Gif Play Plugin

This plugin leads your SpriteRenderer Image RawImage components to support playing gif, it supports gif which contains transparent color, it supports all platforms,like pc,android,ios etc..

It converts gif frame to unity sprite base on gif protocol, and all the converts base on C# code, however you can change the code to arrive your own requirement.

It supports SpriteRenderer Image and RawImage, however you can change it to support other components.

Quick Start:

1.Attach the script UnityGif to SpriteRenderer Image or RawImage

2.Change the file name .gif to .gif.bytes and drag it to GifBytes SerializeField, pay attention to that not Texture SerializeField

Demos located in Assets/Plugins/GifPlayer/Scenes/.

Thanks for using!

Keywords: gif,player,sprites,textures,images,transparent,android,ios,cross-platform