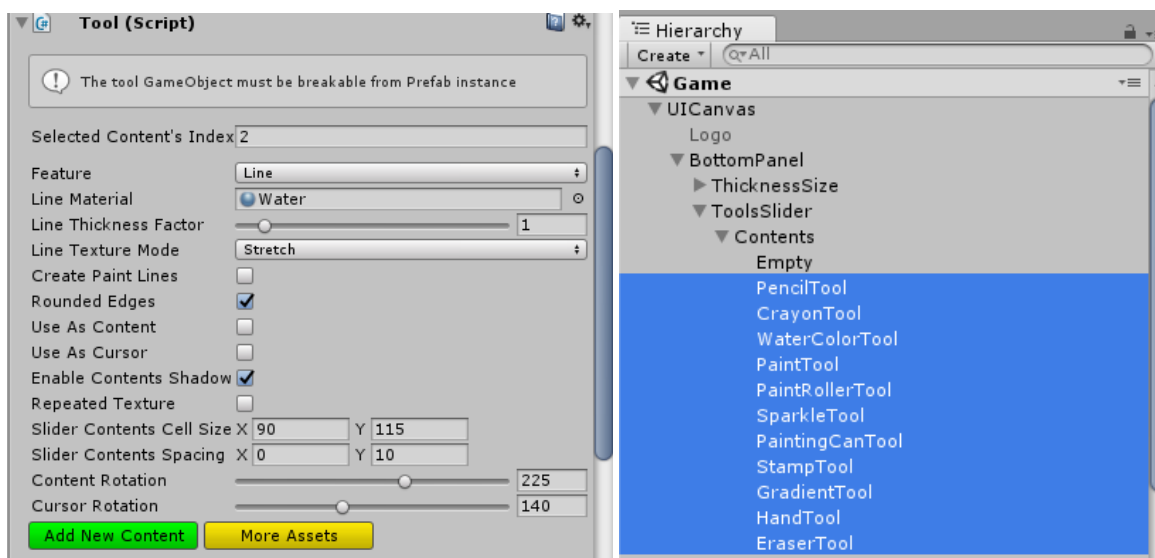


8.0 -Tools



Each tool must be under **ToolsSlider** GameObject in the **Contents** child. You will find Tool.cs component attached on each tool, manage the attributes as you want.

Check the following figure:

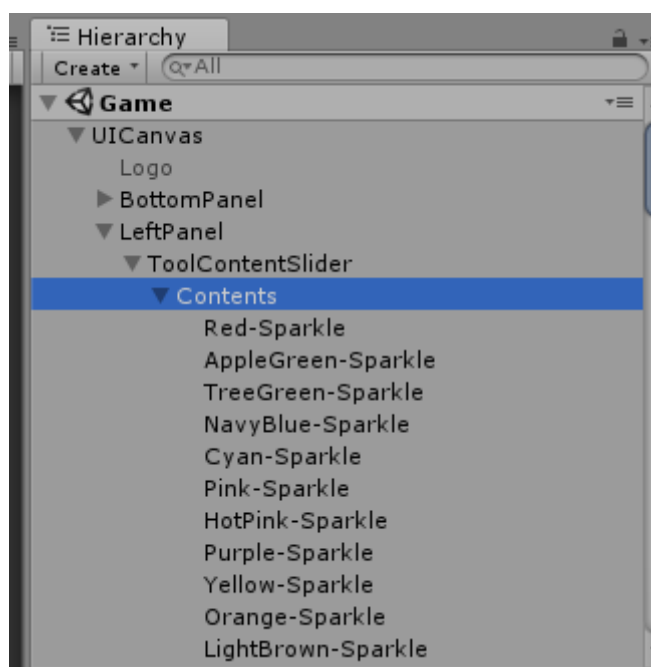


- You can change the size, rotation of the contents of the tool In the LeftSlider from the attributes in the Tool component.
- You can change the Cursor Rotation of the tool using the attribute in the Tool component.

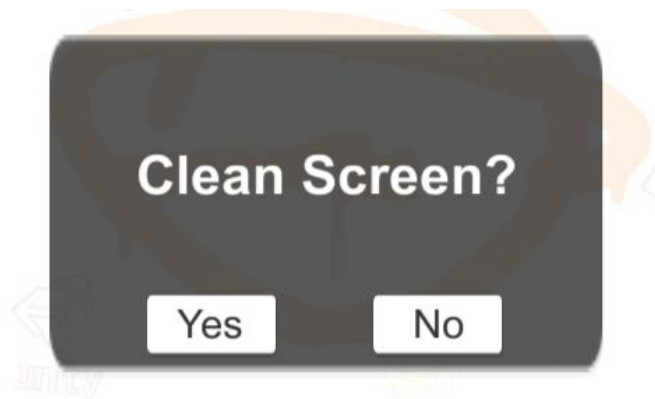
9.0 -Tool Contents



The contents of the tool are instantiated in GameManager.cs using `InstantiateToolsContents()` method, and displayed using `ShowCurrentToolContents()` method.



10.0 - Trash Confirm Dialog



- Show Dialog

To show the Trash Confirm Dialog, you need to call the `Show()` Method which is in the `ConfirmDialog` script.

Example:

```
GameObject.Find ("TrashConfirmDialog").GetComponent<ConfirmDialog> ().Show ();
```

- Hide Dialog

To hide the Trash Confirm Dialog, you need to call the `Hide()` Method which is in the `ConfirmDialog` script.

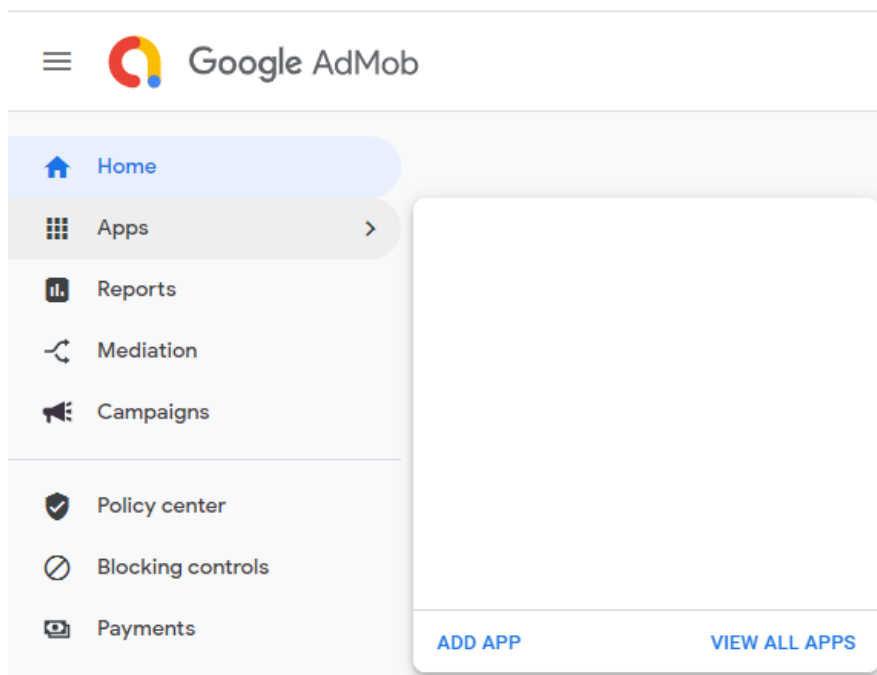
Example:

```
GameObject.Find ("TrashConfirmDialog").GetComponent<ConfirmDialog> ().hide ();
```

11.0 - Setup ADS Packages

11.1 - Setup Google Mobile Advertisements

1. Sign in to <https://apps.admob.com>
2. Select Apps -> ADD APP

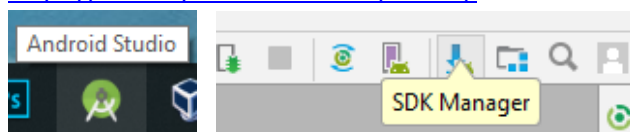


3. Then follow the steps of Google AdMob to monetize a new app or existing app.

After creating your app, find your App ID and Ad Units (Banner /Interstitial ids)

4. Make sure you have JDK, Android SDK installed on your PC and linked in your Unity Editor from (**Edit > Preferences > External Tools**)
5. Note: you can download **Android Studio** (Optional) and then use Android SDK Manager to install/update the SDK Platforms, SDK Tools, Google Play Services from the Android SDK Manager and finally get the path of your SDK and link it in unity.

<https://developer.android.com/studio/>



6. Download Google Mobile Ads Package from the following link

<https://github.com/googleads/googleads-mobile-unity/releases>

7. Make sure to switch into **Android Platform** then import the GoogleMobileAds package to your unity project from **Assets -> Import Package ->Custom Package.**



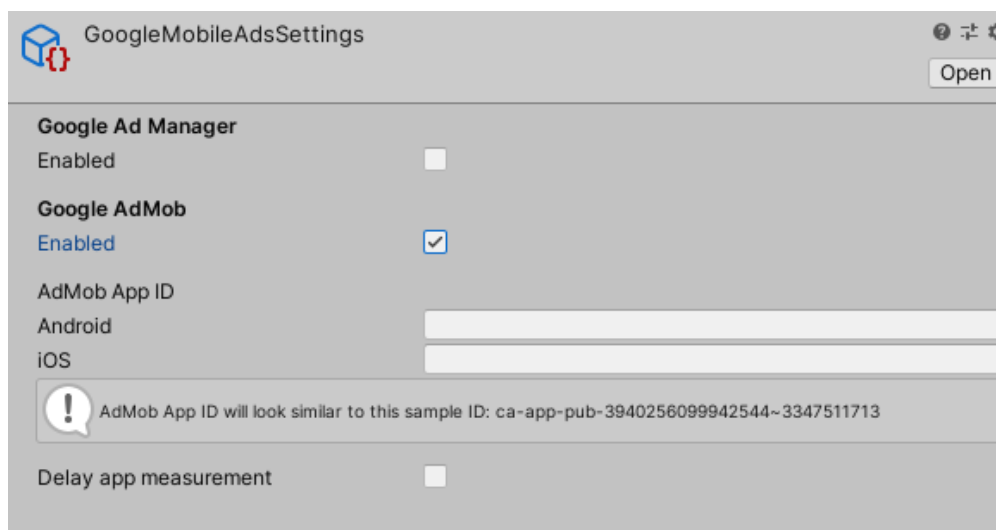
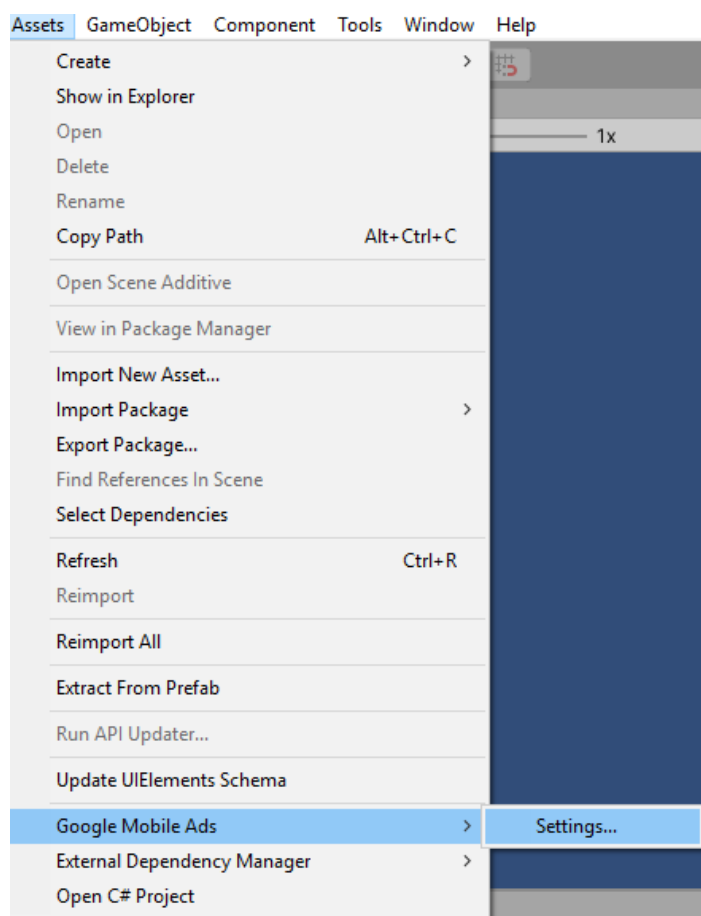
8. Add Selected Registries in Package Manager Resolver (if this window appeared)



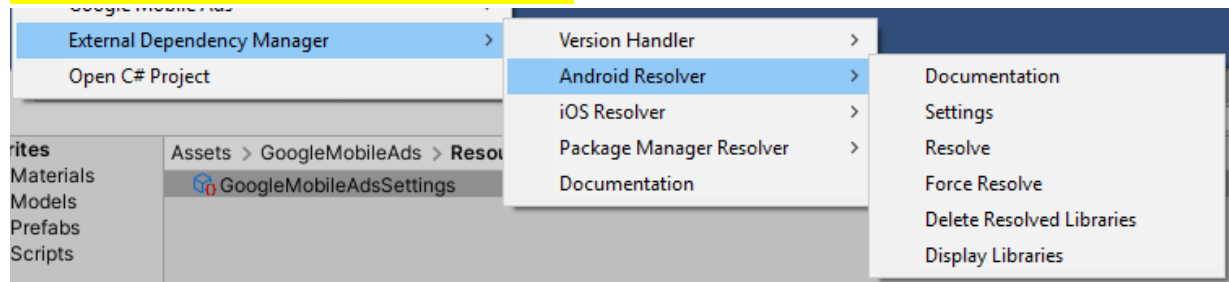
9. Apply Migrating Packages(if this window appeared)



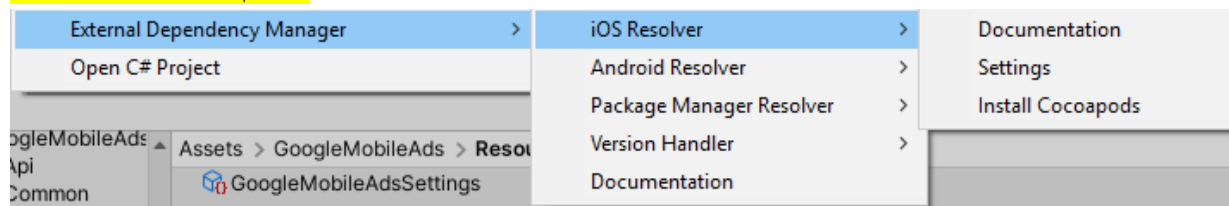
10. Select **Assets > Google Mobile Ads > Settings**, then Enable AdMob and insert your AdMob app ID ,otherwise your app /build will crash.



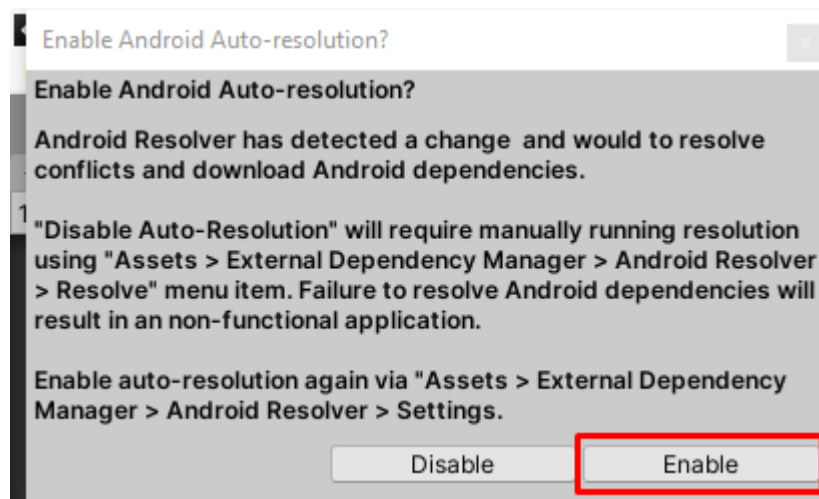
11. Select, **Assets > External Dependency Manager > Android Resolver > Resolve/Force Resolve** for Android Platform



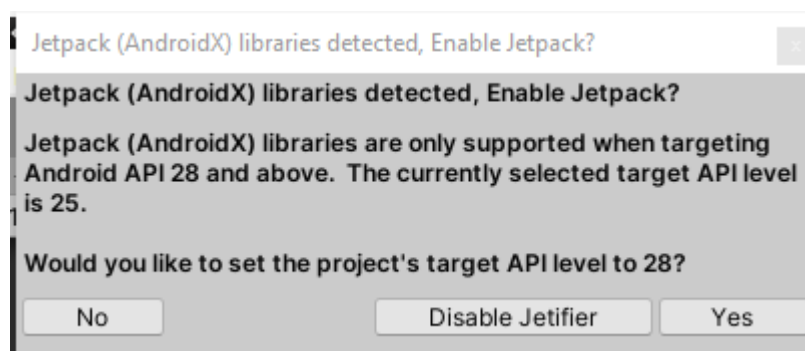
- Select, **Assets > External Dependency Manager > iOS Resolver > Install Cocoapods** for IOS Platform



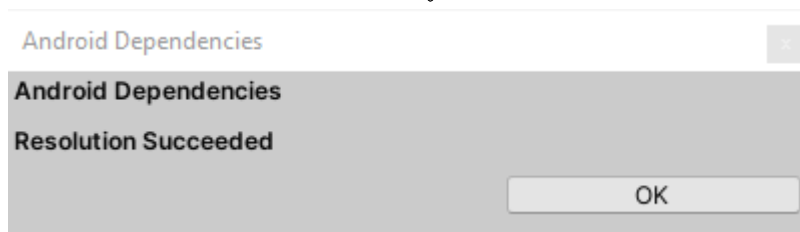
If these windows below appear then:
 Enable Android Auto-resolution



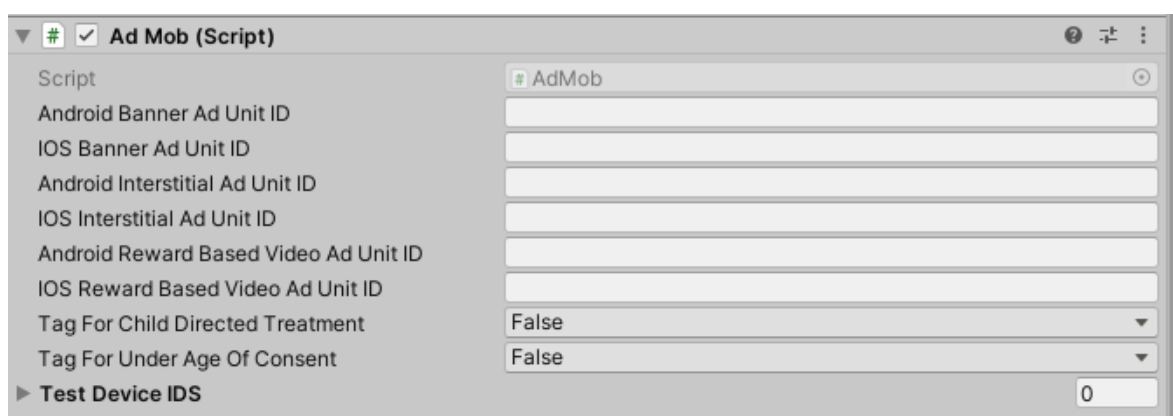
Enable Jetpack and set target API as last or highest install one



12. When resolve is done you should see this message



13. Insert the Unit IDs of the Banner/Interstitial in the Admob Component in the **AdsManager GameObject** in the **Album** scene and then click on **Apply** button to save your changes.



Using 2018.3 or Higher you will see custom Apply button instead

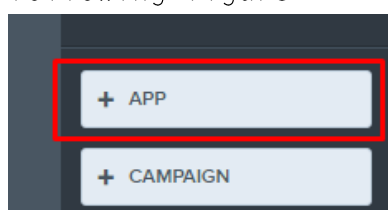


11.2 - Setup ChartBoost Advertisements

Login to <https://www.chartboost.com>



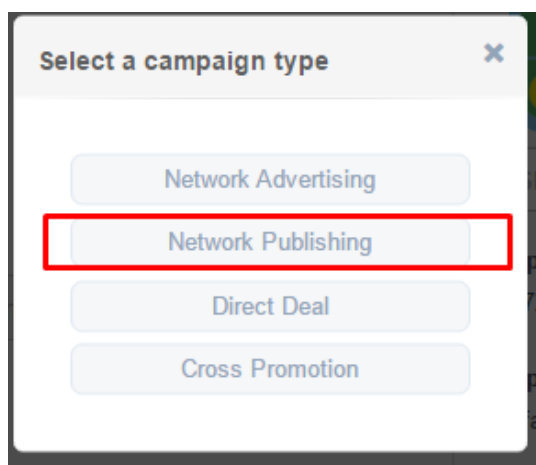
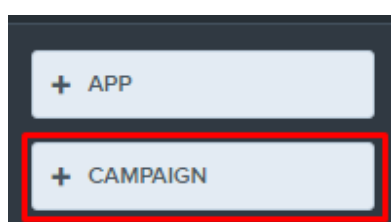
1. From the left sidebar at the bottom click on + APP as the following figure



2. Fill the details of the app, and then **Save**

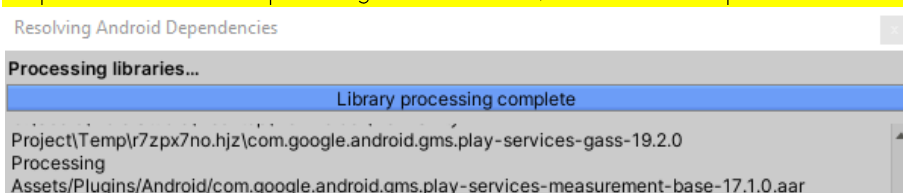
Add App [Learn More](#)

3. Create new Campaign

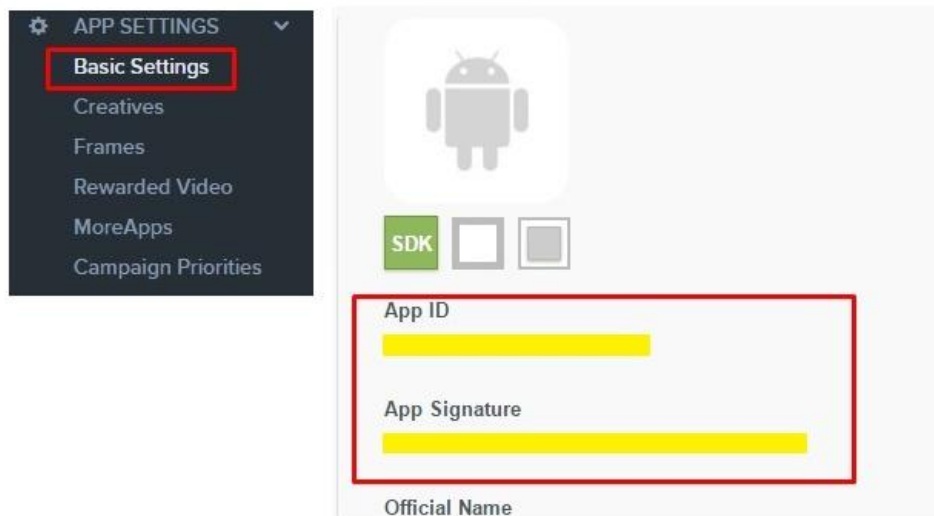


4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.
5. Download ChartBoost Package for Unity
<https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity>
6. Import the package in the zipped file to your unity project.

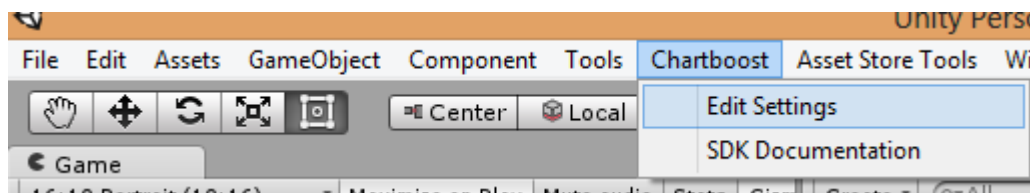
Note: you may see Resolving Android Dependencies window if you imported Admob package before (Resolve Dependencies)



7. Copy App ID & App Signature



8. From your unity project, select ChartBoost -> Edit Settings

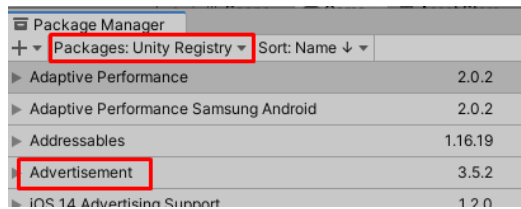


9. Paste App ID & App Signature in the ChartBoost Settings



11.3 - Setup Unity Advertisements

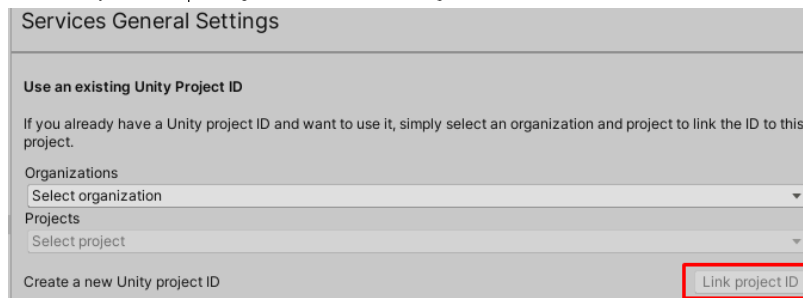
1. Install Advertisement package from **Window -> Package Manager**



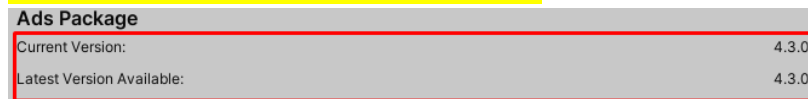
2. Enable Unity ADS Service from **Window -> General -> Services->ADS**



3. Link your project and Organization



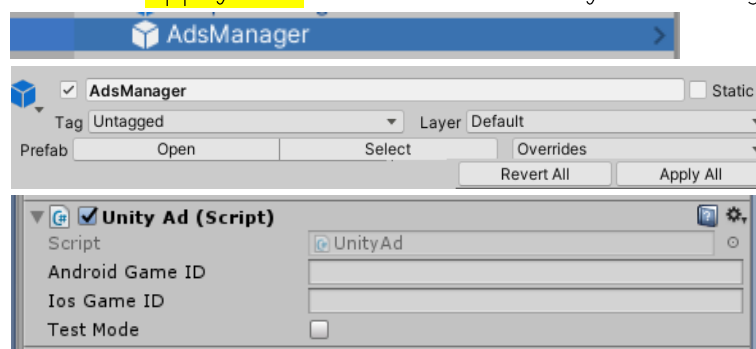
Note: You may have an option to install or update the unity ads package from **Window -> General -> Services -> ADS**



4. Get your Android/iOS Game ID

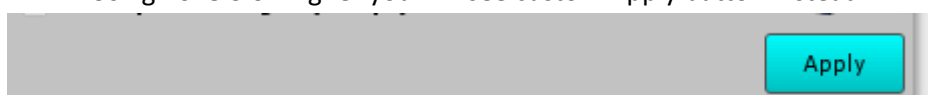


5. Insert your Unity Android/iOS Game ID in the **UnityAd** Component in the **AdsManager** GameObject, and then click on **Overrides-> Apply All** button to save your changes



Note: To test the unity ads Enable Test Mode, once you want to release or publish your app turn it off.

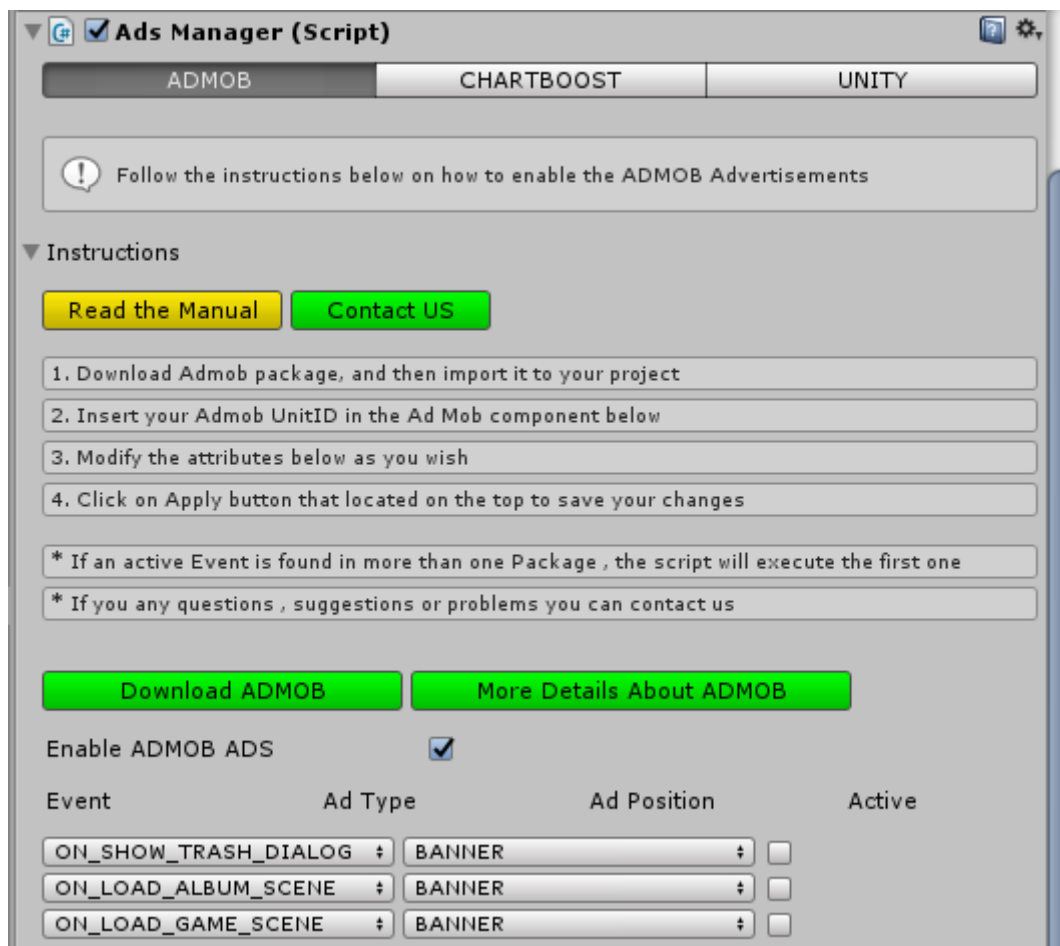
Using 2018.3 or Higher you will see custom Apply button instead



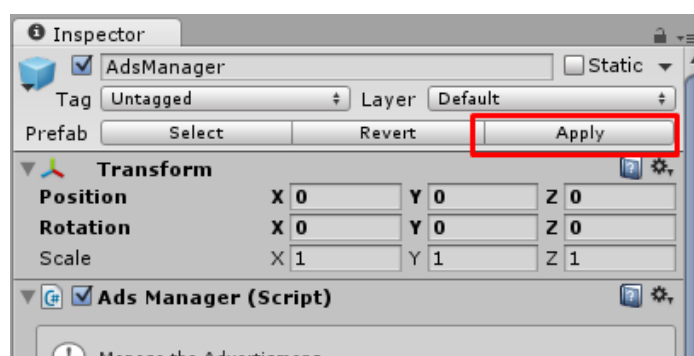
(You can find more details about ADS Packages in the **AdsManager** GameObject)

12.0 - Advertisements Manager

To manage the advertisements of each Package (*Admob, ChartBoost, Unity ADS*), open the Album scene then select the **AdsManager GameObject** and manage the ads using **AdsManager component**



Click on **Apply** button to save your changes.



Using 2018.3 or Higher you will see custom Apply button instead

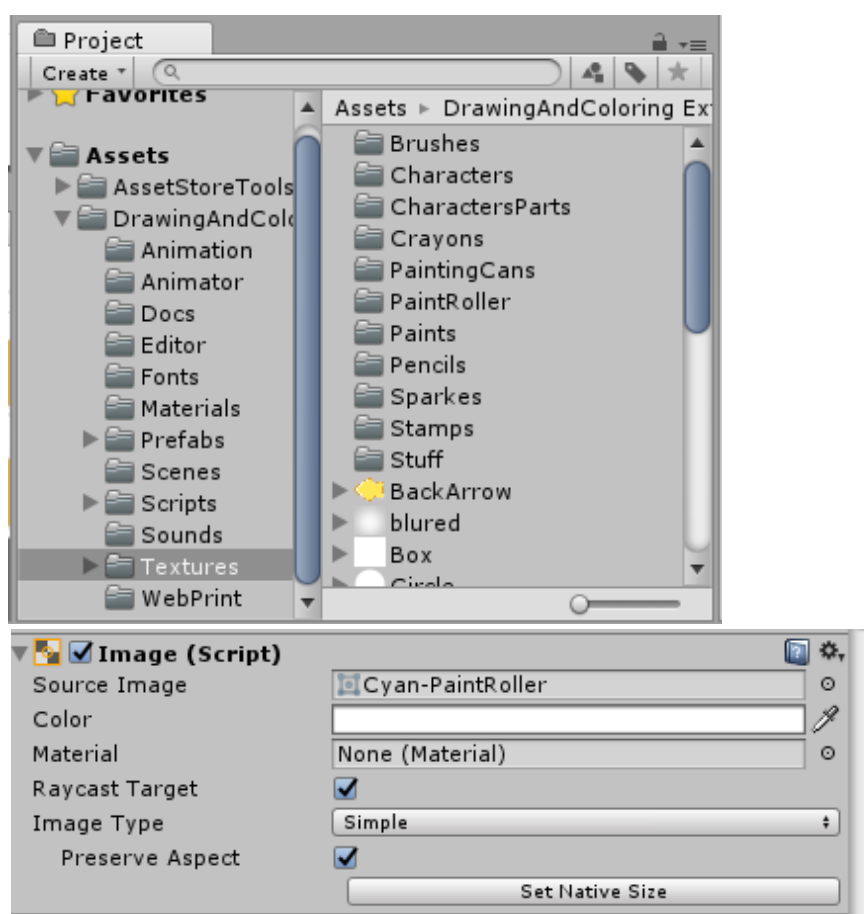


13.0 - How To Reskin

We recommend to reskin your package to make your app unique in the stores such as Google Play, App Store... etc. and to avoid any conflict with other users Apps who purchased it.

After you design new images replace them (the same name) in **Textures** folder to reskin your App. If you have missing references change the sprite or Source Image from SpriteRenderer or Image component in the GameObject.

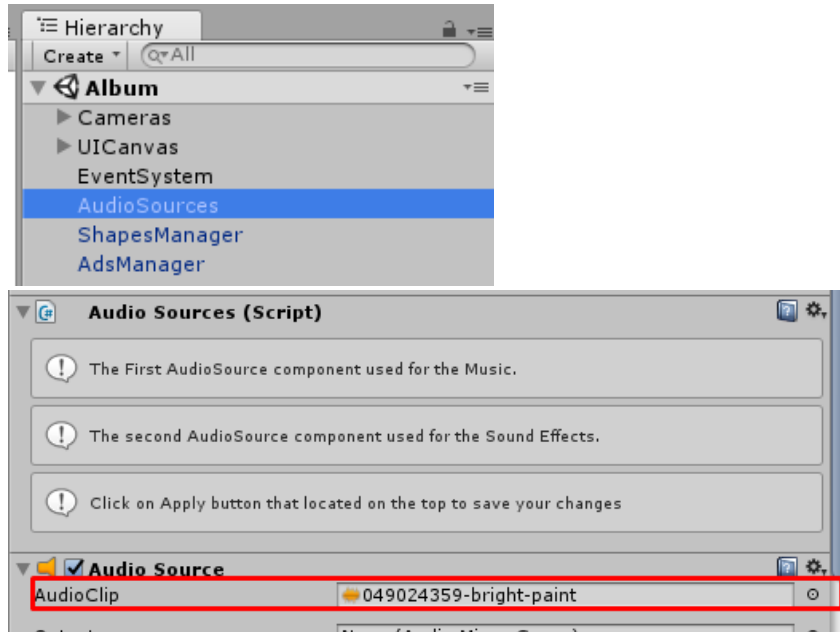
You can also change the positions, scale of the UI elements inside each scene using RectTransform component.



- To disable any gameobject in the Game scene try to disable its components such as Text, Image, Collider, Animator, Shadow...etc
- If you have any challenges or problems, you can contact us and we would be happy to help you in the reskin process.

14.0 - More Details

- Use the first AudioSource component in the AudioSources GameObject in the Album Scene for the Background Music, and then click on **Apply** button to save your changes.



- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.
- Download Music
<http://www.pond5.com/stock-music/49024359/bright-paint.html>
- For Gallery Screenshot plugin
<https://assetstore.unity.com/packages/tools/integration/gallery-screenshot-7827>

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

Good Luck ☺