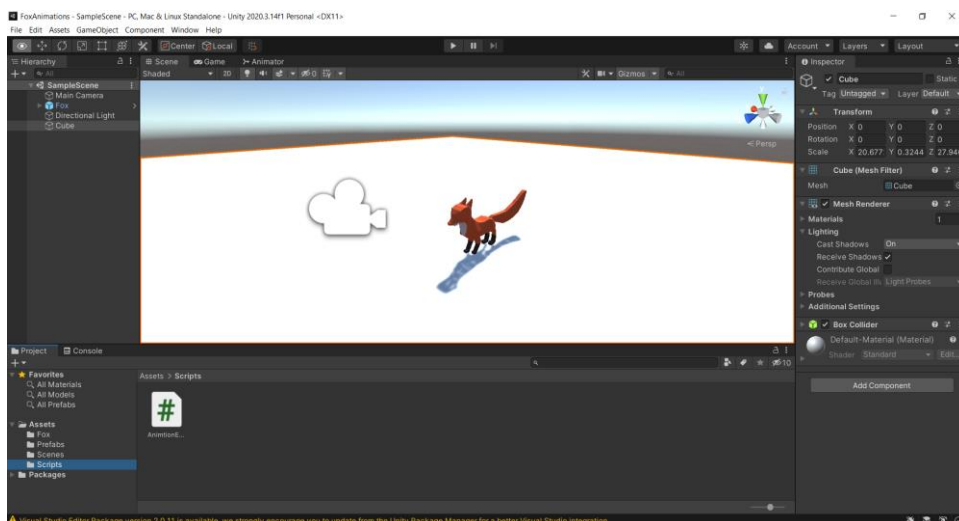


Drag and drop the model from the "prefabs" folder onto the scene.



in the archive you can watch a script with an example of animation transition.

if there is a problem, write to the mail.

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