

EASY SPRITES

V1.3

By Vetasoft

<http://www.vetasoft.com>

1. Version History

v1.0

- Initial Version

V1.1

- Add Crystal reflection : Great for crystal reflection, coins or mirror
- Add Clipping : Great for making icon items, sprite portion, sprite division, teleportation and more
- Add Gradient : Great for shadow, sprite lightning, sky and more
- Add Ghost : Great for ghost fx, teleportation, water or ice floor reflection and more
- Add Pixel : Great for pixalize your sprite, to simulate an old video game and more
- Add Wave + auto wave animation : Great for sprite distortion, teleportation with distortion, water distortion, flag, water reflection and more

V1.2

- Add Fast Wind Grass
- Add Fire
- Add 8-Bits
- Add 8-Bits Black&White
- Add 8-Bits C64
- Add Hologram 1 Additive
- Add Hologram 2 Normal
- Add Hologram 3 Colors
- More compatibilities

V1.3

- Add Plasma Rainbow FX : Also auto animated with speed, size and colors.
- Add Plasma Shield FX : Also auto animated with speed, size and colors.
- Add Additive Sprite FX
- Add Circle Fade FX : In or Out

-Add Jelly FX : Bouncing distortion, inside transparency, reflection, auto animated with speed, distortion size and more

2. Include in the package

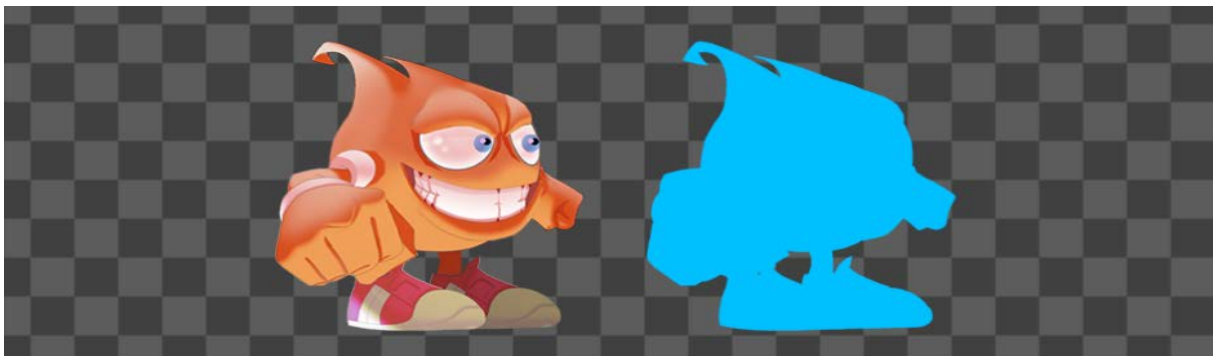
- **EasySprite_Outline** : Add an outline to your SpriteRenderer



- **EasySprite_Pattern** : Add a texture 2D pattern to your SpriteRenderer, you can also animated the pattern.



- **EasySprite_Color** : Change your SpriteRenderer into an unified color



- **EasySprite_HSV** : Change colors of SpriteRenderer (Hue Shift, Saturation, Value/Brightness)



- **EasySprite_GrayScale** : Change your SpriteRenderer into a perfect GrayScale.



- **EasySprite_Clip** : Use Clipping



- **EasySprite_Gradient** : Create a gradient by two colors



- EasySprite_Crystal : Create a crystal FX for your sprite



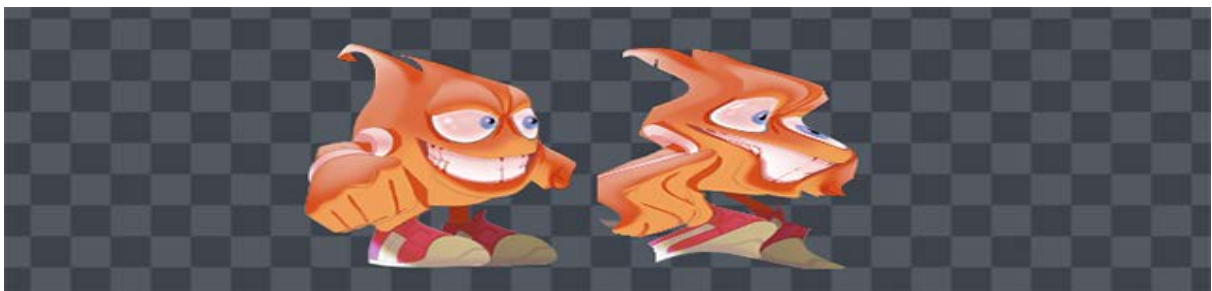
- EasySprite_Ghost : Create a ghost effect from all the side



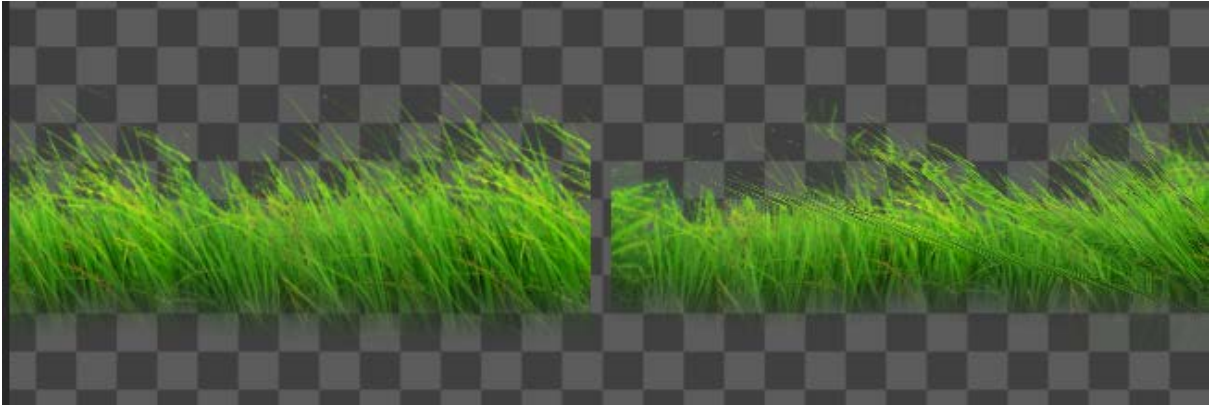
- EasySprite_Pixel : Simulate an old pixel sprite.



- EasySprite_Wave : Create a wave effect for your sprite. You can also animate your sprite.



- Add Fast Wind Grass



- Add Fire



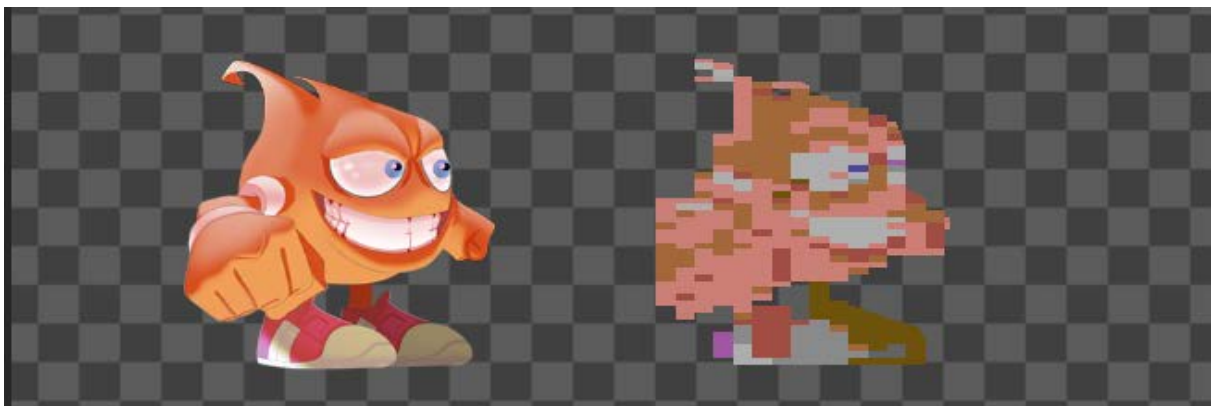
- Add 8-Bits GB



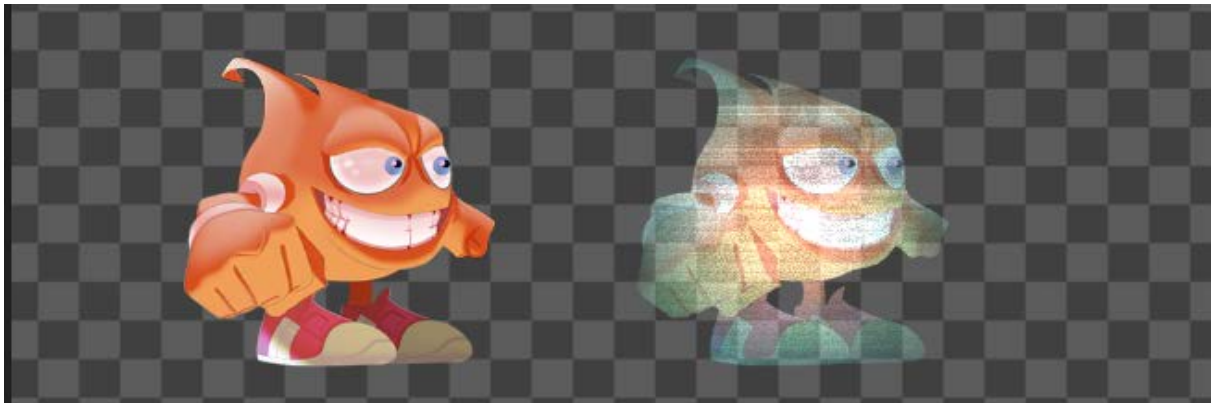
- Add 8-Bits Black&White



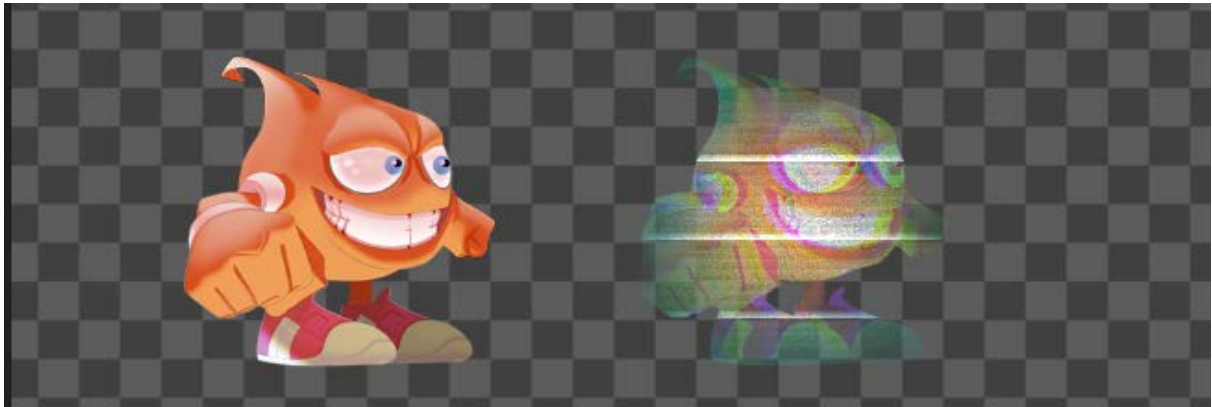
- Add 8-Bits C64



- Add Hologram 1 Additive



- Add Hologram 2 Normal

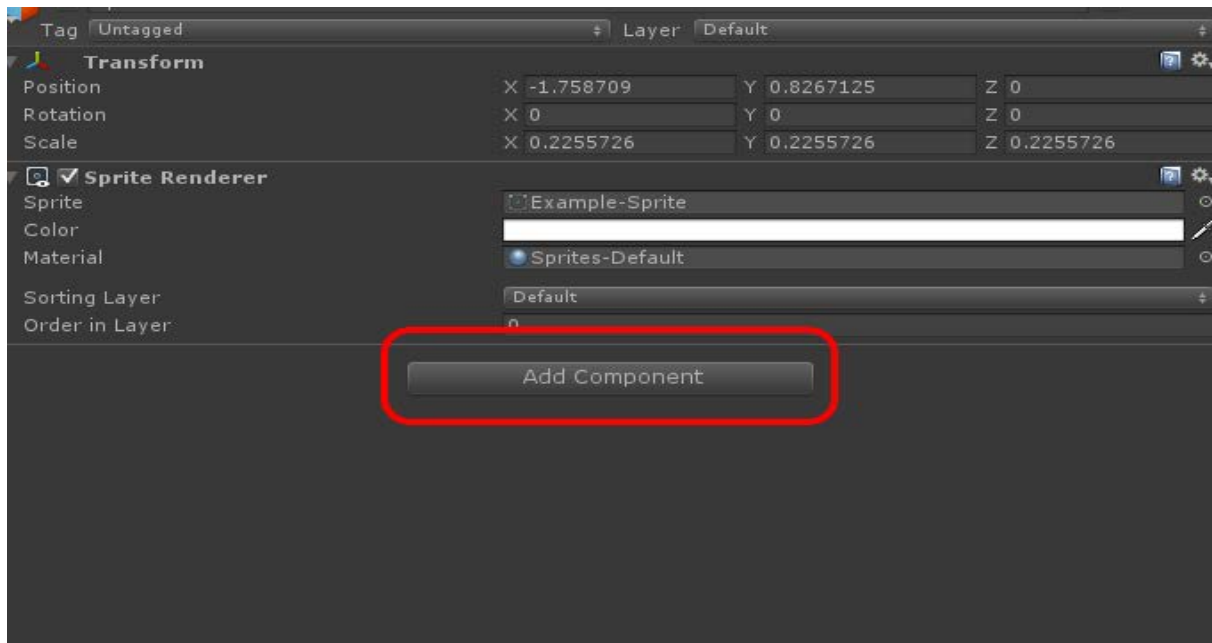


- Add Hologram 3 Colors

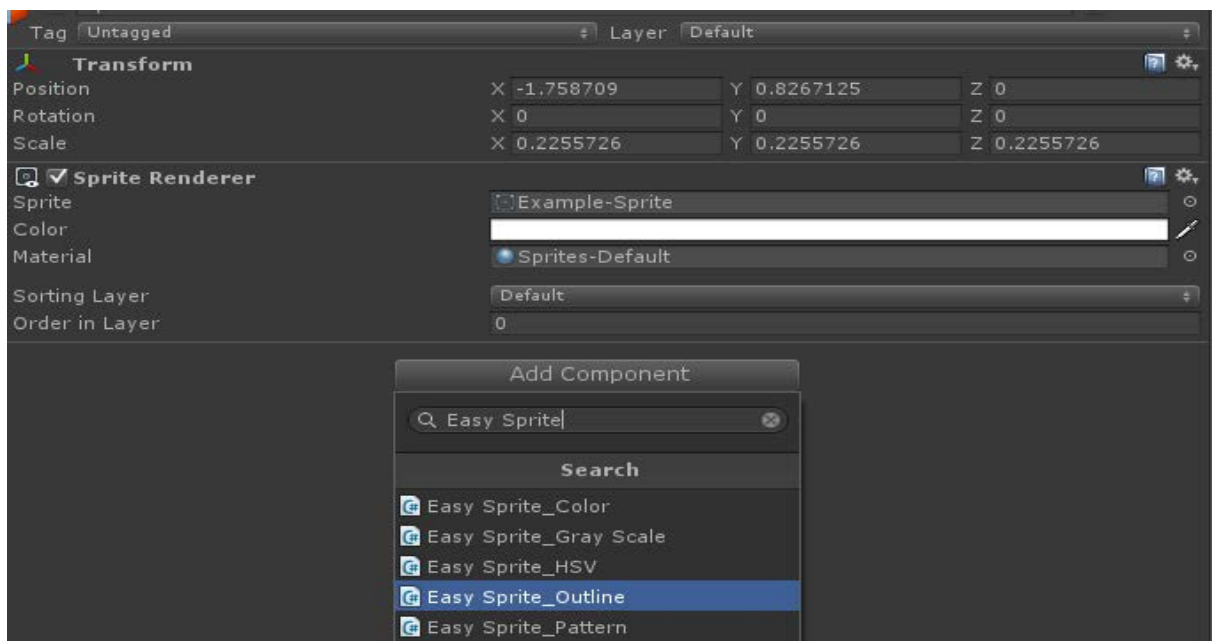


3. How To Use « Easy Sprites »

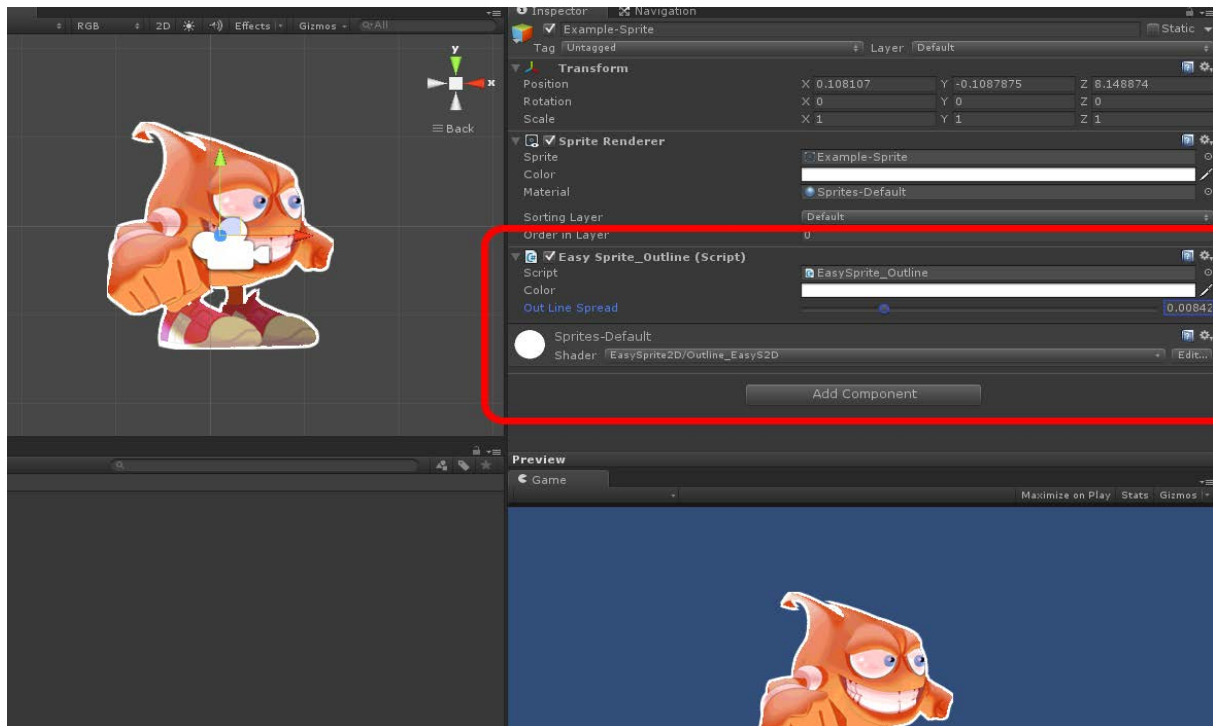
The package is very easy to use.



Press **Add Component** in the **GameObject** with your **Sprite Renderer**



Type « Easy Sprite » and choose the desired script



Now you can manipulate the parameters.

Note : Easy Fading is compatible with **Animator**.

Good to know:

- **Easy Sprite Pattern** can be animated, excellent for waterfall, special FX, shield, bonus, etc...
- **Easy Sprite Pattern** also work with 3D Models