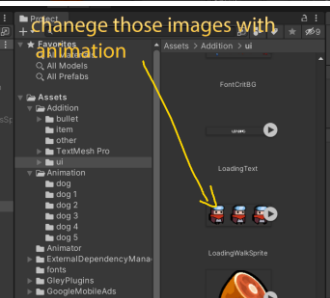
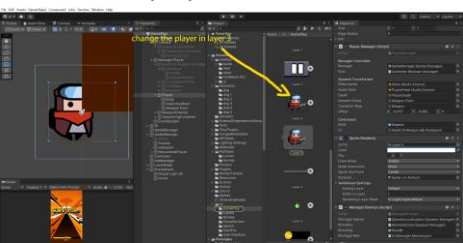


# \*Reskin the enemies and player

## 1-reskin the player

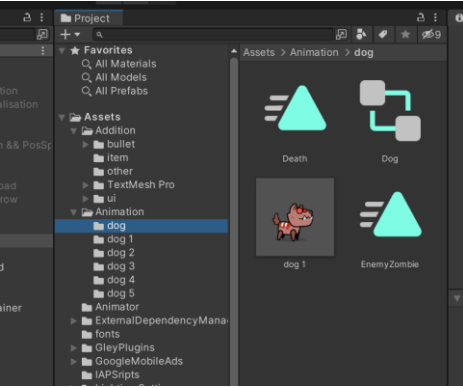


## 2- reskin enemies

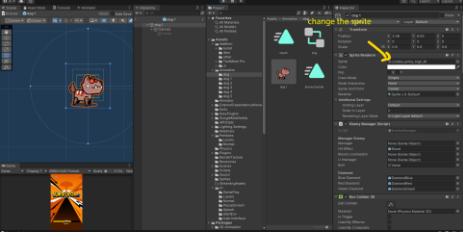
In animation folder we will find all enemies prefabs and animation,

For exemple we need to reskin the dog 1:

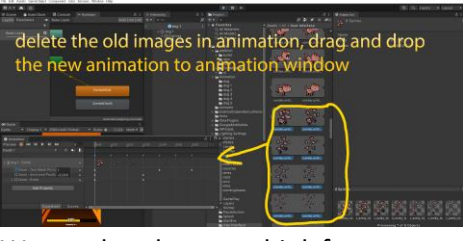
-open the dog 1 prefab



-open the dog 1 prefab and change the sprite



-open the animation clip, death for exemple :



We need to do same think for EnemyZombie animation

