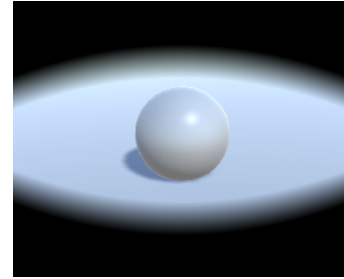


# EYE Blink Effect


## 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](mailto: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>