

Unity Bone 2D

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1.Introduce

Spine : Spine is the most used 2D animation software. This software is not free.

DragonBones : DragonBone is a free 2D animation software. Its function is similar to spine.

Download address: <http://dragonbones.com>

This plugin can convert DragonBone data and Spine data to Unity Animation System.

This software provides the function of the spine and the dragonBone runtime does not have.

The functions of the plugin

	Bone2D->DragonBone	Bone2D->Spine
Skinned Mesh Animation	Yes	Yes
FFD Animation	Yes	Yes
Collider2D	Yes	Yes
NestArmature	Yes	No
Multi Skin	No	Yes
IK Animation	Not prefect	Not prefect
Path Animation	No	No

2.Convert DragonBones Data

- 1) DragonBones animations exported as 4.5 or 5.x data, contain Texture Atlas, Ske Data, Texture Atlas Data.
- 2) The three into a folder, and then drag the folder to the Unity.
- 3) Selected folder or data file in Unity, and then select menu Bone2D -> DragonBone option.
- 4) Animation can preview the animation from the Animation Panel, or run the Unity to preview.

3.Convert Spine Data

The Step like Converting DragonBones. You must select the premultiply Alpha option if yours Texture used premultiply Alpha.

4.Convert animations that have a collision detection

If you added collider in animation editor, it will covert to PolygonCollider2D automatic . You can select in DragonBone(All function) pane r Spine(All Function) pane if you want complex collider.

5.Parameter description

Zoffset: slot z offset

DisplayType: Default / SpriteRenderer / UIDefault/ Image .

Generic Anim : if true, default animationClip and ui animation clip is the same.

GenPrefab: generate prefab or not.

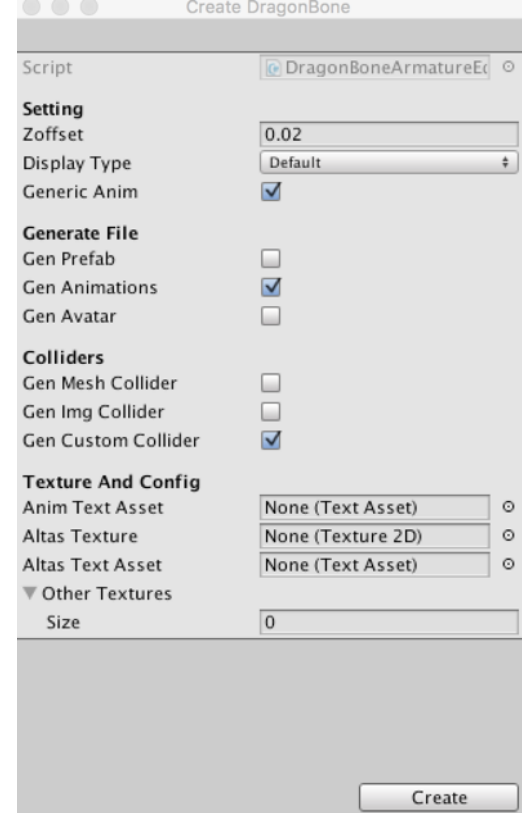
Gen Animations: generate animation or not.

gen avater : generate Avatar or not.

gen Mesh collider: generate polygon collider 2d .
 gen Img Collider: generate box collider 2d by image bound.
 gen Custom Collider: generate collider 2d by animation data.

Anim Text Asset: ske animation data text.
 Create Avatar: whether to create AvatarMask.

Atlas Texture: atlas
 Atlas Text Asset: atlas config
 Other Textures: other atlas



6.The converted effect

This demo used Gen Mesh Collider ,The polygonCollider2D will change as changes in animation.



7. API

```
void SetToPose();

Renderer GetAttachmentByName( string attachmentName);
MaskableGraphic GetUIAttachmentByName( string attachmentName);

void ChangeSpriteFrame(string spriteFrameName,Texture texture,Material mat=null,bool useMaterialBlock=true);
void ChangeSpriteFrame(SpriteFrame sf,Texture texture,Material mat=null,bool useMaterialBlock=true);
void ChangeSpriteFrame(string spriteFrameName, string newFrameName);
void ChangeSpriteMesh(string spriteMeshName,Texture texture,Material mat=null,bool useMaterialBlock=true);
void ChangeSpriteMesh(SpriteMesh sm,Texture texture,Material mat=null,bool useMaterialBlock=true);
void ChangeSpriteMesh(string spriteMeshName, string newTextureFrameName);
void ChangeSpriteRenderer(string spriteRendererName,Texture2D texture,Material mat=null);
void ChangeSpriteRenderer(string spriteRendererName,Sprite sprite,Material mat= null);
void ChangeSpriteRenderer(SpriteRenderer sr,Sprite sprite,Material mat= null);

void ChangeUIFrame(string uiFrameName,Texture texture,Material mat=null);
void ChangeUIFrame(UIFrame uf,Texture texture,Material mat=null);
void ChangeUIFrame(string uiFrameName, string newFrameName);
void ChangeUIMesh(string uiMeshName,Texture texture,Material mat=null);
void ChangeUIMesh(UIMesh um,Texture texture,Material mat=null);
void ChangeUIMesh(string uiMeshName, string newTextureFrameName);
void ChangeImage(string imgName,Texture2D texture,Material mat=null);
void ChangeImage(string imgName,Sprite sprite,Material mat= null);
void ChangeImage(Image img,Sprite sprite,Material mat= null);
```

8. SortingGroup(Unity5.6)

Add SortingGroup Component to game object when armature is created.

9. Demo

DragonBone , Spine demo include.

10. Convert dragonbones data to spine data

If you want to use spine runtime, you can download this tool

<http://git.oschina.net/bingheliefeng/DragonBoneToSpineData>