



2D Animated Animal Character Pack

Documentation

Running the Demo Scene

There is a Unity example scene that lets you try-out all of the included characters and animations. The scene is located in Scenes\DemoScene.

Instructions

- You can control the character using the arrow keys or WASD.
- Hold shift to run.
- Press spacebar to jump.
- The number keys (1 – 5) allow you to switch between the five characters.

You may also use a game controller to move the character around.

Modifying the Character Animations

Modifying the animation files requires a program called Spine by Esoteric: <http://esotericsoftware.com>

The Spine animation files are located in the Assets\Spine folder.

Exporting the Spine Files to be used in Unity

To bring the Spine animations into Unity, you must export as a .json file.

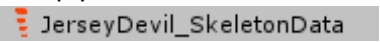
- In Spine, click Export.
- Select the output folder (should be within the assets folder of a Unity project).
- Check Create atlas.
- Click the atlas Settings button.
- Set Max width and height to 2048.
- Change the atlas extension from .atlas to .atlas.txt
- Click ok.

- Click Export.
- The .json and atlas files will be created.

Importing Modified Spine Files into Unity

To use Spine in Unity, you are required to use the spine-unity runtime located here:

<https://github.com/EsotericSoftware/spine-runtimes/tree/master/spine-unity>

- Copy the contents of spine-csharp/src to Assets/spine-csharp in your Unity project directory.
- Copy the spine-unity/Assets/spine-unity to Assets/spine-unity in your Unity project directory.
- Open your Unity project.
- Drag and drop your skeletondata file into your scene. (The file will look like this in the Unity project: )

If you have any questions, please contact us at dcryptid@gmail.com