



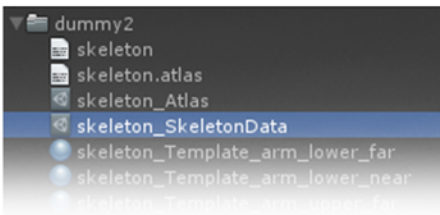
UNITY SETUP

HOW TO INSTALL THE SPINE UNITY C# RUNTIME

In order to use 2DAnim Heroes in Unity you will require the Spine Unity C# runtime. It can be downloaded from here: <https://github.com/EsotericSoftware/spine-runtimes/tree/master/spine-unity>

Simply download the package and import into Unity, or download the zip and extract the folders into Unity.

HOW TO ADD YOUR SPINE CHARACTER INTO UNITY



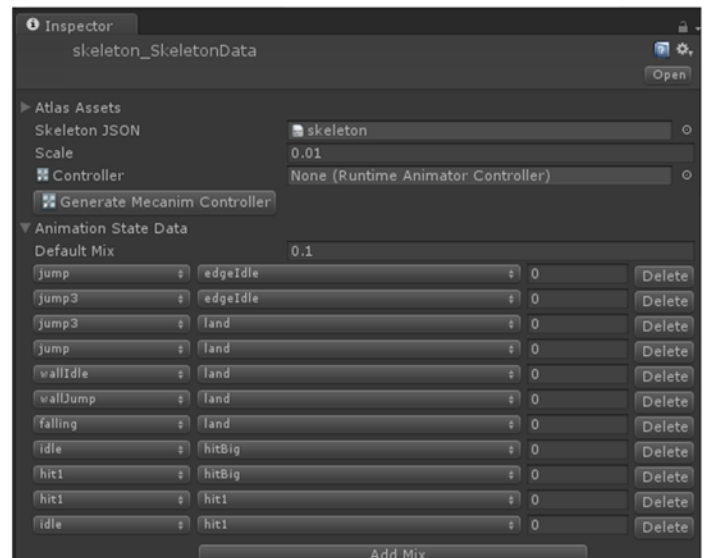
All you need to do is drag and drop your modified Template character folder into your Unity project file and you will notice that it will generate some new additional files with it (if it is already in the folder simply reimport it). These files are the skeleton_Atlas, skeleton_SkeletonData and a list of materials. The only file of significant importance is the skeleton_SkeletonData file.

If you select the SkeletonData file then a list of options will appear in the Unity Inspector. The key ones to note are:

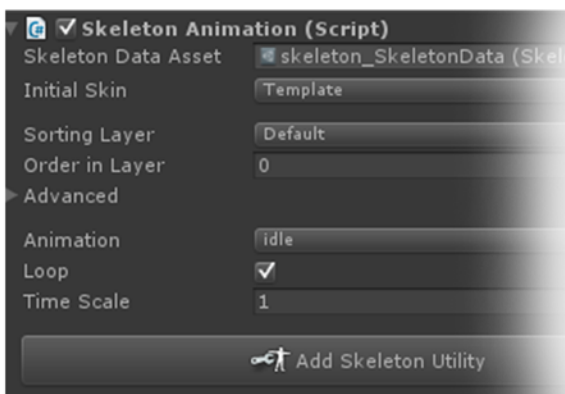
Scale - Spine files are output at a huge size, this setting simply changes how big the mesh is. We recommend setting the scale to a value of 0.01.

Default Mix - This is the setting for the default blending between animations, if you're looking for a more 'arcadey' feel, leave it at 0 so that it will instantly change between animations. Otherwise a setting of 0.1 is great for fast and smooth transitioning between animations.

Add Mix Button - Here you can fine tune your animation blending between animations, if you are using the default mix then we suggest you try out this feature. A great example of why to use this tool is to remove the blending between jump or fall into the landing animation as mixing these particular animations will reduce the impact of the land.



ADDING YOUR CHARACTER INTO THE EDITOR



To add your character into the editor firstly create a new empty GameObject (GameObject -> Create Empty)

While your new empty GameObject is selected, add the SkeletonAnimation component (Component -> Spine -> SkeletonAnimation) (Requires Spine runtime)

In the Unity Inspector you will now be able to see the SkeletonAnimation script attached to your GameObject, change the 'Initial Skin' drop down from 'default' to 'Template'.

You should now be able to see your character in Unity (You may need to hit play in order for the SkeletonAnimation to update)

Any troubleshooting issues post on the unity forums
or contact us directly at info@sunandmoonstudios.co.uk

2D ANIM HEROES

ART TIPS

IDLE

WALK

PUSH

GUN

MELEE
IDLE

MELEE
SWING

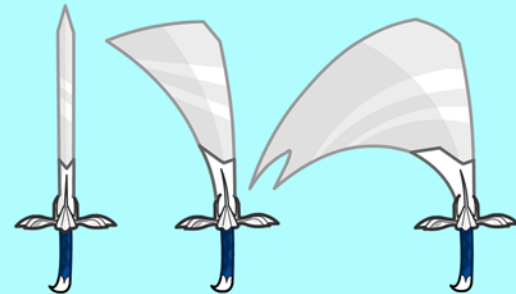
SWIM

The main thing to be aware of when creating a skin is the anchor points. Using the dotted template body parts and this pose sheet as reference you will be able to build your character so it works well with the animations.

"leg_lower_near_1" and "leg_lower_near_2" are both the same body part, just at different angles.



"Sword_2_swing" and "sword_3_bigSwing" are 2 stages of motion blur of "sword_1".



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info@sunandmoonstudios.co.uk