2D Eddy

READ ME

Thank you for supporting this asset!

We have developed this to help you to create your own 2D games.

This asset-pack contains 1 Sprite Sheet Eddy Character.

Make your own Character or Enemy.

If you have any questions, issues or feedback, please e-mail us at:

rafmanix.studios@gmail.com

RAFMANIX Team

Version: 1.5 Free

License:

The license terms are subject to Asset Store "Terms of Service" and "EULA" you can find these on the unity website.

Short important overview:

- You can use this asset pack and modify as you desire for your different projects and/or learning processes.

- If you are using our assets, a citation is required to give credit to the creator of the asset, either as a link to the used product or name of the creator.

- It is **prohibited** to resell the asset, graphics or any content associated to the asset to third party or any other stores!

Info:

If you have an older Version of Unity, make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.

IMPORTANT:

If you want to make modifications to our animations or sprites, etc... please make a copy and change them as you desire.

Reason: If we upload or make updates to new versions,
your work and modifications should not be overwritten.

Thank you!

Sprites & Animations:

To create your Character use your copied Sprites for Animations!

Create an Animator Controller -

Create an Animation -

Drag the Sprites into the Animation window.

Unity 2D Game Kit

If you want this Character to work with the Unity 2D Game Kit make sure your Sprite Settings are:

Pixel Per Unit: **216**

Pivot: **Custom**

        X **0.5**   Y **0.1**

Your Sprite Settings should look the same as in the "Screenshot" so the animations fits together.

If you have a more complex character to build, adjust your settings accordingly.