Etienne's 2D Animator

This package requires the Etienne git package : https://github.com/Omadel/Etienne.git
If it doesn't want to download, it could be that you don't have git installed.
Git app's link : https://git-scm.com/
Restart Unity AND UnityHub after installing it.
It should now launch correctly.
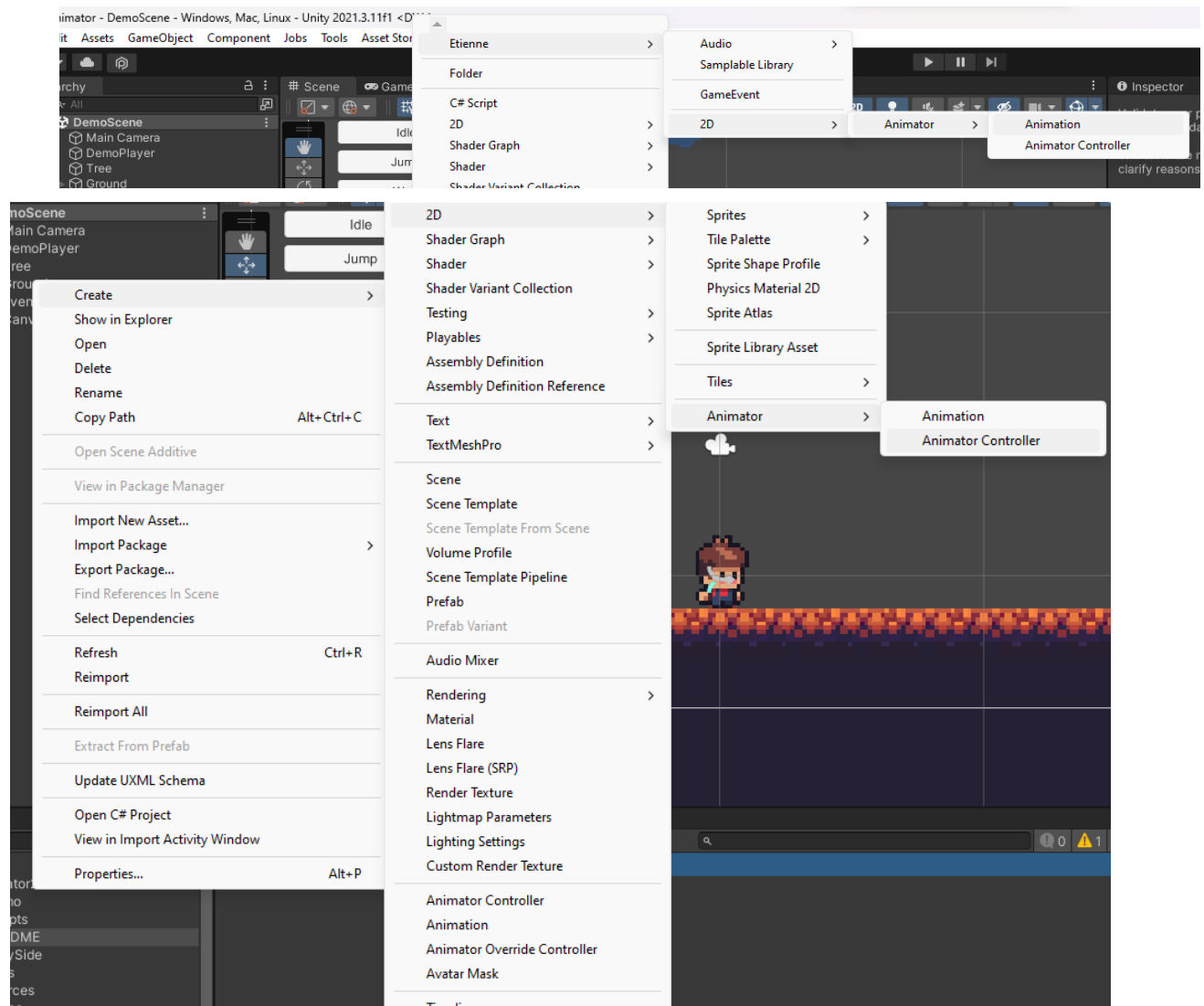
The creation of 2DAnimation and 2DAnimatorControllers are under "Assets/Create/2D/Animator/" or "Assets/Create/Etienne/2D/Animator".
The creation of a 2DAnimation can be shortened if you select multiple sprite assets before creating it, it will automatically apply the selected sprites assets to the Animation 2D asset.

To play an animation, create a "2D Object/Sprite/Animated Sprite" or add a "Animator2D" to a GameObject.
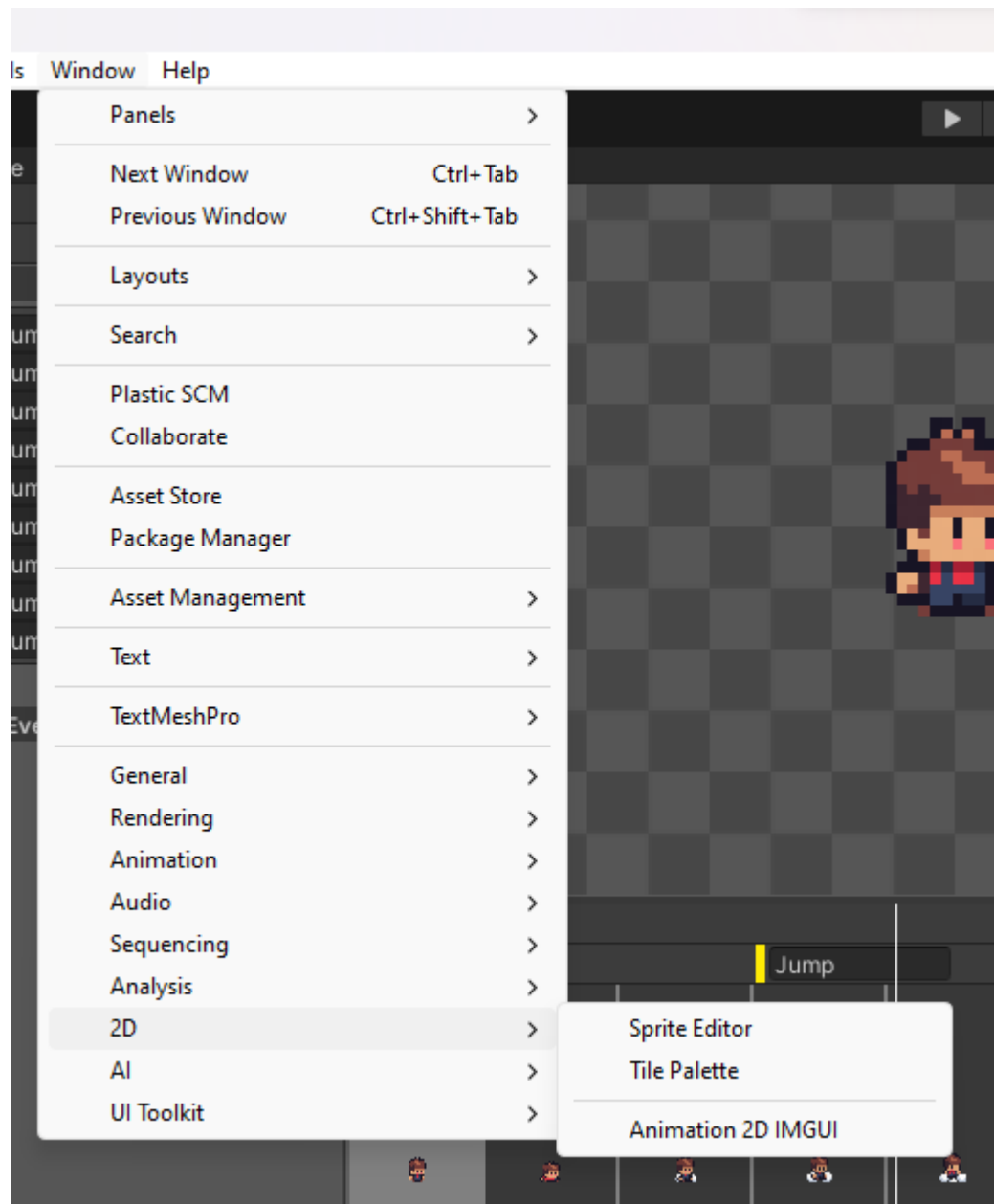To the animator add its controller, the first state is played by default.

Here is an example how to play an animation:
```cs
using Etienne.Animator2D;
using UnityEngine;

class PlayAnimation : MonoBehaviour
{
        [SerializeField] private Animator2D animator;
        [SerializeField] private string stateName = "Jump";

        private void Start()
        {
                animator.SetState(stateName, false);
        }
}
```
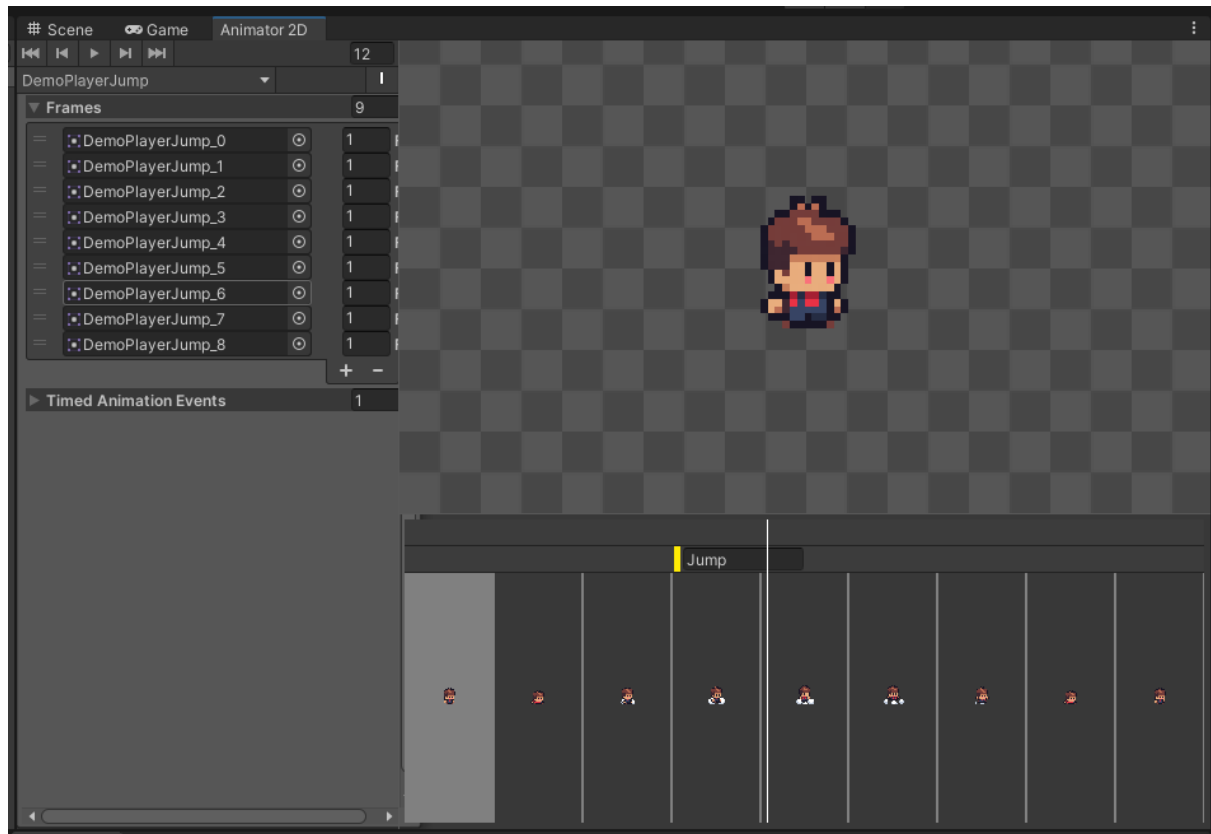
The false boolean is to not force the re-start of the animation, if you want to force the animation to begin immediately and the 1st frame, write true instead.

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Jump

Open the Animation 2D IMGUI window =>

You now can easily edit your animations, add events…