

By Hippo Games

Welcome! Hope you will enjoy working with my asset!

About:

PowerGif was created for my pixel art editor Pixel Studio. This asset is a wrapper for Unity over my library SimpleGif. So please don't confuse PowerGif and SimpleGif as they both have public Gif class =)

Features:

- Decoding GIF
- Encoding GIF
- Clean and simple C# code
- Unity 5, 2017, 2018 support
- Any platform (Standalone, Android, iOS, WebGL)

Example Scenes:

- DecodeExample
- EncodeExample
- PerformanceExample

Usage:

- var gif = Gif.Decode(byte[] bytes); will load GIF from binary
- var gif = new Gif(List frames); will create GIF from image list
- gif.Encode(); will return binary ready to be displayed or written on disk
- gif.Frames contains frame list
- each frame has Texture (Texture2D) and Delay (float)

If you want to support me you can buy paid plugin version. It also contains additional features like iterators and GIF preview.