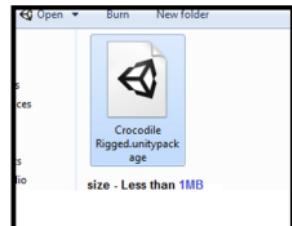
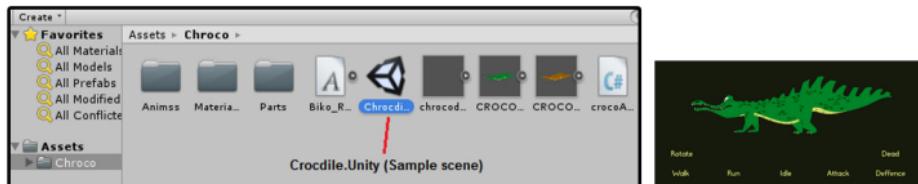


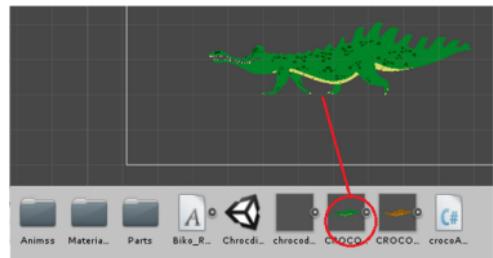
Import Package to Unity



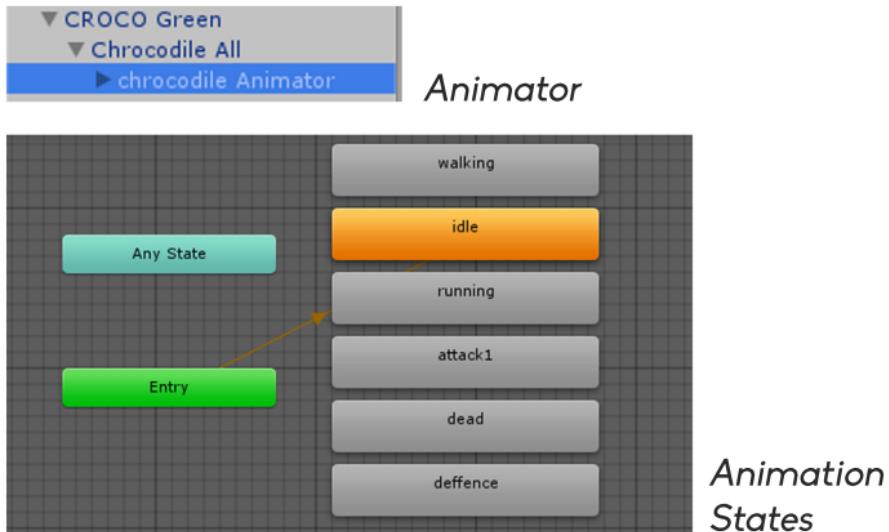
Open "Crocodile.Unity"(Sample scene)



Drag and drop "CROCO Green"/CROCO Yellow to your scene.



For call states for the character use code below



C#

`Animator.Play ("idle");`

States by name : "idle" "walking" "running"
"attack1" "dead" "deffence"