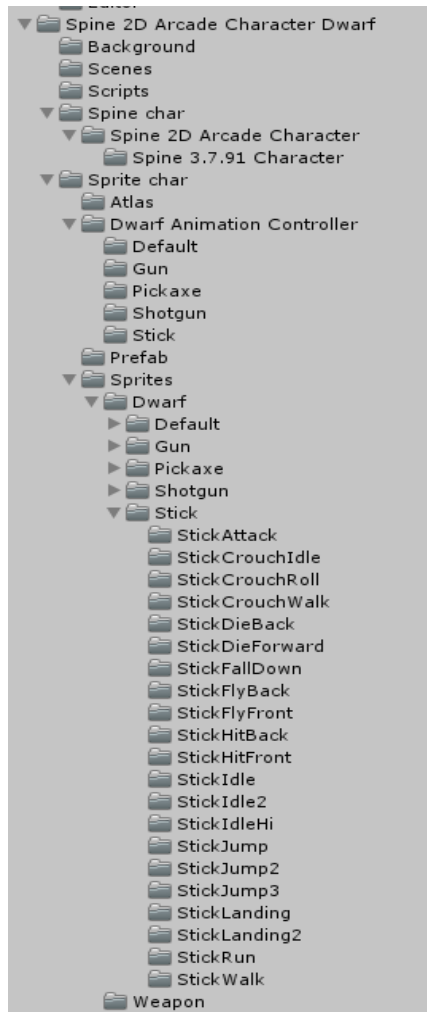


Spine 2D Arcade Character Dwarf

1.0 folder structure



Background: Images for demo scene

Scenes: demo scene

Scripts: script for demoscene

Spine char: exported character from Spine 3.7.91 with ZIP reserve

Sprite char: exported character from Spine 3.7.91 in animations sprites

Atlas: exported atlas from Spine

Dwarf Animation Controller: all animations with anim.controller
for prefab character

Prefab: character prefabs

Sprites/Dwarf: exported animations from Spine to iamges
(1 animation to 1 folder)

Weapon: tools used from character in animations
(for collect in game)

2.0 Spine character

For use **2D Spine exported files** you need **2D Spine Runtime for Unity and 2D Spine Essential or Professional license**. Your Spine license grants you permission to use the Spine Runtimes in your games and applications.

download link for 2D Spine Runtime for Unity: <http://esotericsoftware.com/spine-unity-download>

Spine-Unity

[Forums](#) | [Documentation](#) | [GitHub](#)

Getting Started

[Getting Started Documentation](#)

Download

The Latest Spine-Unity Runtime Unitypackage:

Spine-Unity 3.7 runtime unitypackage:

DOWNLOAD : https://esotericsoftware.com/files/runtimes/unity/spine-unity-3_7-2019-03-04.unitypackage

Compatible with Spine 3.7.x and Unity 5.6-2018.3b (Last updated: UTC - 2019 Mar 04)

For the changelog, see [3.7/CHANGELOG.md](#)

Spine-Unity 3.8-beta runtime unitypackage:

DOWNLOAD : https://esotericsoftware.com/files/runtimes/unity/spine-unity-3_8-2019-03-04-beta.unitypackage

Compatible with Spine 3.8.x and Unity 2017.1-2018.3b (Last updated: UTC - 2019 Mar 04)

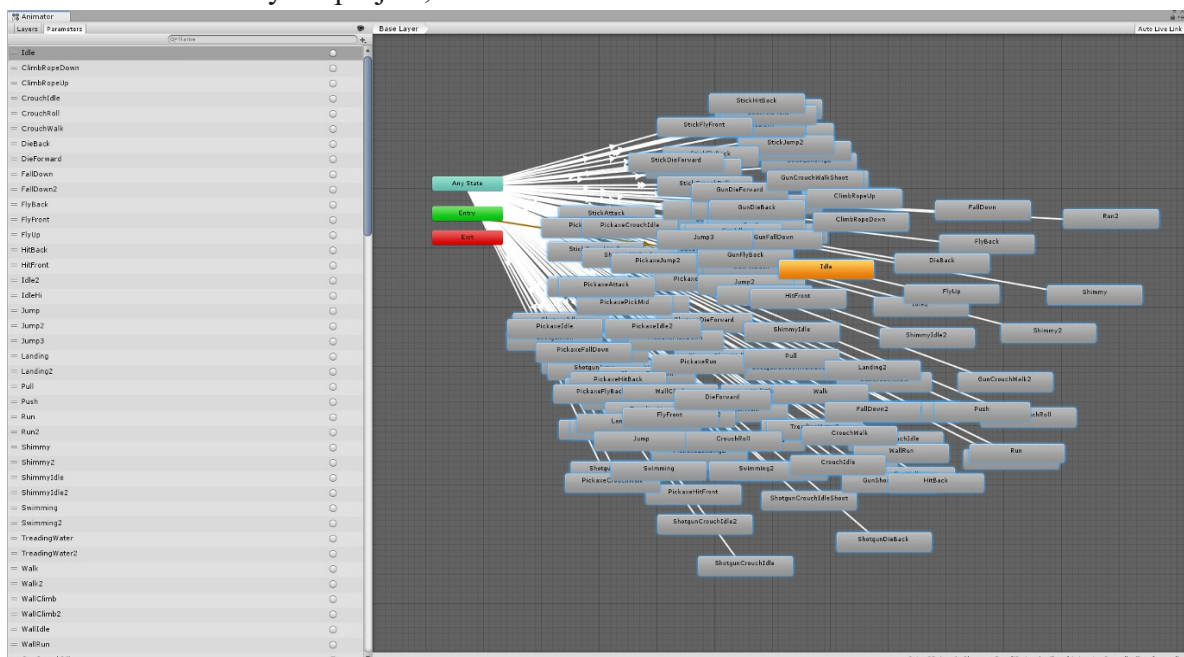
For the changelog, see [3.8-beta/CHANGELOG.md](#)

Create an empty Unity project.

- Import the spine-unity.unitypackage you downloaded
- unpack or insert exported files from Spine character folder in your Project

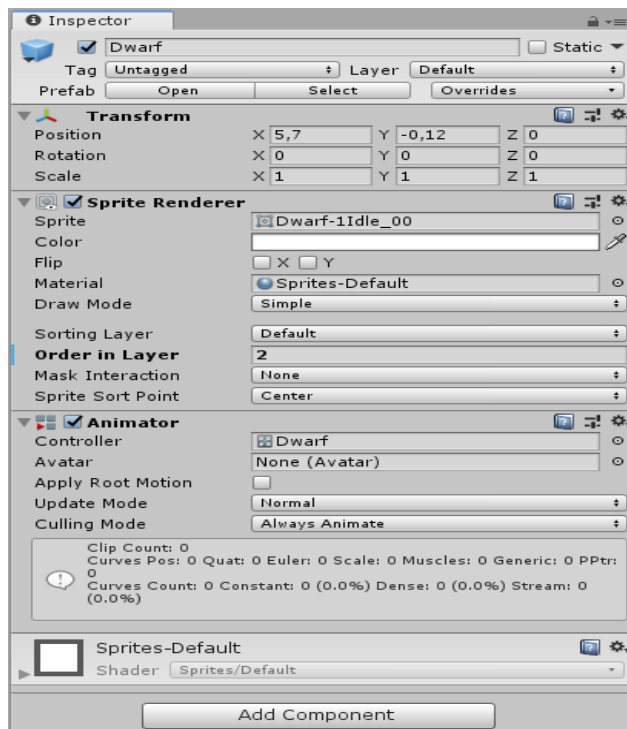
3.0 Sprite character

before using character prefab please find animation controller and remove all animations from it (**in Window "Animator", not from project folder with animations and controllers**), because you need your own structure for your project, not salad structure for Demo Scene



then you can configure your character (2D Rigid Body, 2D Physics etc)

<https://unity3d.com/learn/tutorials>



have fun

your Jurgen Alexon

for questions and asks(or bugs): jurgenalexon@gmail.com