Thank you very much for buying **Sprite Sheet FX** from Experience Lab Art on Unity!

This document is for the usage of shader ' Animation_SpriteSheet', Shader made using Amplify Shader Editor, Each description is as follows:
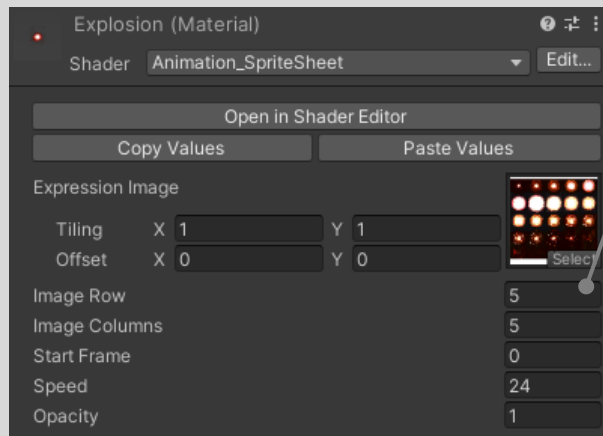

Image Row The number of rows run horizontally.

Image Columns The number of columns run vertically.

Start Frame Starting Number, 0 is frame 1.

Speed Frame playback speed.

Opacity Change the Opacity of the main texture.

Have fun adjusting! ☺