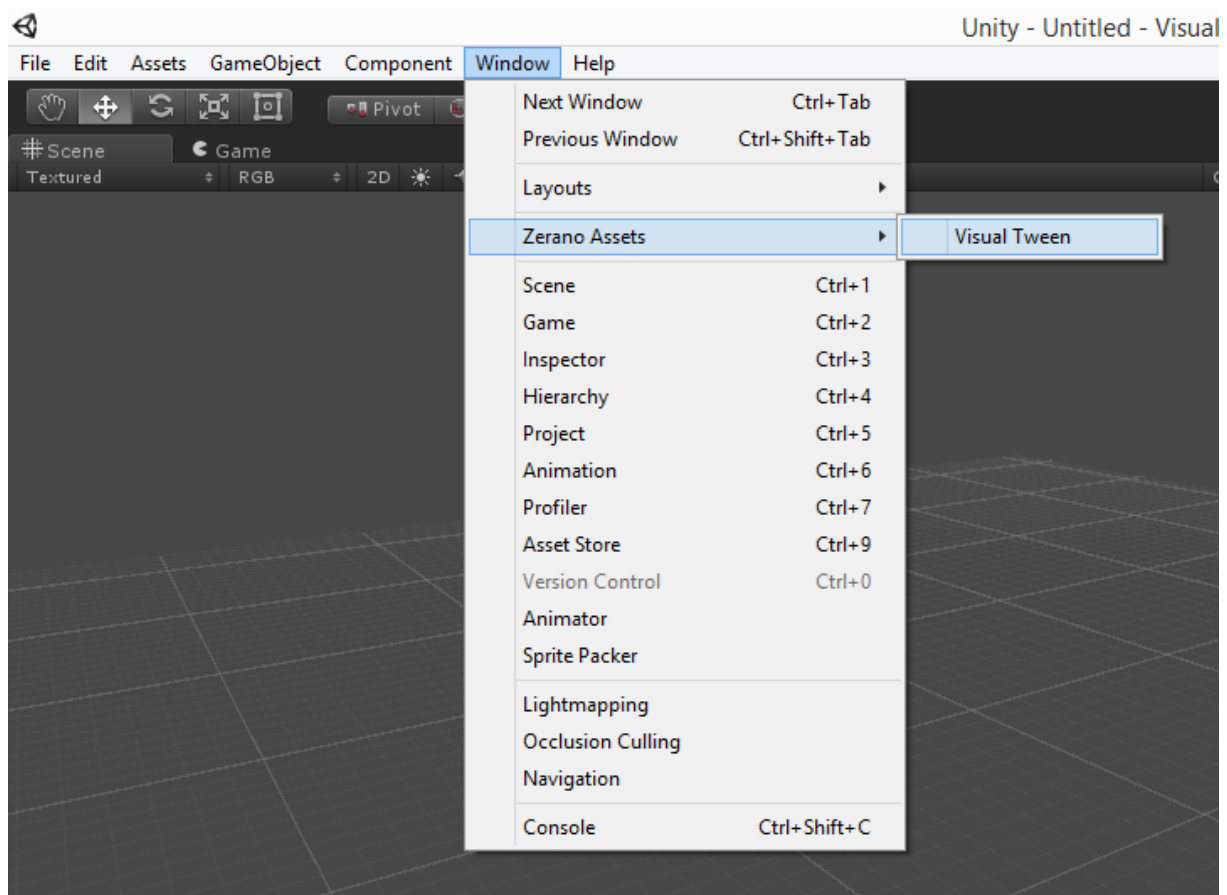
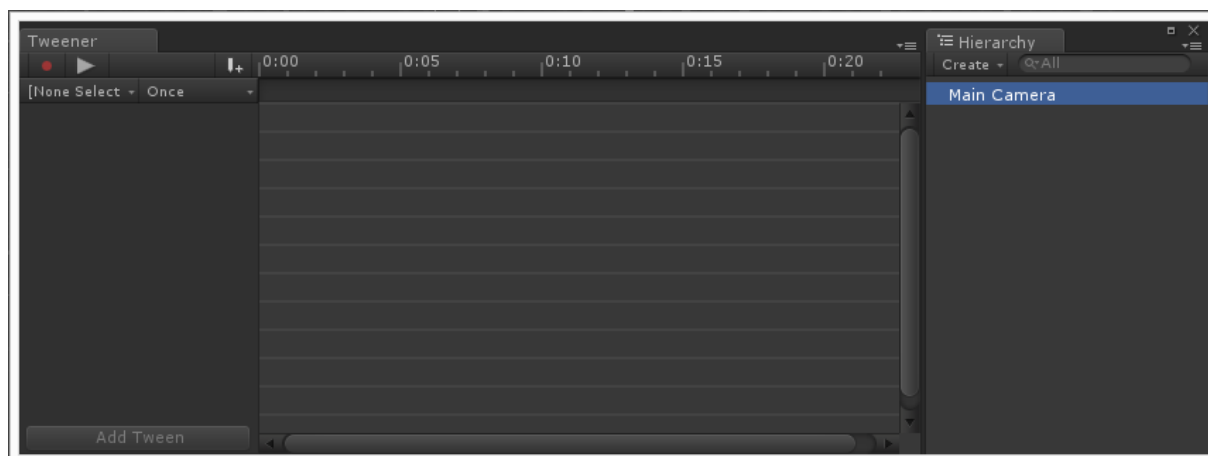


Visual Tween – Getting Started

1. Open the editor under Window/Zerano Assets/Visual Tween



2. Select the Game Object you want to tween in the Hierarchy.



3. Click on the timeline or on the drop down button to create a new sequence.



4. Add a tween and preview it similar to the Animation editor. (Tweens are available on a Component basis, the Main Camera game object has a Transform, Camera and AudioListener component. If you add other components, more tween options will be shown.)

