



2D Animation Starter Pack

Quick Start:

1. Export the character which most closely resembles your character from the Demo scene to your project.
2. Change the sprites to use your sprites. (See *Sprite Details* below.)
3. (Optional) Adjust the GameObjects' positions to better fit your sprites.
4. Add an Animator Controller, which uses the provided Animations, to the character's Animator.
5. Press play.

Details:

Animation Details

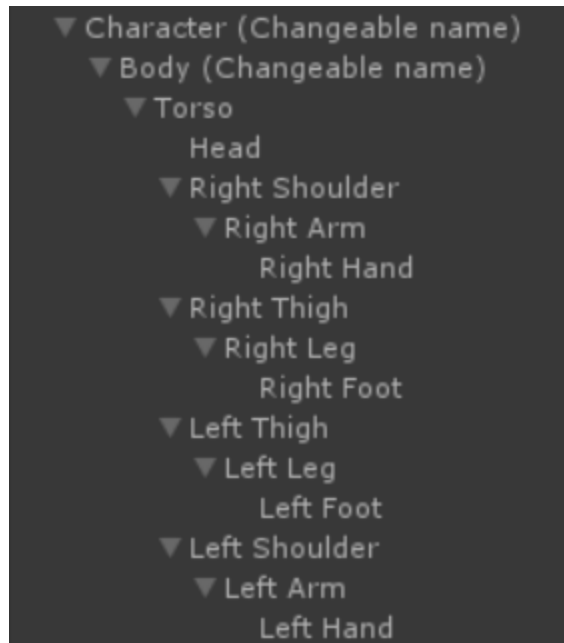
This asset contains the basic animations for a 2D character from a profile view. This includes:

- Idle
- Walking
- Running
- Jumping
 - Launch
 - Rise
 - Apex
 - Fall
 - Landing
- Climbing
- Swimming

The animations are designed in a way that they can be given additional style to better fit your character design, but they also are ready to drop in your game and use as is.

Hierarchy Details

The animations require the character to be set up with the appropriate hierarchy of sprites and exact GameObject names:



Children and components can be added to any of the GameObjects as desired.

Sprite Details

When designing your sprites, they should be designed with the character's hands by their side and feet together. They must be in a portfolio view with the character facing right. See one of the demo sprite sheets for an example. The sprites must be created modularly to fit in the hierarchy above.

Help:

Contact art@evorlor.com for questions or comments.