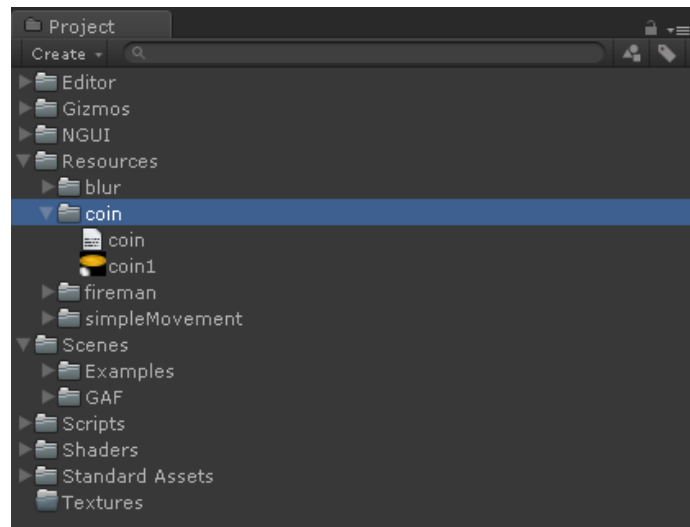


Unity GAF player

How to setup my custom animation

1. GAF animation resources is a folder with JSON file and textures called Atlases.
2. Drag GAF animation folder to Resources folder of Unity project



3. GAF resource post processing script will automatically rename .JSON to .TXT, because Unity doesn't support JSON as asset.
4. If you create animation from script you need to setup texture import settings as:

