Documentation

Thank you for your download
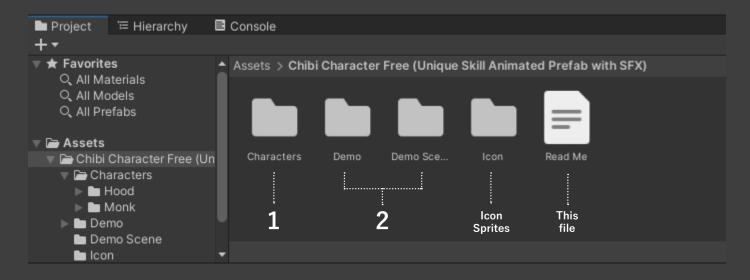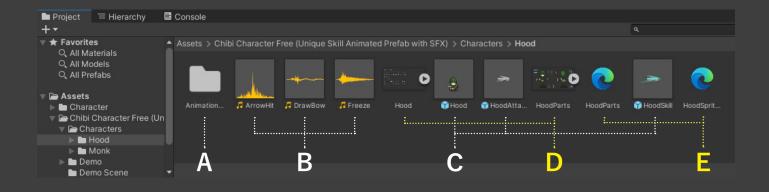here is a guide to use this asset

by Hubert H Art

Package Content

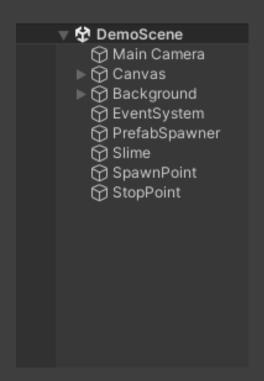Drag & Drop Asset Package file to ../My Project/Asset

1. Character

A)   Animation Folder: animation & animator
B)   Audio: character & character action sfx
C)   Prefab: character & character action prefab, with attached animator & sfx
D)   Sprite(.png): sprite sheet & body parts for easy edit*
E)   Vector(.svg): sprite sheet for lineweight adjusting, high resolution exporting
       & body parts for re-creating*

*Not included in free pack

2.1. Demo Scene

Click "Demo Scene" under
../My Project/Asset/DemoScene
to open the Demo sceme below

Action Button

Character Icon

PrefabSpawner: Controlling Script
Slime: Attack Target
Spawn Point: Instantiate Position
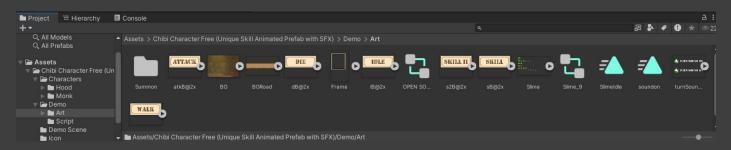Stop Point: Character destination

Game Play of Demo can reference to Video in Asset Store
Asset Store Profile: HUBERT.H ART 2D
1. Click the "Character Icon" to spawn the character
2. Click the "Action button" to change action

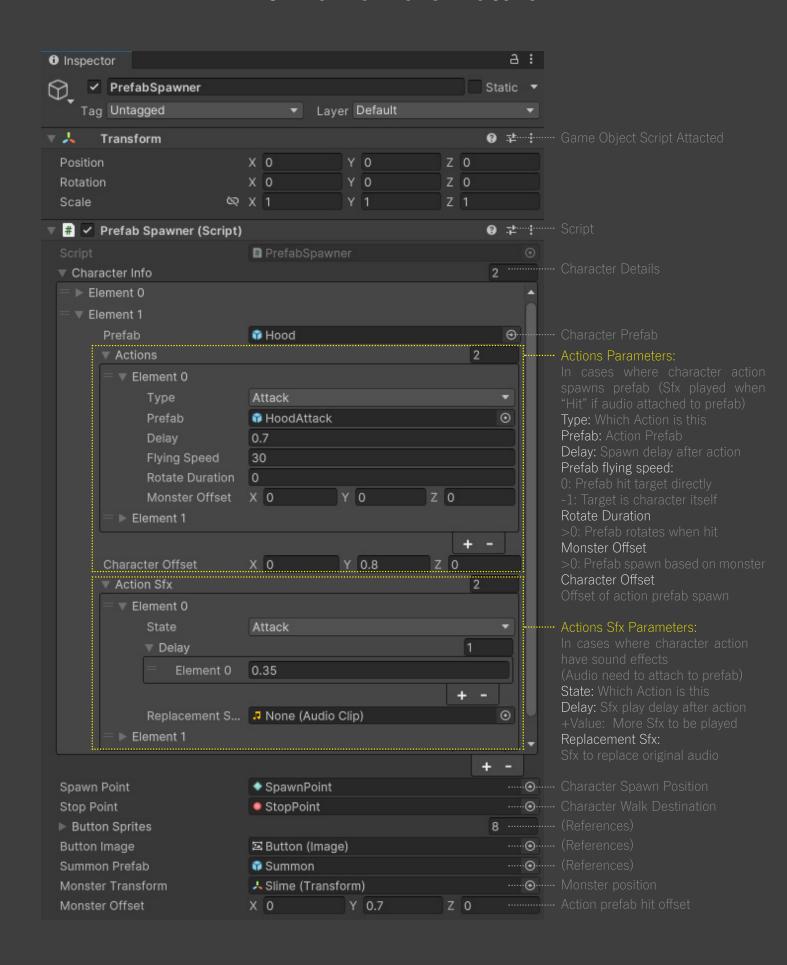# 2.2 Demo

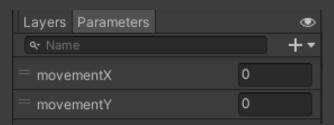Art: ../My Project/Asset/Demo/Art - References for the demo scene
Script: ../My Project/Asset/Demo/Script - Script for the demo scene

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2.3 Demo Parameters

Inspector

☑ **PrefabSpawner** ☐ Static ▾

Tag Untagged ▾   Layer Default ▾

▼ ⚙ **Transform** ❓ ⚯ ⋮ ········ Game Object Script Attacted

Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	⦸ X	1	Y	1	Z	1

▼ # ☑ **Prefab Spawner (Script)** ❓ ⚯ ⋮ ········ Script

Script   🔲 PrefabSpawner   ⊙

▼ Character Info   2 ············ Character Details

═ ▶ Element 0   ▲

═ ▼ Element 1

   Prefab   🟦 Hood   ⊙ ·········· **Character Prefab**

   ┌───┐ ···· **Actions Parameters:**
   │ ▼ Actions   2   │   In cases where character action
   │ ═ ▼ Element 0   │   spawns prefab (Sfx played when
   │   Type   Attack   ▾   │   "Hit" if audio attached to prefab)
   │   Prefab   🟦 HoodAttack   ⊙   │   **Type:** Which Action is this
   │   Delay   0.7   │   **Prefab:** Action Prefab
   │   Flying Speed   30   │   **Delay:** Spawn delay after action
   │   Rotate Duration 0   │   **Prefab flying speed:**
   │   Monster Offset X 0   Y 0   Z 0   │   0: Prefab hit target directly
   │ ═ ▶ Element 1   │   -1: Target is character itself
   │   │   **Rotate Duration**
   │   [+] [−]   │   >0: Prefab rotates when hit
   │ Character Offset X 0   Y 0.8   Z 0   │   **Monster Offset**
   └───┘   >0: Prefab spawn based on monster
                                                       Character Offset
                                                       Offset of action prefab spawn

   ┌───┐
   │ ▼ Action Sfx   2   │ ···· **Actions Sfx Parameters:**
   │ ═ ▼ Element 0   │   In cases where character action
   │   State   Attack   ▾   │ ···· have sound effects
   │   ▼ Delay   1   │   (Audio need to attach to prefab)
   │   ═   Element 0   0.35   │   **State:** Which Action is this
   │   │   **Delay:** Sfx play delay after action
   │   [+] [−]   │   +Value: More Sfx to be played
   │   Replacement S... 🎵 None (Audio Clip) ⊙   │   **Replacement Sfx:**
   │ ═ ▶ Element 1   │   Sfx to replace original audio
   └───┘ ▼

                                       [+] [−]

Spawn Point	◆ SpawnPoint	⊙	Character Spawn Position
Stop Point	🔴 StopPoint	⊙	Character Walk Destination
▶ Button Sprites	8		(References)
Button Image	🖼 Button (Image)	⊙	(References)
Summon Prefab	🟦 Summon	⊙	(References)
Monster Transform	⚙ Slime (Transform)	⊙	Monster position
Monster Offset	X 0 Y 0.7 Z 0		Action prefab hit offset

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3.1 Character Animation

Layers	Parameters		👁
🔍 Name			+ ▾
≡ movementX		0	
≡ movementY		0	

Transform ❓ 🎚 ⋮

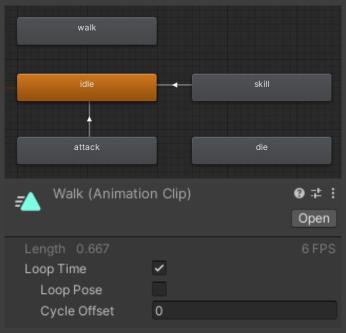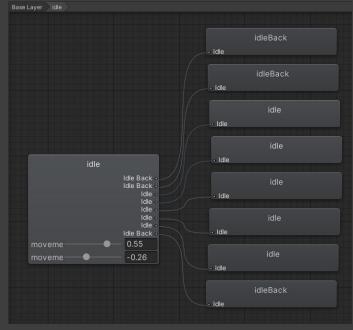| Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale 🚫	X -1	Y 1	Z 1

To flip the character back & front, change its movement Y to 1 or -1

To flip the character left & right, change it scaleY from 1 or -1

walk

idle ← skill

attack | die

Walk (Animation Clip) ❓ 🎚 ⋮
Open

Length	0.667	6 FPS
Loop Time	✔	
Loop Pose	☐	
Cycle Offset	0	

Animation State should be named as above, set Transition of state/ Loop Time for stop or loop

Base Layer › idle

idleBack · Idle
idleBack · Idle
idle · Idle
idle · Idle
idle · Idle
idle · Idle
idle · Idle
idleBack · Idle

idle
Idle Back ·
Idle Back ·
Idle ·
Idle ·
Idle ·
Idle ·
Idle ·
Idle Back ·
moveme — 0.55
moveme — -0.26
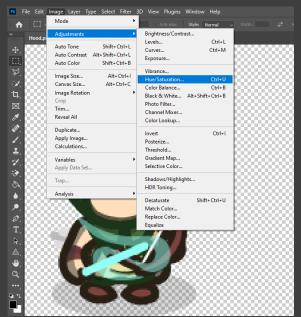
Blend Tree is set to 8-direction
Controlled by movement X/ movement Y

3.2 Action Prefab Animation

Base Layer

Any State

flying

Entry

hit

Exit

Animation State should be named as above, some animation only have state "hit"

4.1 Sprite Edit: Raster

1. Change Sprite Colour
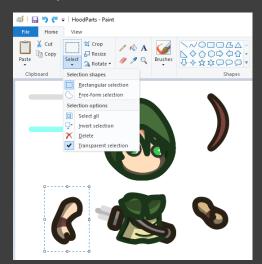
Ps In Photoshop, change the parameters under Image > Adjustment > Hue/Saturation

2. Body Part Customization (Not included in free pack)

🎨 In MS Paint, check the "Transparent Selection", select the boby part, copy and paste to the main body

Free Rotation & Shadow Transparency is not possible in MS Paint, use MS Paint 3D or PS
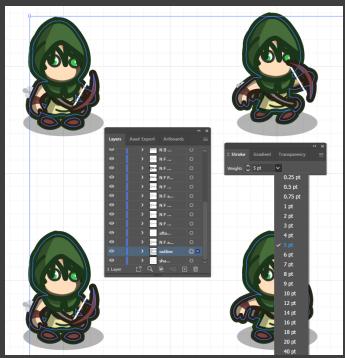
🎨 In MS Paint 3D, use Magic select, copy and paste

Shadow Transparency is not possible in MS Paint 3D

Ps In PS, select the body parts using select tools

Change to Move tool to move the body parts

4.2 Sprite Edit: Vector

(Not included in free pack)

 Using Adobe Illustrator/ other vector editing tools

1. Change Sprite Outline lineweight
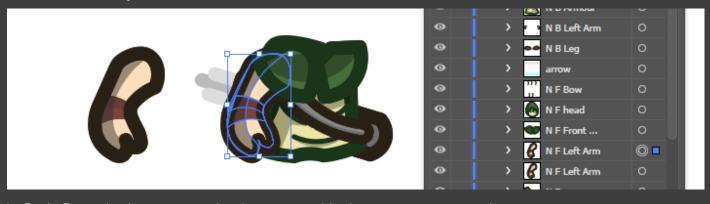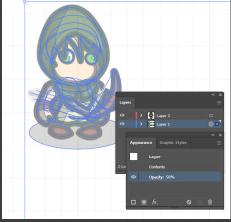
In Sprite Sheet, find the nested layer "Outline", select all objects and change stroke weight

In Body Parts, use "Unite" under "Path Finder" to get the outline, then adjust its stroke weight

2. Customize Body Parts
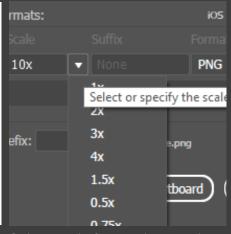

In Body Parts, body parts are clearly seperated by layers, use move tools to move it

Lock the "Sprite Sheet" file, and make it transparent

In a new layer, overlay the customized body parts on original

Select scale for resolution adjust (2x for demo), export & replace