

# DOCUMENTATION

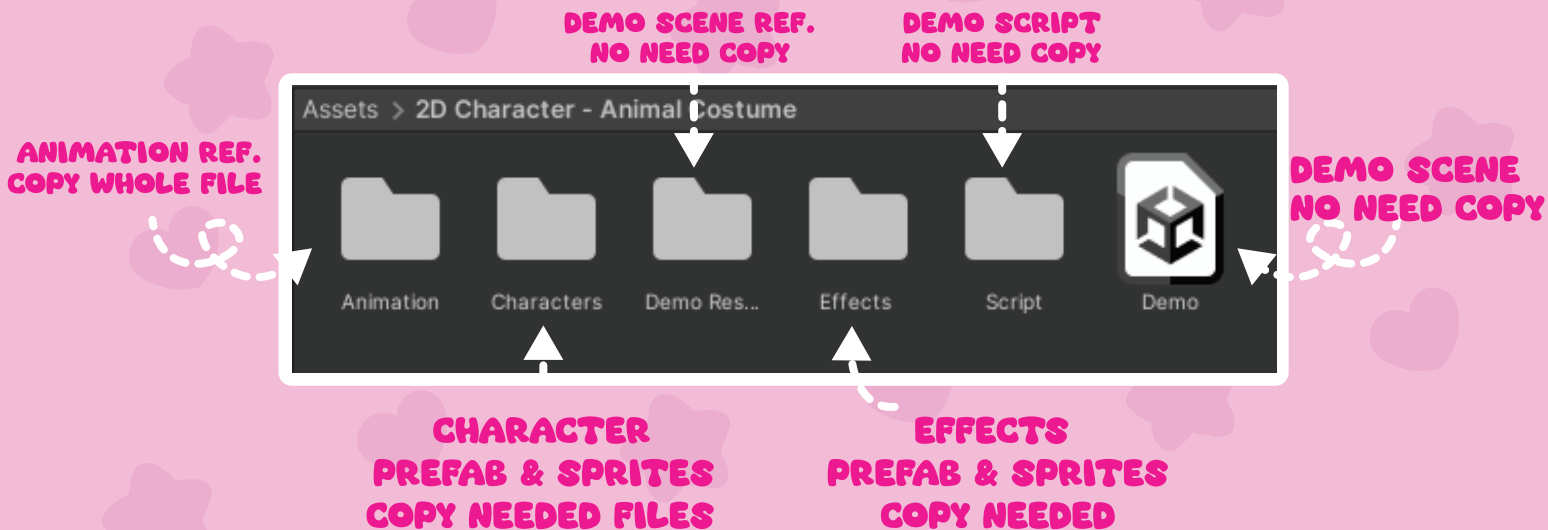
THANK YOU FOR DOWNLOADING  
HERE IS THE GUIDE TO USE THE ASSET

## 0. DEPENDENCY OF 2D ANIMATION

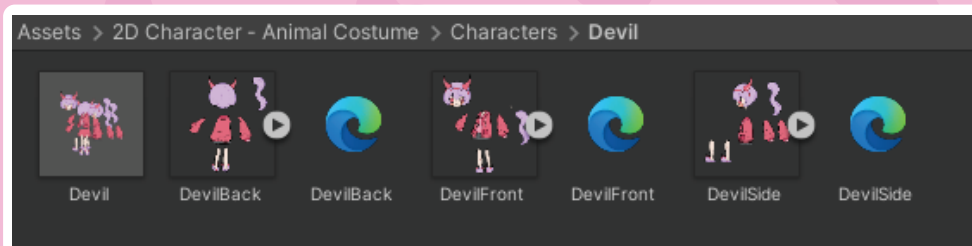
2D Animation [Release](#)  
This package is installed as part of 2D Feature.  
Unity Technologies  
Version 7.0.4 - March 01, 2022  
Registry Unity  
[View documentation](#) · [View changelog](#) · [View licenses](#)

IF THERE ARE ERRORS RELATED TO DEPENDENCY,  
IMPORT THE ASSET SKIPPING INSTALL DEPENDENCY FILES  
& IMPORT 2D ANIMATION MANUALLY

## 1. PACKAGE CONTENT & CRUCIAL FILES



## 2. EDITING BASE SPRITE



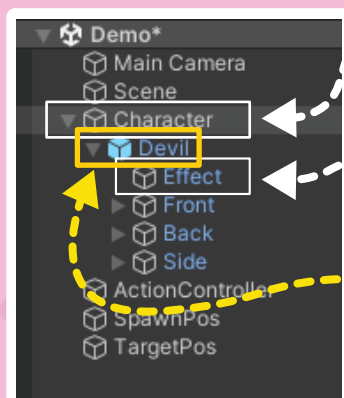
**SPRITES(.PNG)**

EDIT WITH RASETER EDITING TOOLS  
E.G. ADOBE PHOTOSHOP, MS PAINT

**VECTOR REFERENCE(.SVG)**

EDIT WITH VECTOR EDITING TOOLS  
E.G. ADOBE ILLUSTRATOR

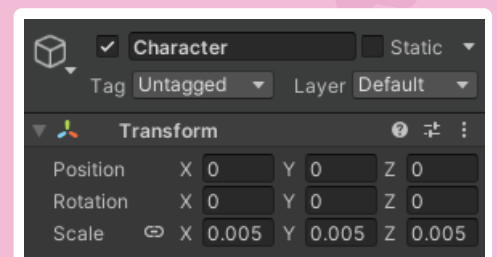
## 3. GAMEOBJECT & SCALING



**CHARACTER PARENT**  
SPAWN CHARACTER PREFAB HERE

**EFFECT PARENT**  
SPAWN EFFECT PREFAB HERE

**MAIN TRANSFORM**  
USE ITS TRANSFORM TO MOVE  
SET ACTIVE CHILD UNDER IT  
FOR DIFFERENT VIEWS



AS CHARACTERS ARE 1 PPU,  
SPWAN CHARACTERS UNDER  
A SCALED GAMEOBJCT FOR  
ADJUSTING CHARACTER SIZE

FOR ANY ENQUIRIES, FEEL FREE TO CONTACT [HUBERTHART2D@GMAIL.COM](mailto:HUBERTHART2D@GMAIL.COM)