Thanks for Purchasing!!

How to use:

You can peview the character by open the demo scenes.

1. Spine Json character (Spine)

   - To use the character you will need to import the Spine Runtime to your project (http://esotericsoftware.com/spine-unity-download)
   - You will need a copy of Spine Pro license to have permission to use the Spine Unity runtime in your game if you plan to release it.(https://esotericsoftware.com/spine-purchase) Otherwise you can use the sprites in the Animation folder.

2. Png Image Sequence (Sprite)

   - All animations are exported as PNG images into the PNG Image Sequence folder
   - The animation samples are at 24 (24fps)
   - The characters sprite png sequences resolution is bigger than Spine texture
   - You should create Sprite Atlas and pack all the character sprites to reduce the size and better performance.

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**Spine Project File are included in the Source Folder

Inquiry email: 2dgamearts@gmail.com

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