About unity packages

This folder contains an experimental Unity3D prefab puppet package featuring this animated sprite.

The Unity puppet has been built from a Brash monkey Spriter-Pro .SCML file using the Spriter runtime tool called "Spriter2UnityDX.". You can also find that same SCML file included in this download.

 Please note that this Unity prefab is an optional addition included with this asset pack. Regrettably, I'm unable to provide support for it. If it works for your project, that's fantastic! However, if it doesn't, I regret to inform you that I lack the experience and specific technical expertise to address Unity 3D-related issues. This prefab has been tested and confirmed to work on Unity version 2022.3

To utilize this sprite, simply drag the Unity package into the assets directory of your Unity project or any directory of your choice. Inside the main folder, you'll find the Unity prefabs. This sprite package includes an animation controller and grants access to child sprites of the main entity. Besides the standard autogenerated animation controller, this character doesn't come with any additional scripts for control methods. You'll need to organize your animations to suit your specific requirements.

I sincerely hope that this package proves beneficial for your project. Best of luck with your endeavors!"

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