

Thanks for Purchasing!!

How to use:

Open the demo scene to preview the character in action.

1. Brashmonkey Spriter with SpriterDotNet (preferred method)

- To use the character you will need to import [SpriterDotNet](#) to your project
- For further help to setup SpriterDotNet watch this short [tutorial video](#)
- No copy of Brashmonkey Spriter is required to publish your game. Otherwise you can use the sprites in the Animation folder.

2. Png Image Sequence (Sprite)

- All animations are exported as PNG images into the PNG Image Sequence folder
- The animation samples are at 18 (18fps)
- The characters sprite png sequences resolution is bigger than Spriter texture
- for better performance SpriterDotNet is highly suggested.

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****Spriter Project File are included in the Source Folder**

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