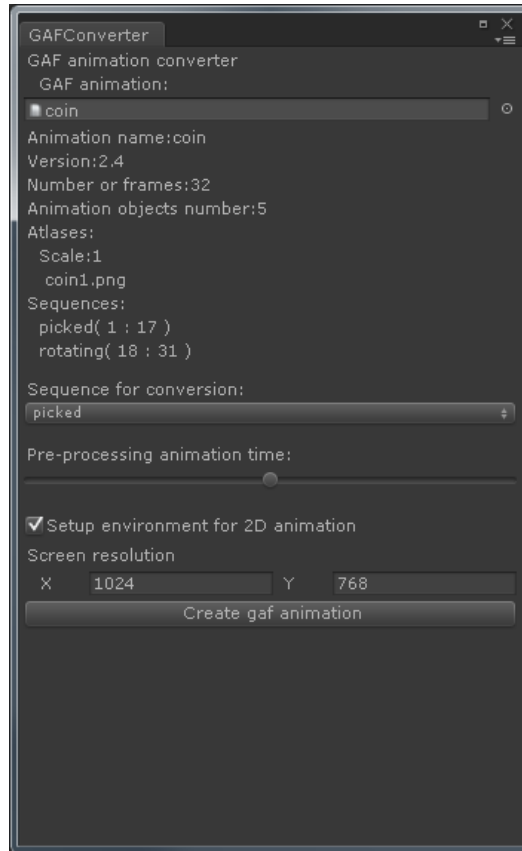


# Unity GAF player

## Tool Help



**GAF animation** : field for selecting GAF Animation that going to be converted.

**Animation information:** information about data stored in JSON.

**Sequence for conversion:** *Default* if no sequences and *name of sequence* to convert in other cases. Information about animation sequences see above.

**Sequence for conversion:** time to preview in editor. Note: at frame of 0 all animations are invisible. Preview in editor is differing than actual animation.

**Setup environment for 2D animation:** Setup ambient color to white. Setup scene camera according to desired resolution. If there is no main camera in scene it will be added automatically. Setup editor window to orthogonal camera and back view.

**Create GAF animation:** create animation object in current scene.