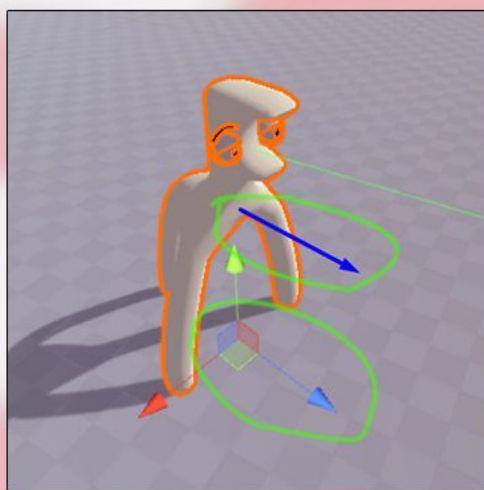


FIMPOSSIBLE GAMES

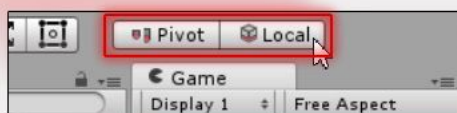
LOOK ANIMATOR QUICK GUIDE

WHEN USING EYES ANIMATOR COMPONENT BE SURE YOUR MODEL IS FACING Z-AXIS (FORWARD)

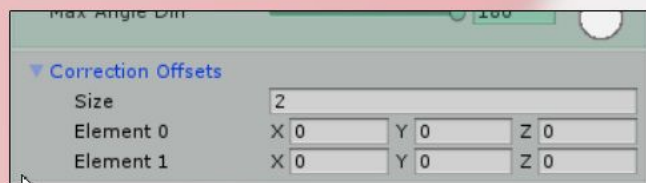
IF IT'S DONE WRONG INSIDE MODEL FILE, YOU CAN SIMPLY CORRECT IT WITH NEW GAMEOBJECT AND PARENT IT



ALSO BE SURE TO USE DEFAULT SETTINGS FOR TRANSFORMING TO DO IT ALL CORRECTLY



IF YOUR EYES ARE LOOKING IN SLIGHTLY DIFFERENT ROTATION THAN DESIRED FOR SOME REASON, YOU CAN CORRECT IT UNDER "CLAMPING AND OTHERS" TAB



EYES ANIMATOR IS COMPONENT WHICH WILL ANIMATE EYE SPHERES TO BEHAVE LIKE REAL OR TO BEHAVE MORE CARTOON LIKE, IT'S UP TO YOU!

IF YOU WILL LIKE THIS PACKAGE PLEASE VISIT PAGE ON ASSET STORE AND RATE THIS OR WRITE REVIEW :)