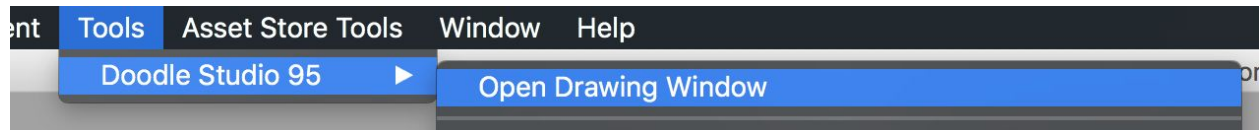# dOOdle 5TuDIo 95

a FUN drawing and animation tool for unity.

Thanks for downloading **Doodle Studio 95!**

How to use

To open the Drawing Window, go to **Tools** > **Doodle Studio 95** > **Open Drawing Window**

Package contents

The Doodle Studio package contains:
- ***Doodle Studio 95 Folder***
  - Core scripts and shaders.
  - At the moment it's necessary not to move this from the Assets folder
  - ***Examples Folder***
    - Example animations and scenes
- ***Gizmos Folder***
  - Adds icons to the Doodle Animation files

Parts

The main parts in **Doodle Studio 95!** are:
- The **Drawing Window**
  A window with a canvas and drawing tools where you make your animations
- The **Doodle Animator** component
  A component you add to a Game Object to render the animations

- The **Doodle Animation File** asset type
  The format in which your animations are saved, can be used as-is or converted to other formats.
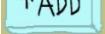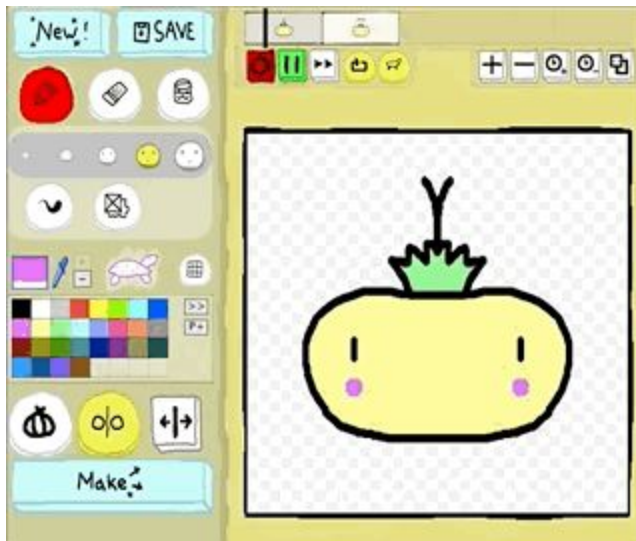
Workflow

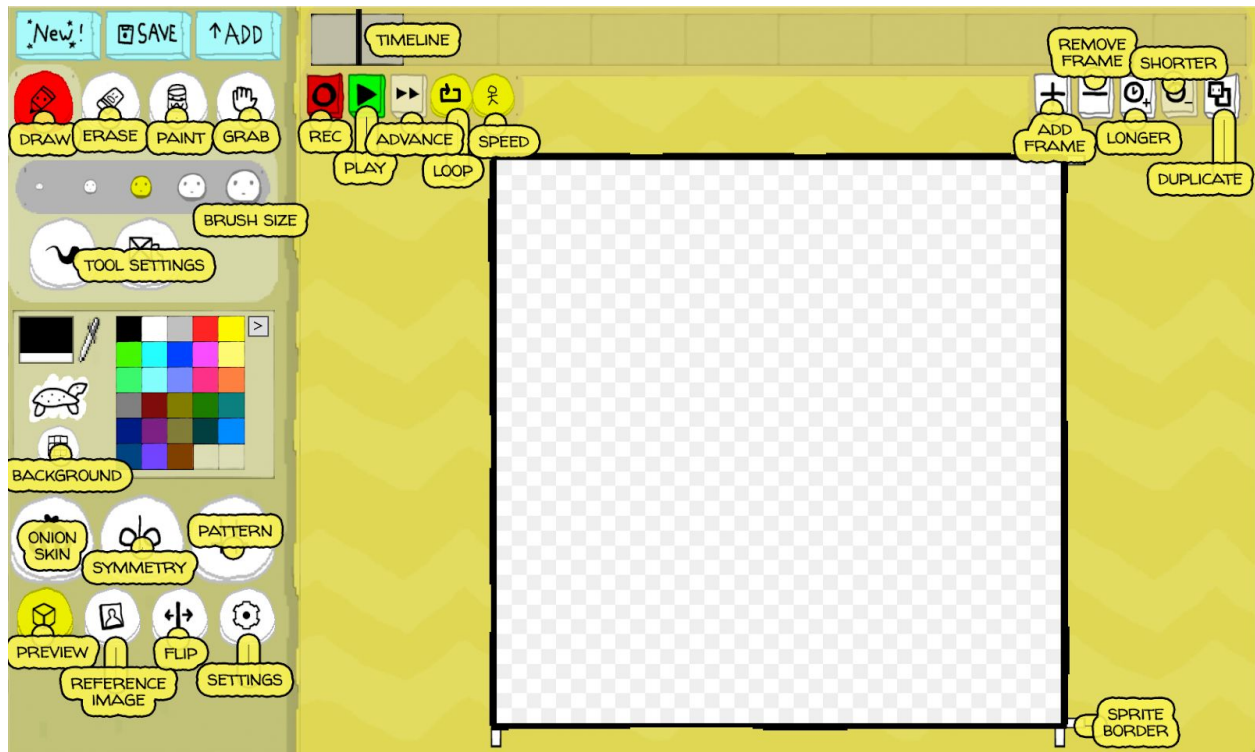The typical workflow for creating animations is:

1. Open the Drawing Window
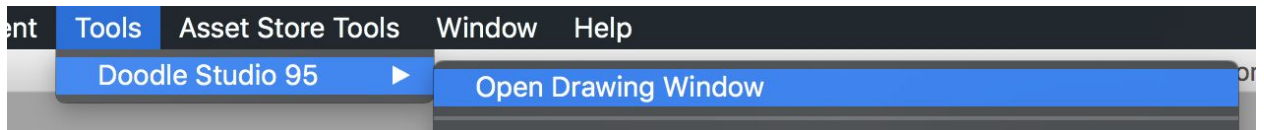
2. Make a drawing, add new frames, draw it again but a little different. It moves!

3. Click the [↑ADD] ADD button to import your animation into your scene as a Sprite, UI image or particles.

Quick guide

More resources

- Video: [Quick Look](#)

Please refer to the online manual for more detailed instructions, tutorials and reference:

[Doodle Studio 95! User's Manual](#)