

Welcome to Text Animator for Unity!

Thanks so much for getting Text Animator and supporting our work!

The past 5 years have been amazing, from all the many [wonderful games showcased](#) on our website to the people we actually met in person at different industry events using our tools.

We are looking forward to see what you all create with this new version and we can't wait to release even more features and improvements! (Please do give us feedbacks as well - we need it and are developing to help you!)

Useful Links

Here are some links that might become handy:

- Documentation: <https://docs.febucci.com/text-animator-unity>
- Website: <https://www.textanimatorforgames.com/unity>
- Unity Tutorials, industry behind the scenes and more: <https://blog.febucci.com/>
- Our other tools: <https://www.febucci.com/tools>

If you need any help at any time, please feel free to contact us through the [support page](#) as well!

License

P.S. A small reminder that Text Animator has a different license compared to the Standard Asset Store one; you can [read the latest version here](#).

In the past years the [Asset Store] license was per-seat, but it didn't help neither students or small indies without funding/publishers, nor bigger companies with huge teams but a few people on a specific project.

With the new license **we grow as you grow, the asset is still super accessible** and the version you get is yours to use **forever**, with **no retroactive changes**.

Please make sure that you are compliant and obtain a legit copy, so that we can keep doing what we do and keep things accessible for everyone. Let us know if you have any feedback (the good and the bad) for the license as well, or in case you need a custom one!

Thank you so much and see you soon with the next updates!

- Febucci Team