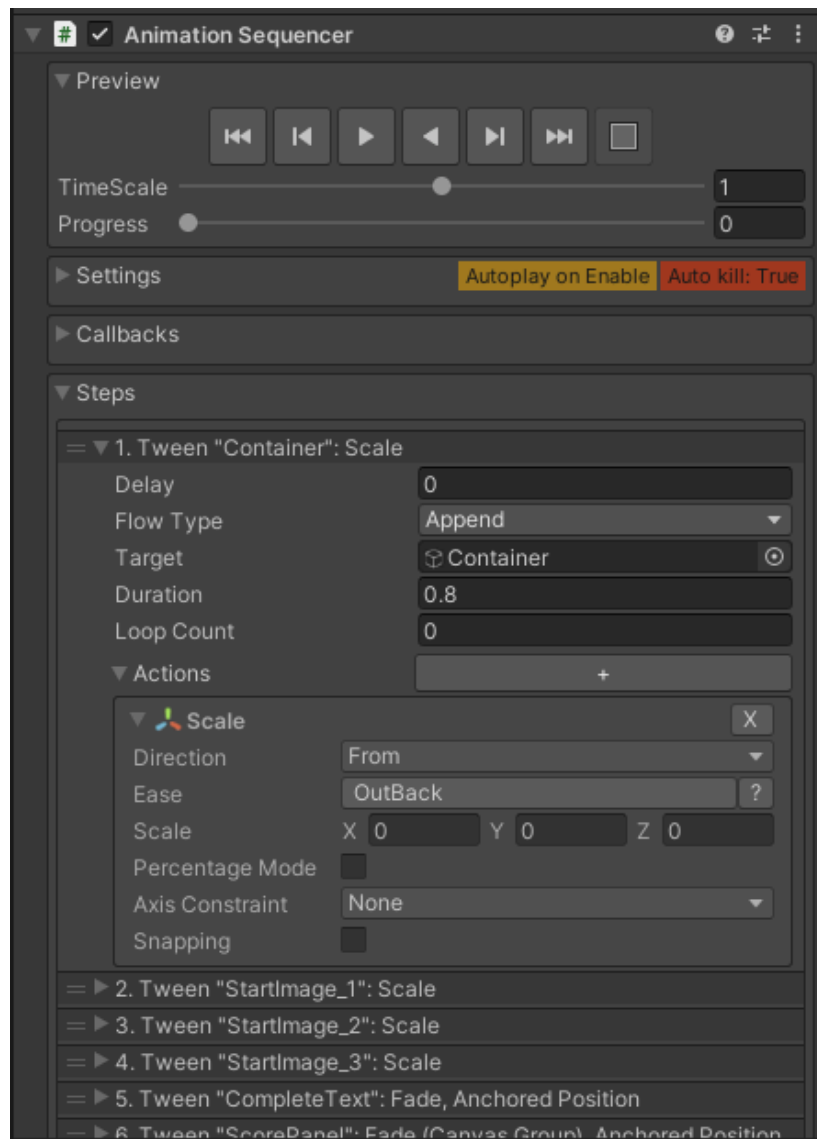# Animation Sequencer

Animation Sequencer is a visual tool that lets you create tween animation sequences and adjust them in the editor.

This tool is an extended version of the original, available at:
https://github.com/brunomikoski/Animation-Sequencer

Version 2.0.0

What is in the asset?

It contains the following folders:
- **Samples:** Demo scene showcasing the tool.
- **Scripts:** Core functionality of the tool.

How to use?
- **Animation Sequencer** relies on **DOTween** for now, so it is required to have **DOTween** in your project with a properly created **asmdef** (set up through the DOTween setup panel).
  - **Tools → Demigiant → DoTween Utility Panel**
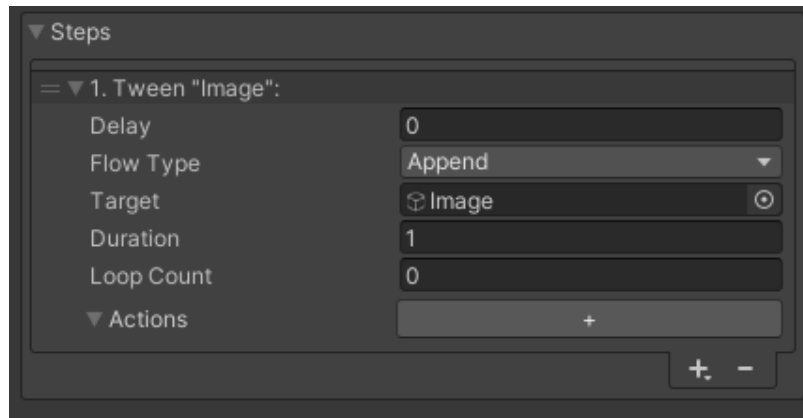
- Add the Animation Sequencer to any GameObject and start your animation!
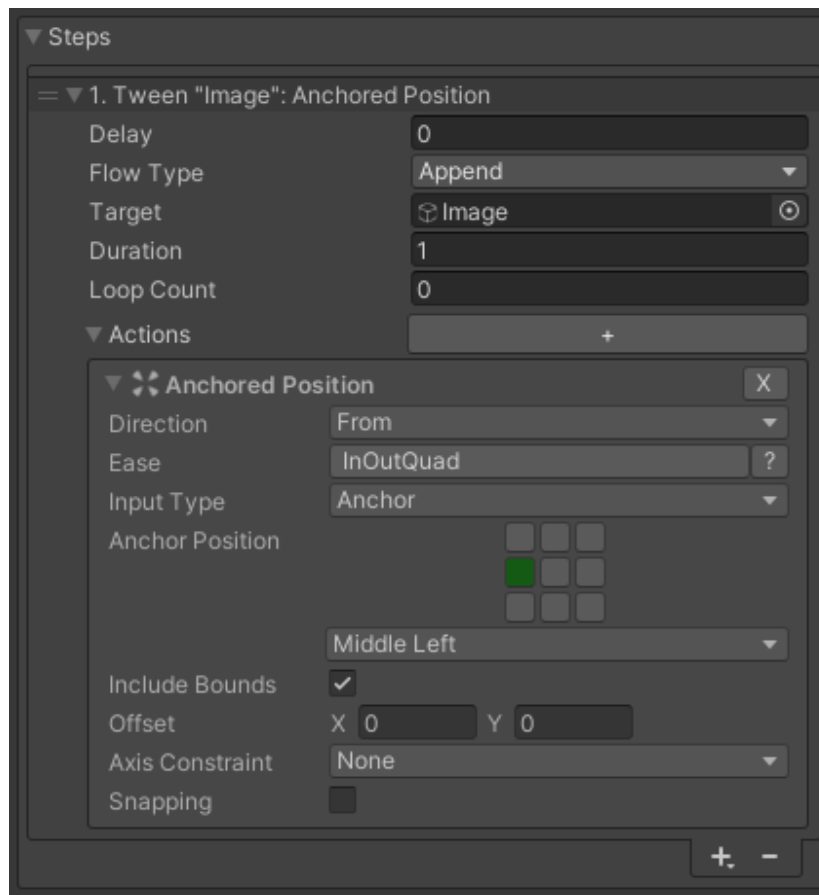 - **Add Component → Animation Sequencer → Animation Sequencer**
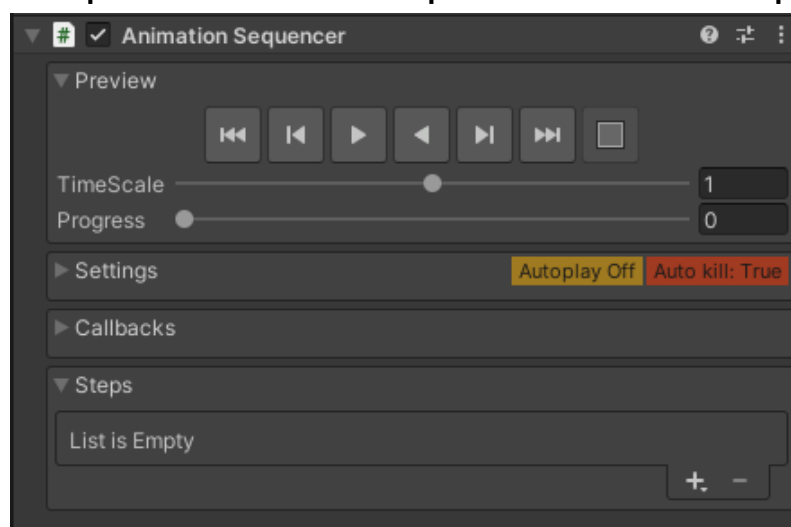
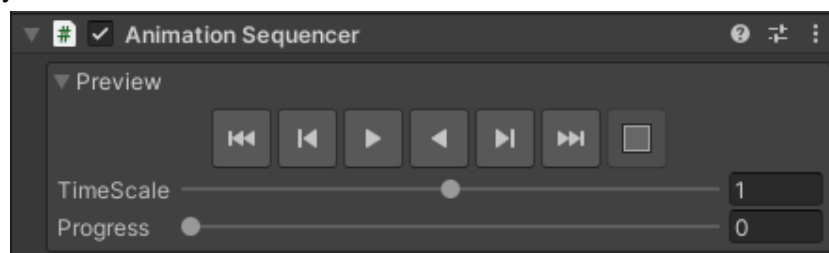- Using the **+** button under the Animation Steps you can add a new step

- Select **Tween**

- Use the Add Actions to add specific tweens to your target

- Press play on the Preview bar to view it on Editor Time.

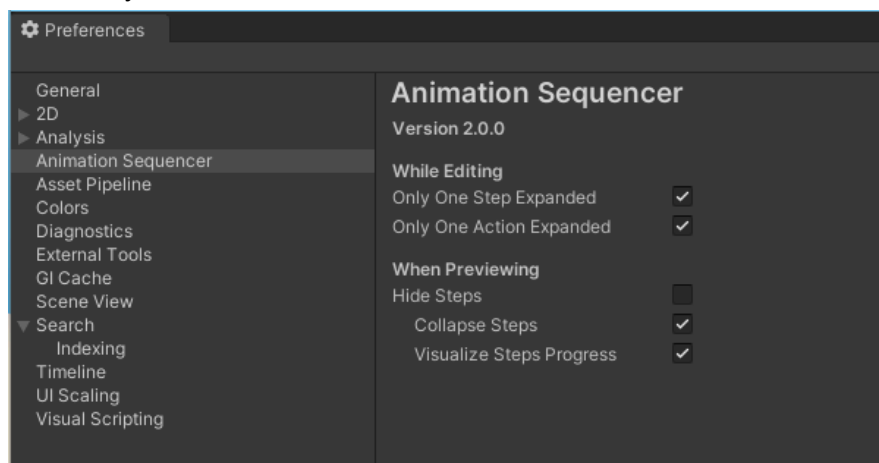- To play it by code, just call AnimationSequencer.Play();

Default values

The first time you add the Animation Sequencer to a component, a default ScriptableObject is created in the **"Editor Default Resources"** folder. Here, you can set default values for new instances of the class.
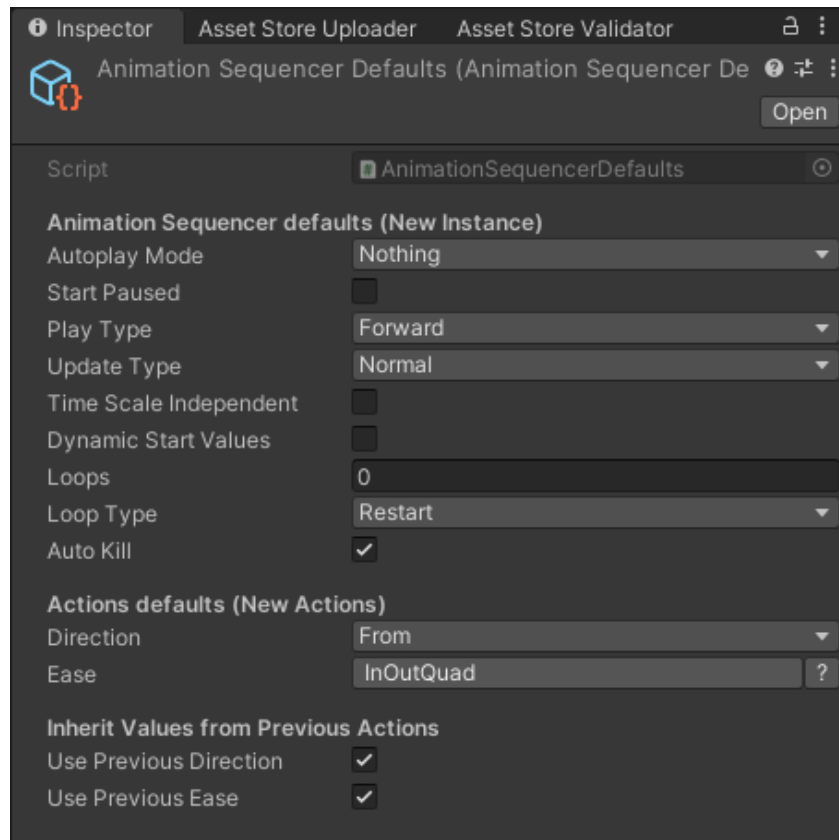
Preferences

In **Edit → Preferences**, you'll find a section to customize editor interactions.

Support

For questions about this asset you can contact me by e-mail. pablo.huaxteco@gmail.com
Please rate the asset on the asset store, I will appreciate it.