

Thanks for purchase  
Small recommendations for you

To assign rotation speeds, use  
Texture Sheet Animation - Cycles  
When using "Simulation speed", remember to make changes to "Gravity Modifier"

Shader uses coins without particle systems

Select the desired light in the blender file depending on the vertical or horizontal animation

<https://github.com/Kavex/GlueIT>  
I recommend a program for assembling rendered frames

number of columns 5 for 20 frames

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