

CONVERT SPINE ANIMATION TO UNITY NATIVE ANIMATION

(version 2.1)



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I.Steps to Convert

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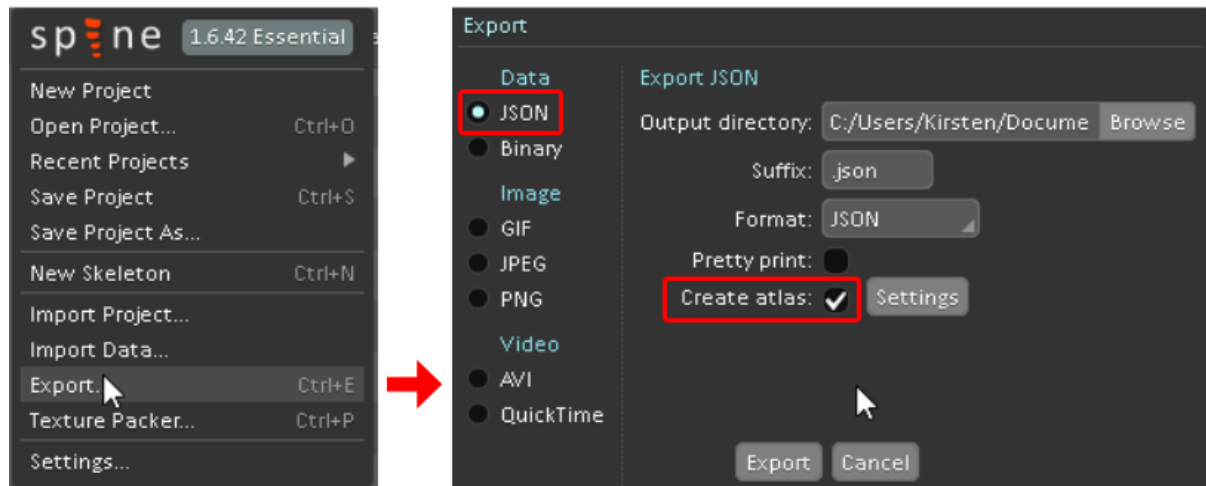
I.5 Build To NGUI

II. Contact us

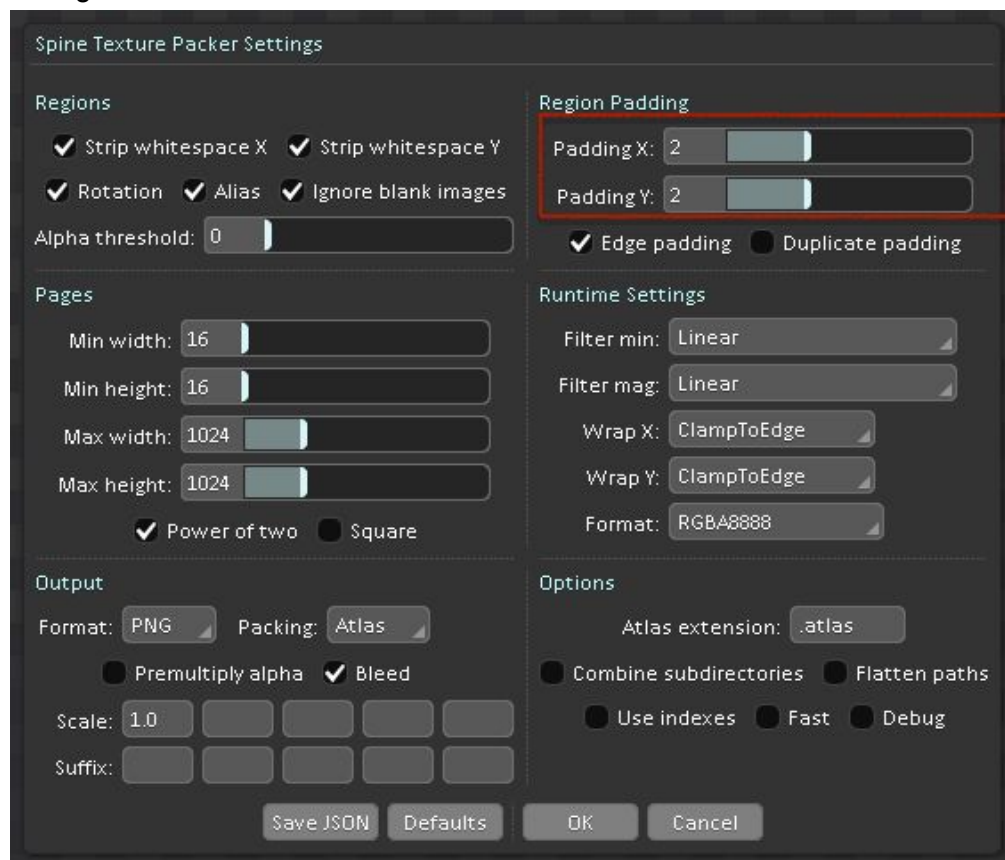
I.Steps to Convert

I.1 Setting & Export from Spine

- Choose Setting export is build **Json** file with **create Atlas**.



- If you want to scale size of image in Unity, please choose **padding size** atlas is big enough.



for example: If you want to scale image atlas to ¼, please choose padding size is 4.

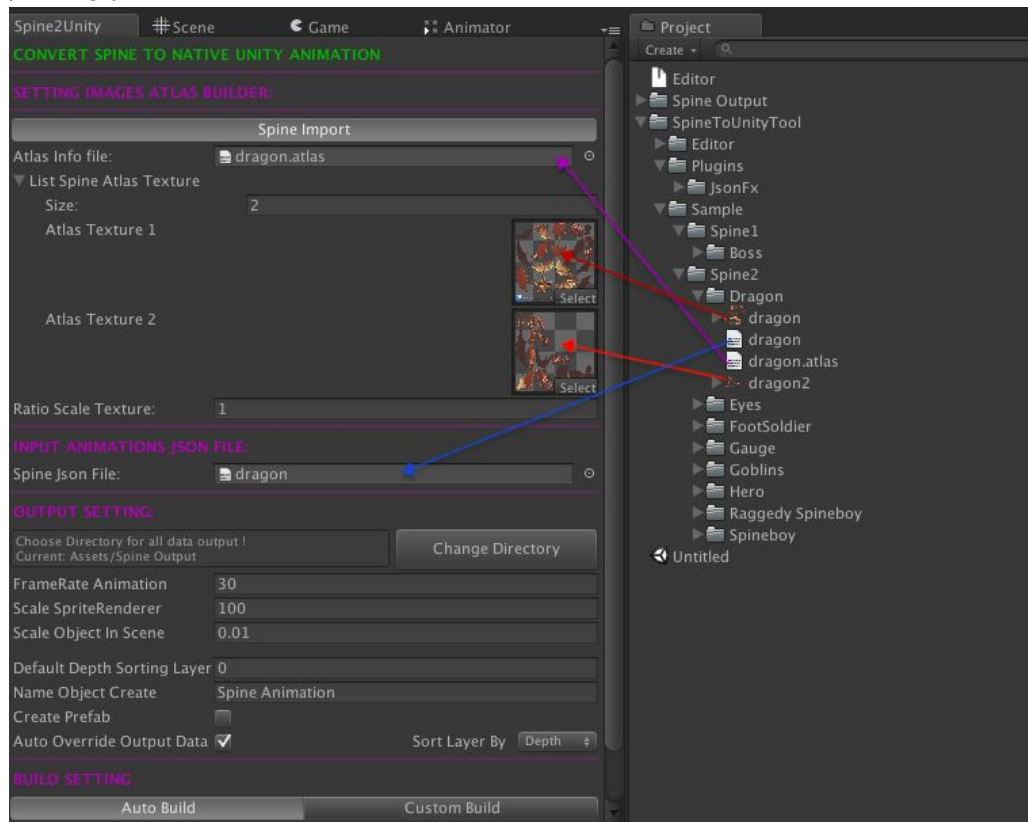
I.2 Import to Unity

After Export from Spine, we need :

- List atlas files (.png type requirement).
- a json file (.json type).
- a atlas file (please note add .txt in file name, example: name.atlas->

name.atlas.txt).

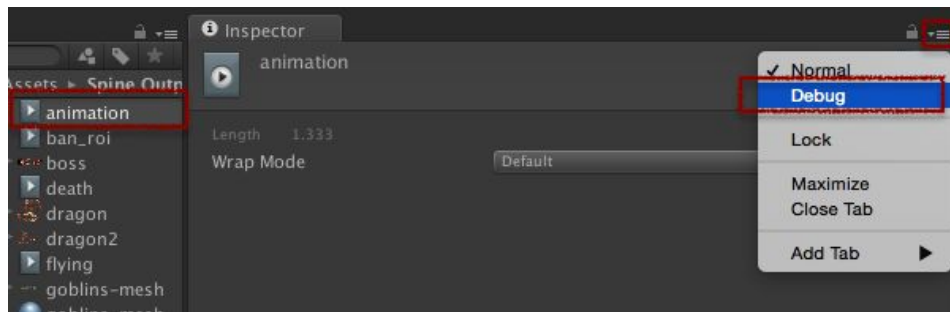
In Unity, Drag your exports follow pictures bellow.



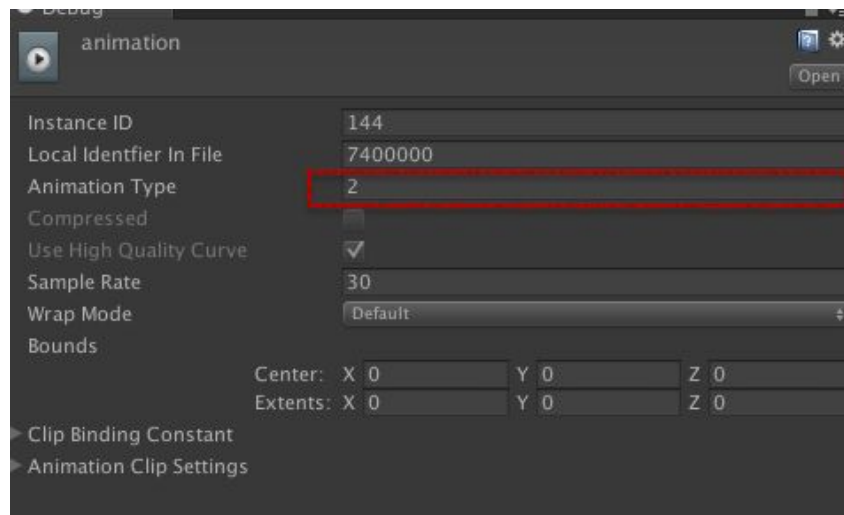
After that press **Build** to finish import Spine to Unity.

Tips:

- Sort Layer by : Depth (using order layer of sprite renderer), or z(using local transform)In your game, with a lot of animation and character, i recommend you choose build sorting layer by **Z** and using default sorting layer to change depth of this object with another objects.
- If you see Error with name **!HasError**, Don't worry about that, this warning because your pivot in image not in range [0,1], However, if you don't want to see this error, please update to latest Unity version.
- Sometime in Unity 4, animation auto convert to legacy, You can convert it to mechanism to using by follow step
 - + press to legacy animation, in inspector left click to right connor and choose debug



+ Choose animation type is 2, and then press Normal again, now your animation file has been converted to mechanism.

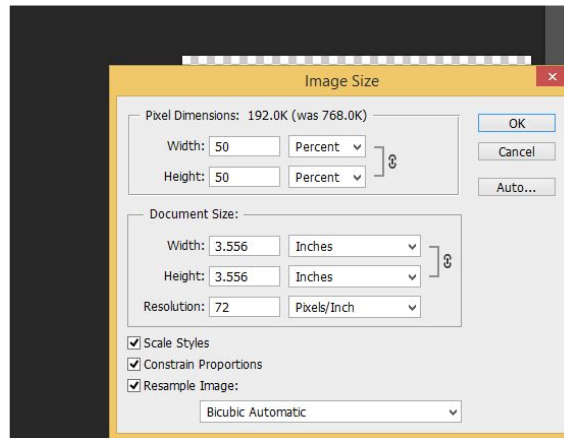


I.3 Resize Atlas Texture

- When import from after effect, images have been built in an atlas to save resources and reduce draw call. In some case you want to reduce size of atlas texture (for example resize less than or equal 1024 for run better in mobile), You can follow step below to resize atlas texture:

Step 1: Export Normally by Spine to create some atlas

Step 2: Using 3th party tool to resize this atlas texture(Photoshop...etc), for examples if you using photoshop, Select Image->ImageSize then resize whatever you want. in this case is 50%



Step3: In the Spine2Unity Tool Editor, select tab **Using exist atlas Sprite**, input value for **Resize Texture Ratio**, in this case 0.5 (50%). Then Press Build and Finish.



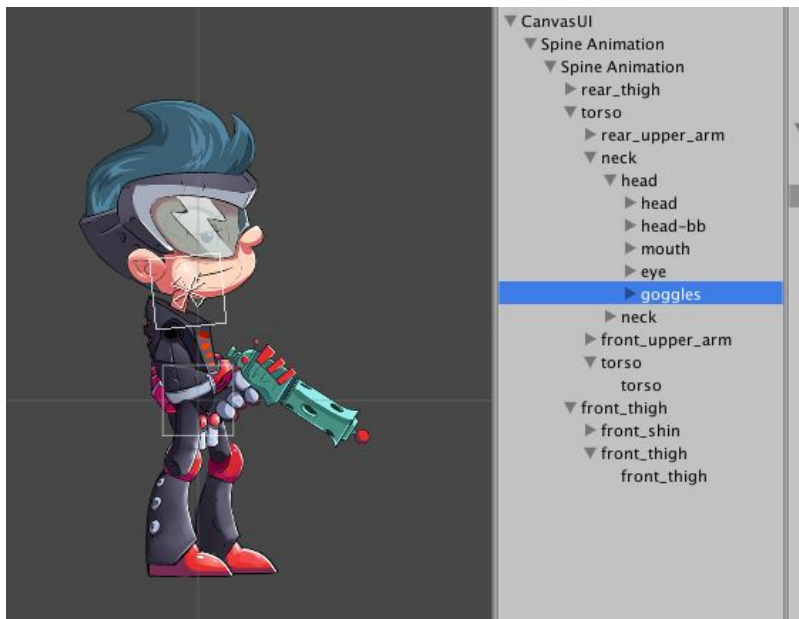
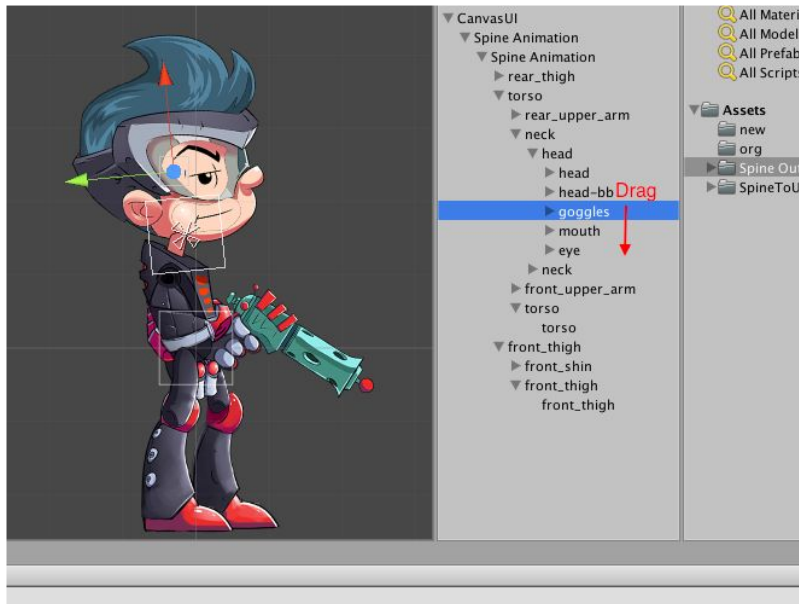
Here is some tips when you using Resize Image:

- *In step 1, using trim 2n Texture to create 2n Texture. this size good for resize image*
- *If you want to scale smaller, You should choose padding size, for example, scale to 50%, padding =2, scale to 25% Padding=4, to create good image after resize.*

I.4.Build to UGUI:

When build to UGUI, please follow:

- Not using skinned mesh and mesh to exactly order layer.
- In some case you need to change sibling of transform because the different sorting layer of UGUI and Spine, follow below picture:



I.5.Build to NGUI:

Similar with build to UGUI, we support build Spine to NGUI with Spine are not mesh and skinned mesh, please make sure if you don't have NGUI plugins just choose Window->Spine2Unity->Spine2Unity4(or Spine2Unity5) to make sure can export to spriterenderer, mesh or NGUI properly

If your project exist NGUI plugin please choose choose NGUI option when export(it can not be processing if you don't have NGUI plugins).

II. Contact us

Please contact us by email : onepstudio@gmail.com for any proplems. Please attachment some images or sample adobe after effect files if you want to improve or change of next free update.