



# RAFMANIX

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## 2D Bunny

**Version: 1.4**

### **READ ME**

Thank you for supporting this asset!

We have created this asset-package to help you to create your own 2D games.

Our Asset-pack contains sprite textures to use for your projects.

The sprites are easy to use so you can quickly make your own commercial games.

All additional textures, C# scripts or animation files are for the “Example/Demo Scenes” and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

**Support:** [rafmanix.studios@gmail.com](mailto:rafmanix.studios@gmail.com)

#### **Info:**

If you have an older Version of Unity, make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.

#### **IMPORTANT:**

If you want to make modifications of our textures or sprites, etc... please make a copy and change them as you desire.

**Reason:** If we upload a new version and you upgrade our Asset Package your work or modifications can be overwritten.

**Thank you!**

**RAFMANIX Team**

# License

## Unity Asset Store License:

The license terms are subject to Asset Store “Terms of Service” and “EULA” you can find these on the official Unity website.

Asset Store Terms of Service and EULA

[https://unity3d.com/de/legal/as\\_terms](https://unity3d.com/de/legal/as_terms)

## You need more content:

For more Informations look at our Website under Questions & Answers (Q&A).

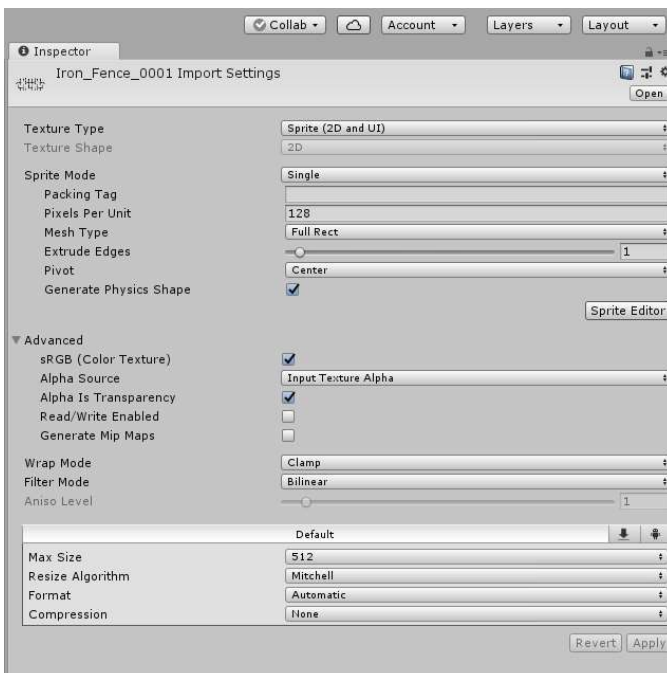
RAFMANIX Website:

<https://sites.google.com/view/rafmanix/home>

# Asset Store Package

## Settings:

All the graphics and sprites in our asset packages are created for the standard grid settings in the Unity Engine.



Make sure your texture type settings are:

- Pixels per unit is set to - **128**

so it fits to the Unity standard grid.

Or scale it according to your game grid settings!

- We have used “None Compression” for quality upload on the Asset Store.

You can use the Quality setting & compression as needed for your project

For more Information about texture or sprite setting look in the unity engine documentation.

## **Performance:**

If you do not use our ATLAS or in the package are only Single Sprite Sheets.

Copy the sprites in your project and choose your settings and use the same “**Packing Tag**” for the sprites, so the Sprite Packer reduces your drawcalls!

If the Sprite Packer is not working to save your sprites by batching, look at:

### **Edit / Project Settings / Editor**

- **Sprite Packer / Mode** = “Always Enabled” or as you need it!

Or

New at Unity 2017.1 !

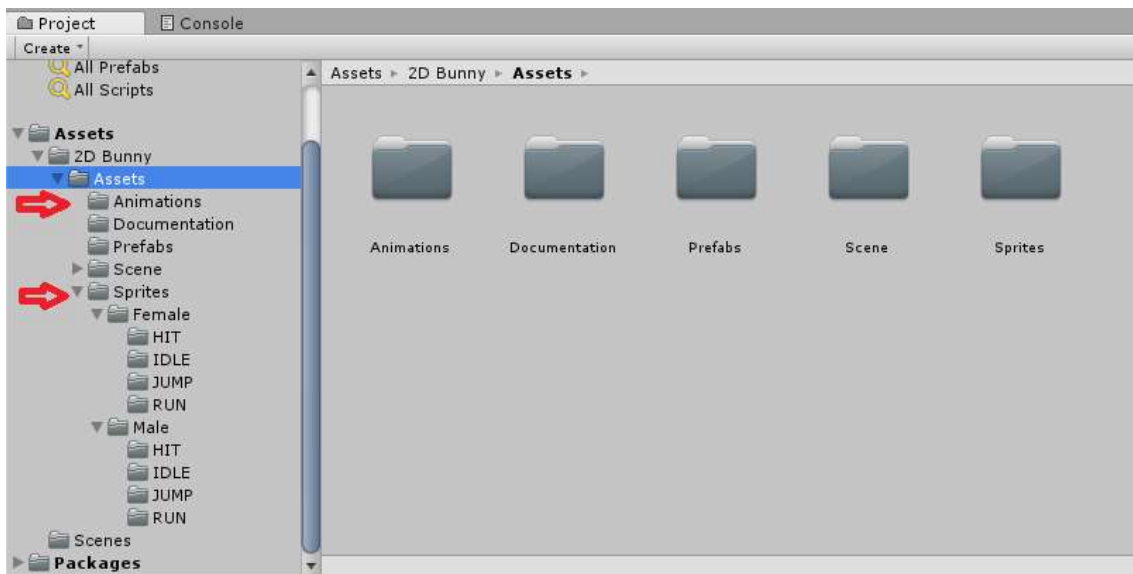
### **Right Mouse / Create / Sprite Atlas**

- Bake all sprites in the new “**Sprite Atlas**” from Unity!

## **Sprites & Animations:**

To create your Character you can use our Sprites or Animations!

The Animator Controllers are build for the Example Scene!



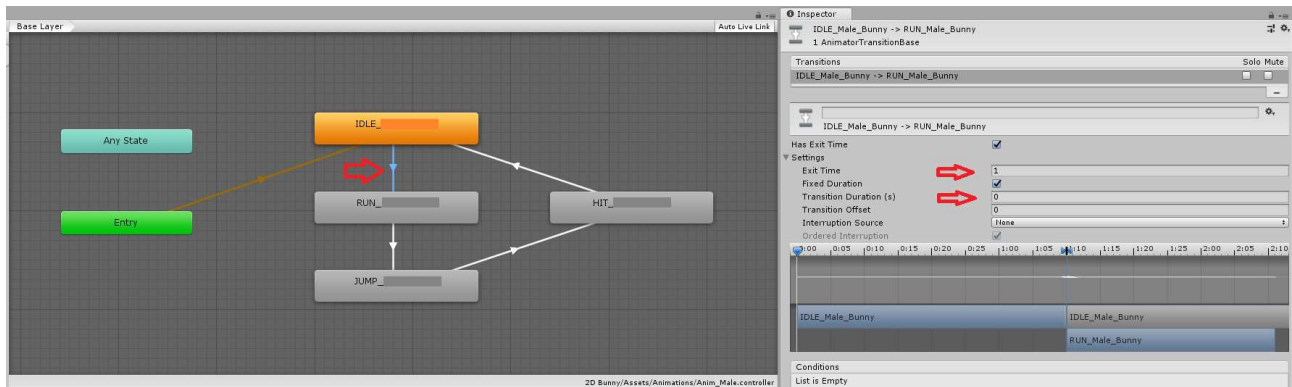
All Sprites are Single Sprites so you can use Unity’s Sprite Packer or the new “Sprite Atlas” to reduce your Draw calls with an **ATLAS** image!

You can use our Animation for your Projects or make your own as you desire.

(In your Project Folder) **Click Right Mouse / Create / Sprite Atlas**

- Bake all sprites in the new “**Sprite Atlas**” from Unity!

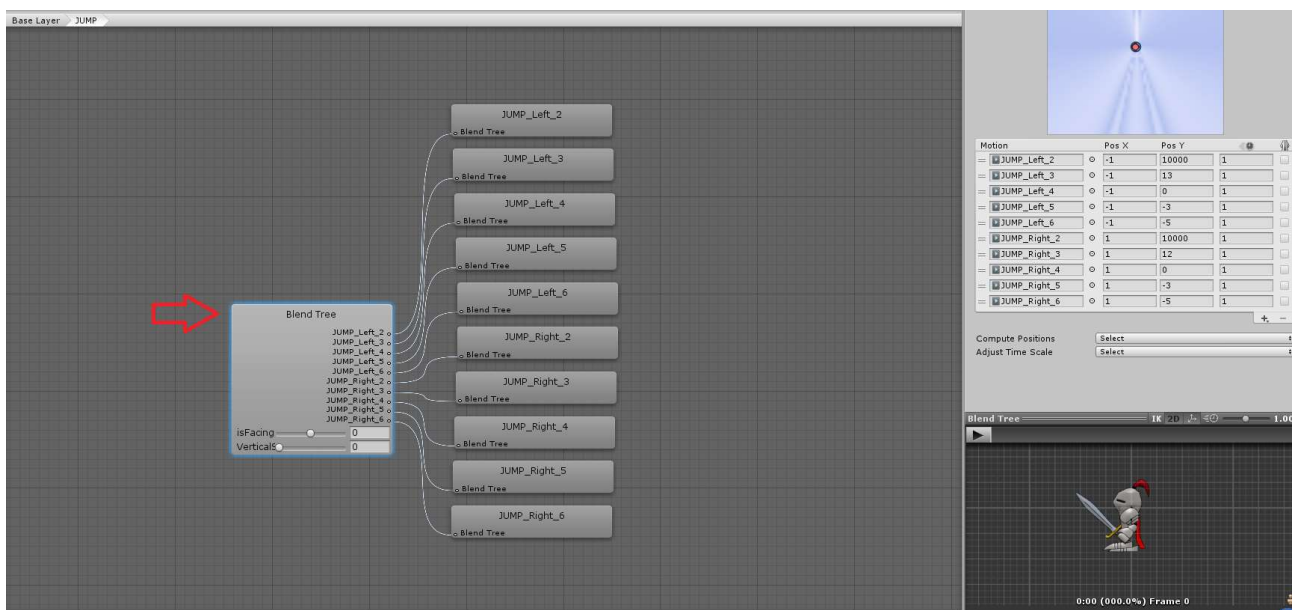
## Animator Controller:



Your Transitions should look the same as in the “**Screenshot**” so the animations fits together.

If you have a more complex character to build, adjust your settings accordingly.

## Animation JUMP:



We recommend to use a “**Blend Tree**” for the jump animation.

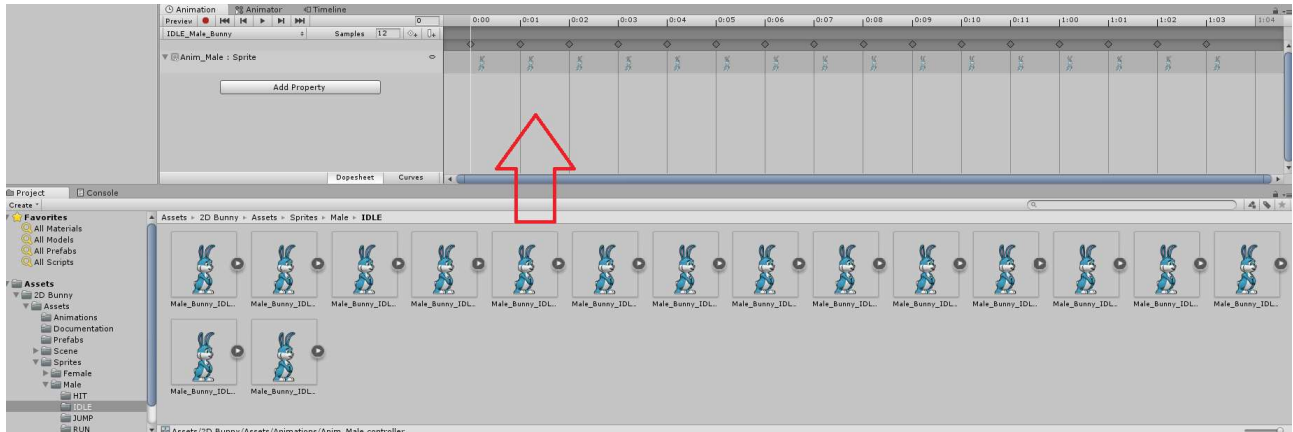
If you want to know how it works, please have a look at one of Unity's 2D character tutorials.

This is a slightly more elaborate variation but looks much better and smoother.

Here you use the x and y ( minus - & plus +) axis as an indicator for the displayed image.

For this variant you do not always need all sprite sheet images.

## Sprite Sheets:



Simple drag & drop the Sprites in your Animation and set the Samples as you desire for your Project.

You can also make the animations longer by looping the sprites, as in our example animations.

Set the Samples higher/less or the speed in the Animator Controller to speed up or slow your animations.

## Prefabs:

The prefabs, in the package, are only examples what you can make with this sprites.

You can use them, if you like or build your own prefabs!

## Support us:

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

[rafmanix.studios@gmail.com](mailto:rafmanix.studios@gmail.com)

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!