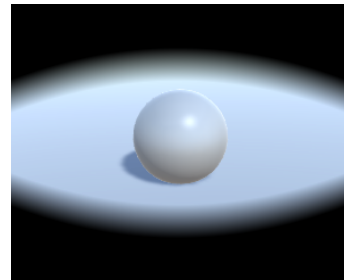


EYE Blink Effect


Guidebook



Quick Start

1. Add **BlinkEffect** component (Assets/Eye Blink Effect/Scripts) to any Camera object on the scene.
2. You can test current animation by clicking "Test Animation" button.
3. To run the animation in your game just call **Blink** of BlinkEffect component.
4. That's it!

Note: In Unity 5.0.0f4 we noticed that message when saving the scene

 Cleaning up leaked objects in scene since no game object, component or manager is referencing them
Material Hidden/Screen Overlay Color has been leaked 1 times.

Don't worry, it's harmless. If you are not ok with it - contact us and we will help you.

Check also!



YOUR GAME PROBABLY NEEDS COLLECTIBLES

(players love picking up stuff!)

Collect Me 8

<https://www.assetstore.unity3d.com/en/#!/content/59501>

Super White Screen!

<https://www.assetstore.unity3d.com/#!/content/60815>

Contact Info



Don't hesitate contacting us:
simple3dassets@gmail.com



Or checking our Twitter for more quality stuff
<https://twitter.com/Simple3DAssets>

Happy? Make us happy too!



EYE Blink Effect - Asset Store

<https://www.assetstore.unity3d.com/#!/content/61275>