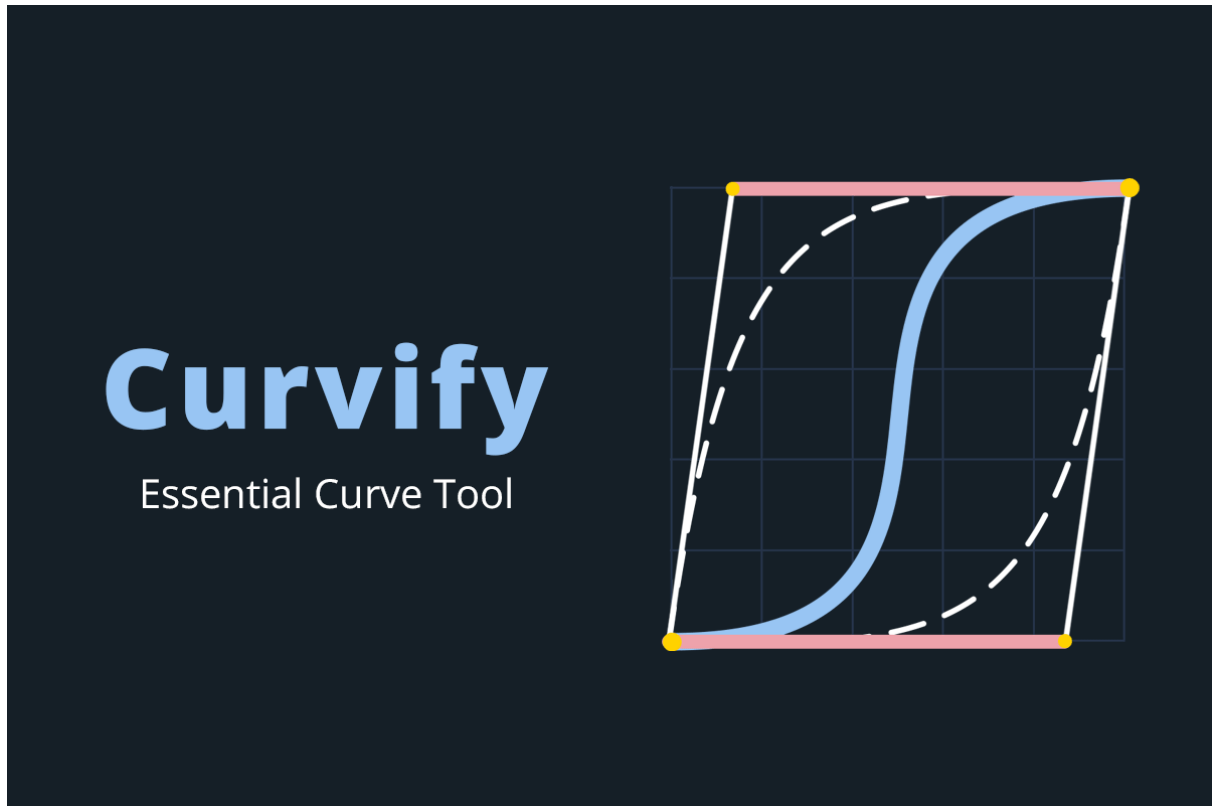# Curvify

With Curvify, you can easily apply your desired curves to Unity's Animation Curves. Please watch the following video for an overview.

https://www.youtube.com/watch?v=R3WvUV5Rhqs

Requirements

- Unity 2022.3 or later

Installation

You can purchase and install from the following marketplace. For detailed installation instructions, please refer to the descriptions provided by each marketplace.

| Name	URL
Unity Asset Store	https://assetstore.unity.com/packages/slug/277062
Gumroad	https://dotboid.gumroad.com/l/curvify

Getting Started

First, open **Curvify** from **Window > Animation > Curvify** to open Curvify window.
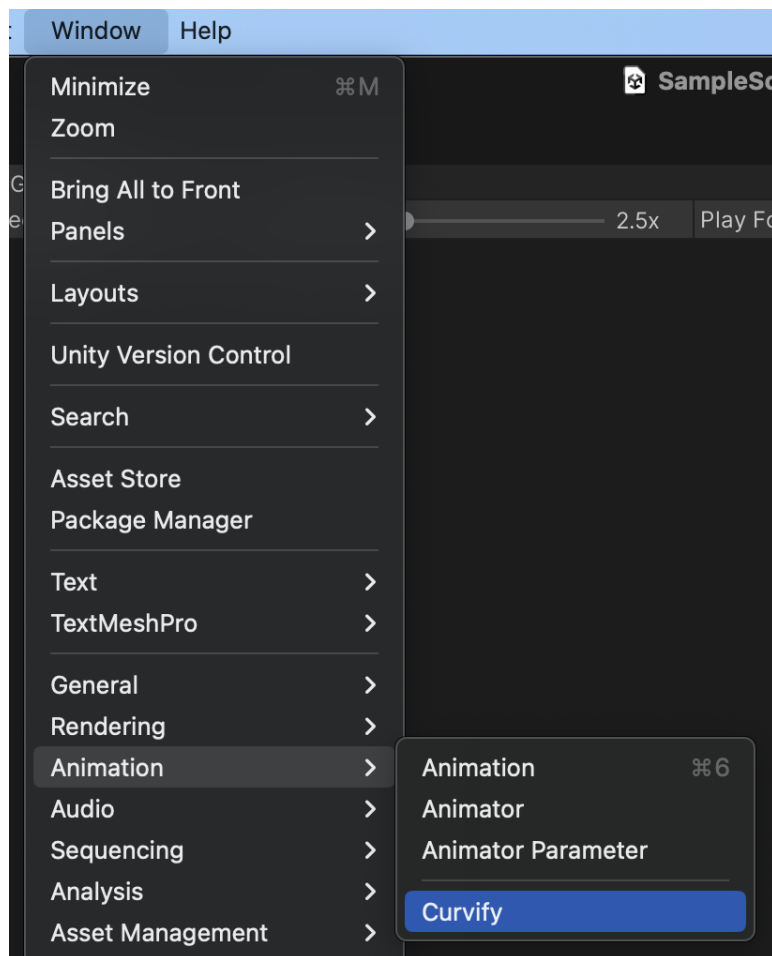

Upon the initial launch, you'll encounter the license authentication screen. If you've made the purchase through the Asset Store, please log in with the account used for the purchase and then click the "Activate Curvify" button in the box above. If you've purchased from other marketplaces, please input the License Key in the box below and then click the "Activate Curvify" button.
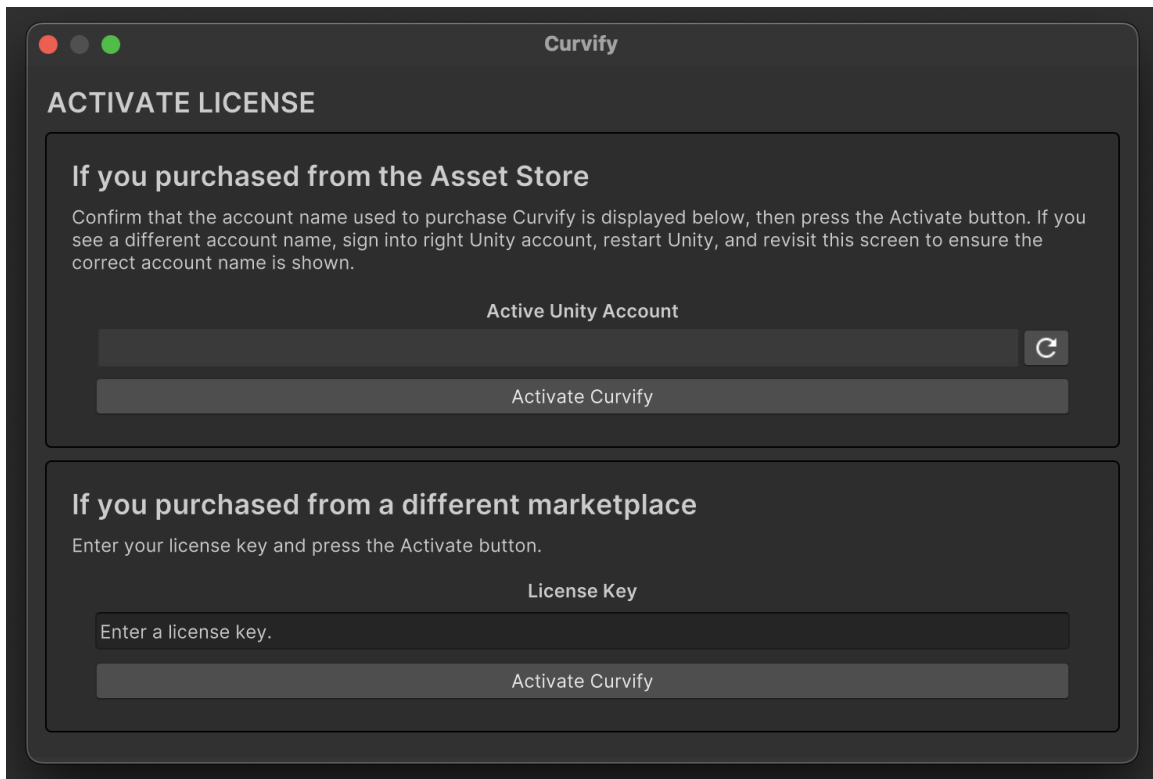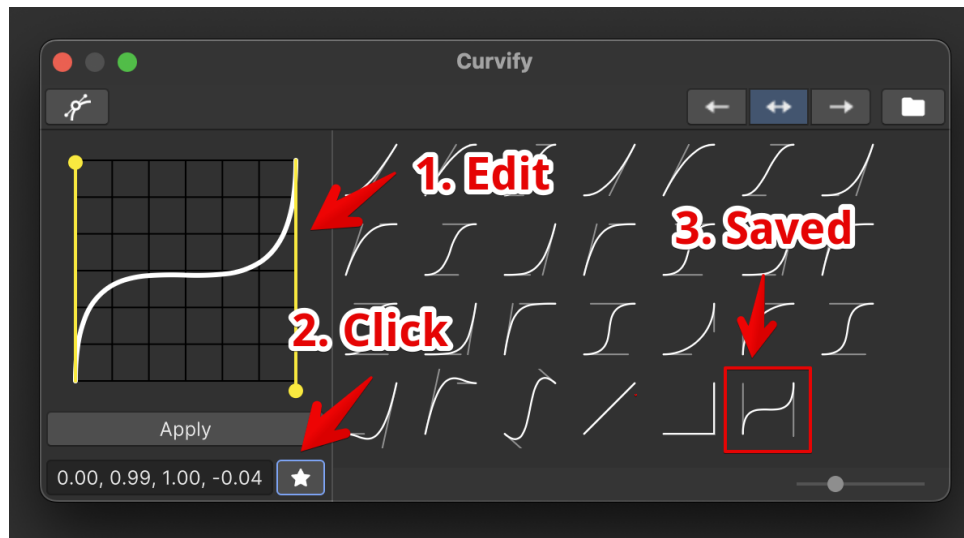
Once the license authentication is completed, select the keyframes you want to edit in the Animation Editor.
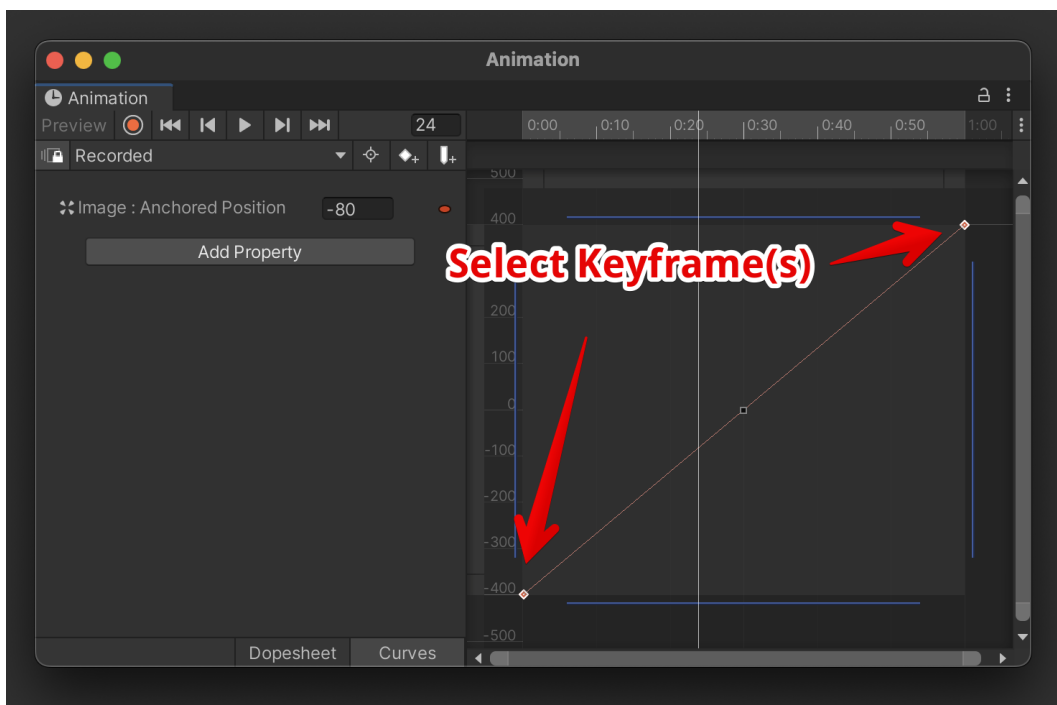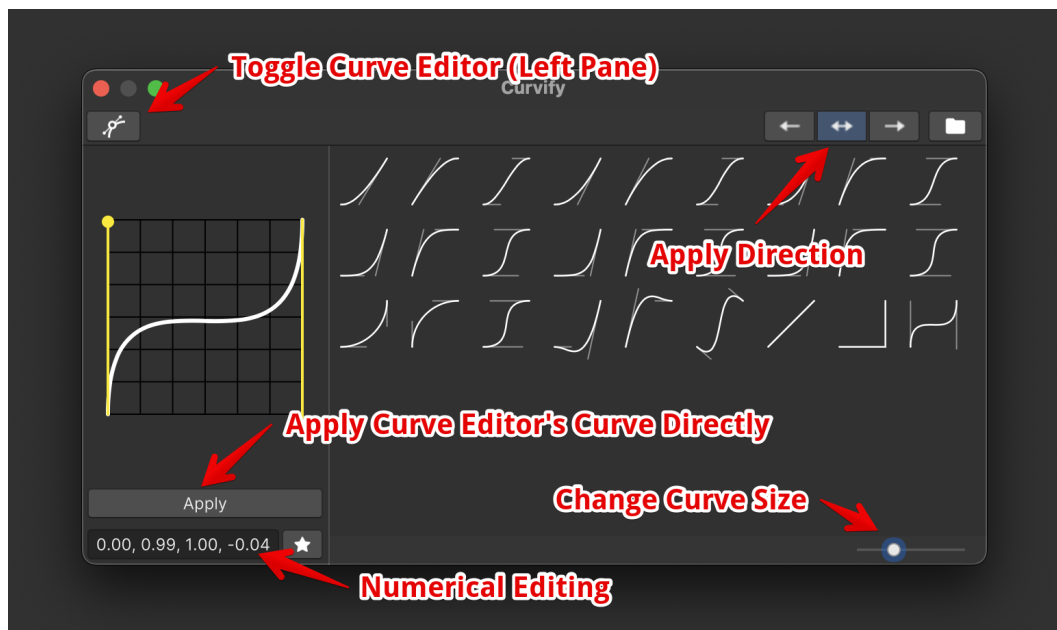

Double-click the curve you want to apply from Curvify Window to apply it.
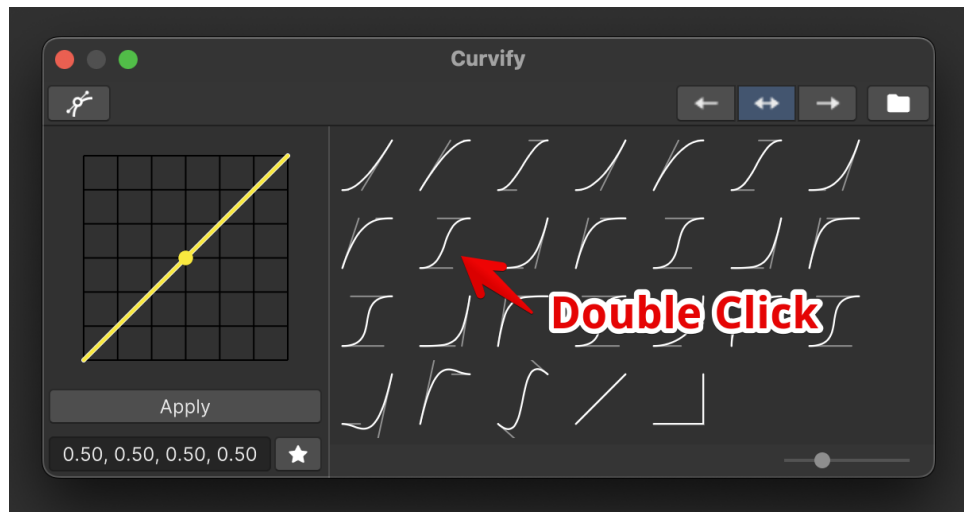
And you can save the curve by editing the curve on the left side of the Curvify window and pressing the star button.
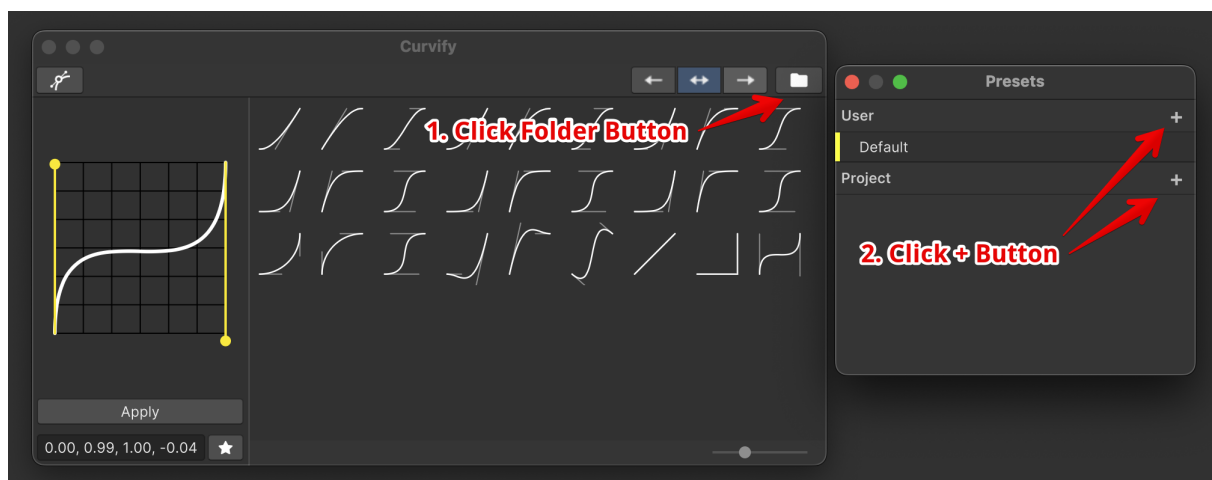

Please refer to the following image for additional operations.

Folder

You can use the folder feature to organize and manage the curves you create by categorizing them into folders.

To create a folder, click on the folder icon at the top right of the Curvify Window, then click on the "+" button on the right side of "User" or "Project".


Select the created folder and save curves to the folder by clicking on the star button.

Here's a comparison between User and Project:

User	This folder is saved on the user's PC and won't be shared with other users. Additionally, it can be used for other Unity projects on the same PC.
Project	This folder is placed within the Unity project, so it can be shared with other users using version control systems, for example. The data will be saved in **ProjectSettings/Curvify**.

You can switch between User and Project by right-clicking on the folder name.
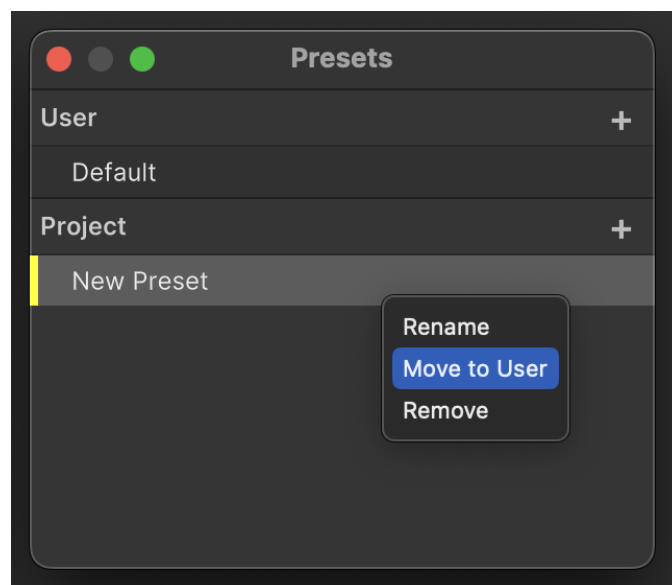
Preferences

You can adjust Curvify's user settings from the Preferences window in Unity.
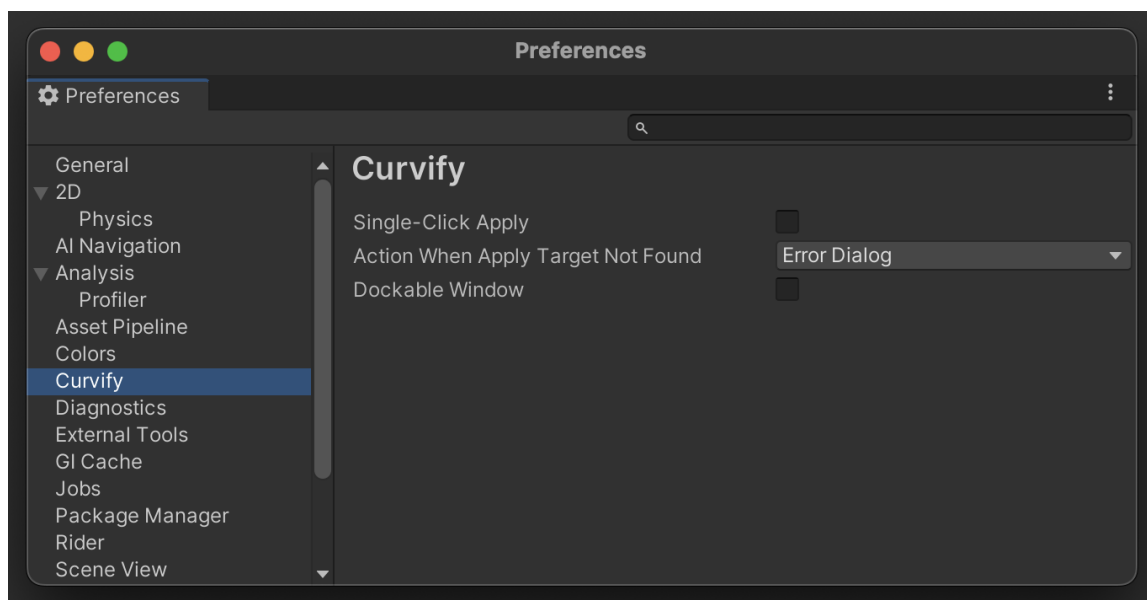
Here's an explanation of each item:

Item Name	Description
Single-Click Apply	When checked, applying a curve will require only a single click. If unchecked (default), it will require a double-click.
Action When Apply Target Not Found	Behavior when applying without a selected keyframe: Error Dialog (default): Displays an error dialog. Error Log: Shows an error log in the Console window. Ignore: No action is taken.
Dockable Window	Checking this allows the Curvify Window to be docked with other windows. If unchecked (default), the Curvify Window remains undockable and always appears foremost.