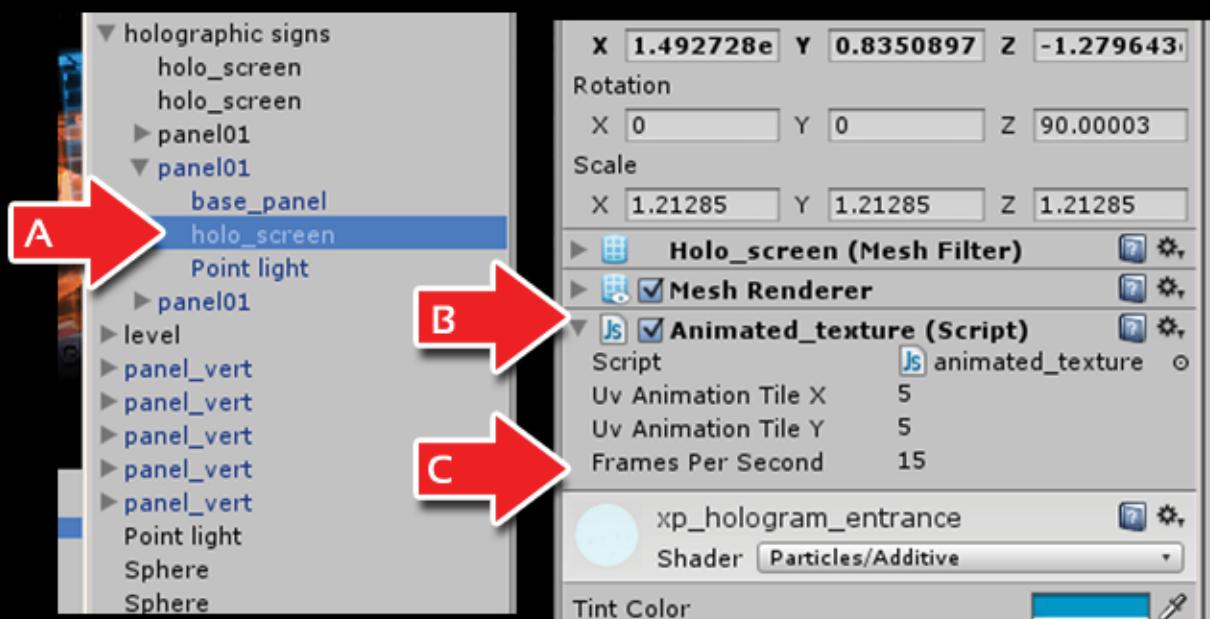


Thanks for buying this pack! This document will help you to answer common questions in order to get the most of this asset.

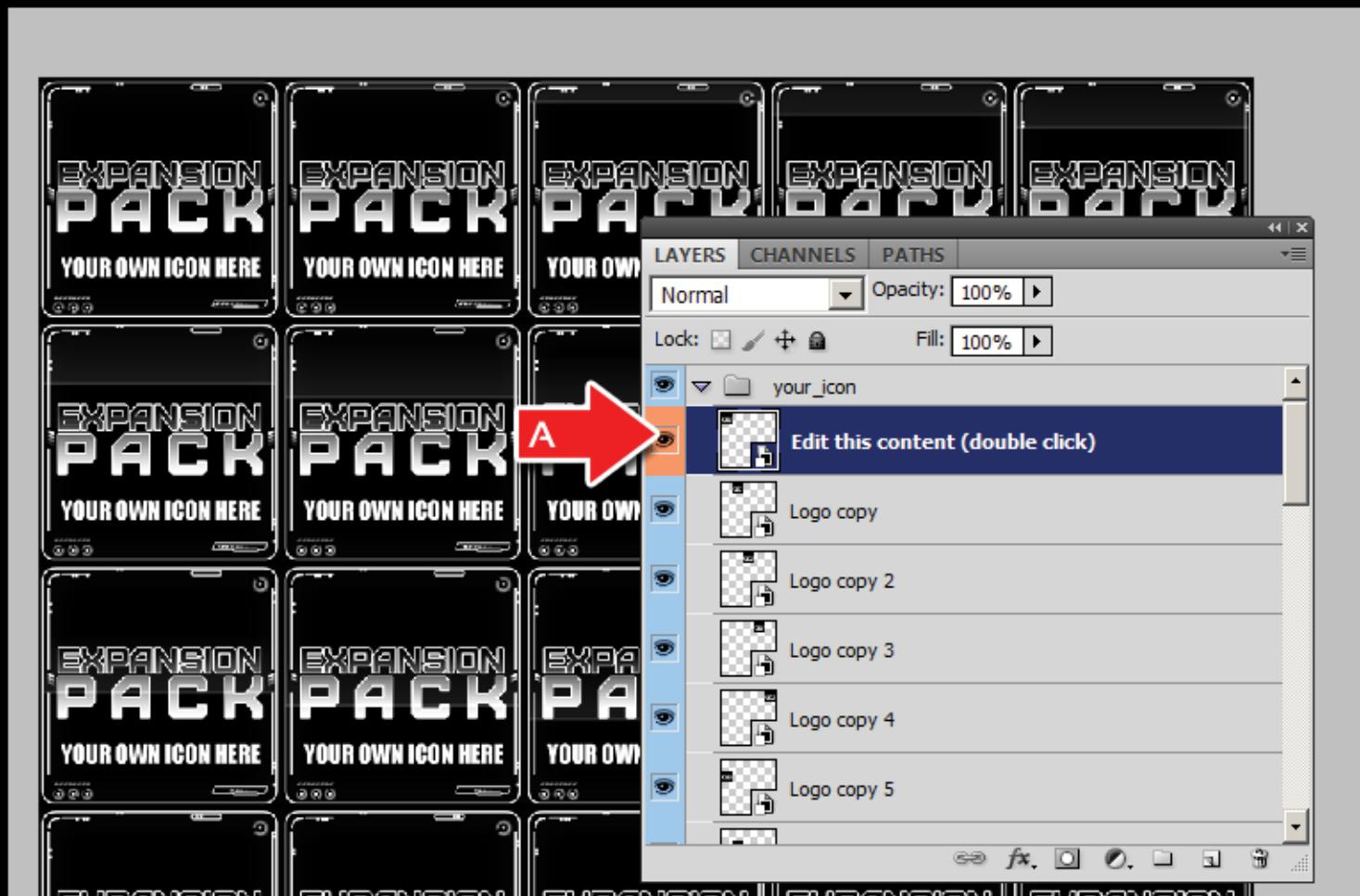
How can I change the frame rate of the animated texture?

Open the asset and select the “holo screen” object, then in the inspector tab find the animation script in order to change the frame rate. (between 15-18 frames per second is fine).

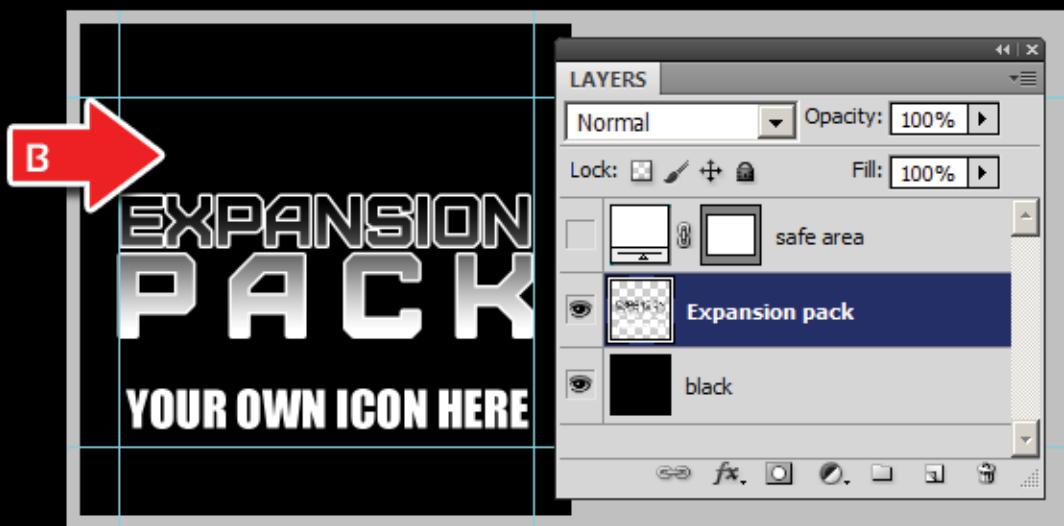


How can I make my own holographic icon?

You need to edit one single layer in order to create your own sprite sheet. Double click the first layer of the PSD template included in this expansion pack.



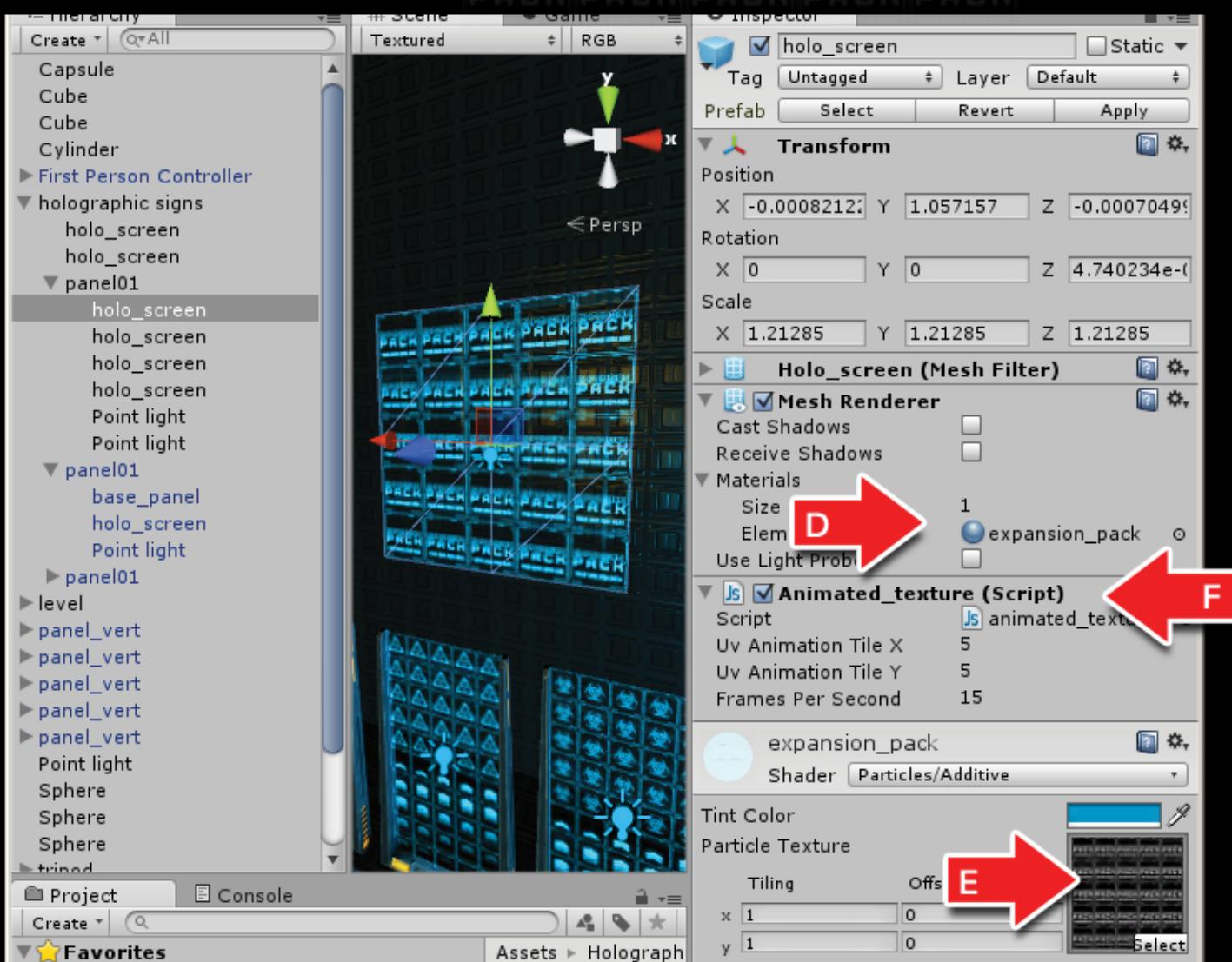
Your icon must be placed within the safe area in order to prevent overlapping.



Save your changes and now the sprite sheet has your logo in every frame and it is ready to export.



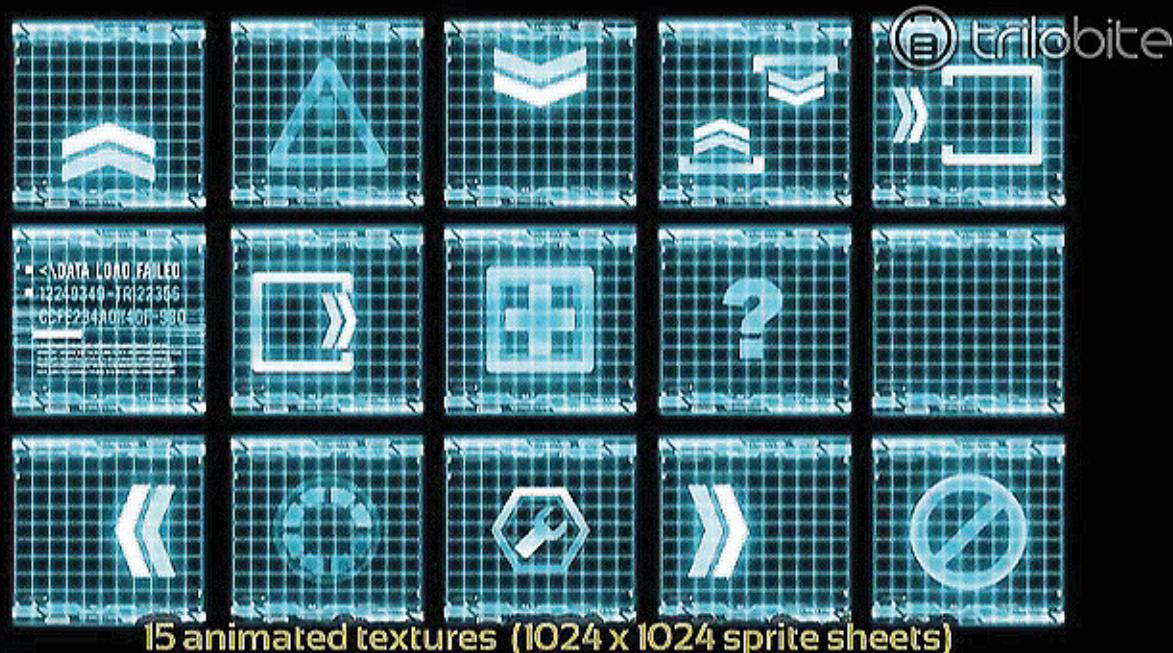
C



Duplicate the material of one "holo screen" (D) and replace the previous texture with your new one (E). Be sure to keep this script linked to object in order to display the animation correctly (F)

What does the expansion pack includes?

This expansion pack contains the same 15 icons from the first release but attached to a new background and three new icons. (A)



Need assistance? Drop me an e-mail: trilobite3d@hotmail.com

Expansion pack #2 "Flickering signs" (2016)



This version includes:

- A new set of 18 sprite sheets with a flickering effect.
- Templates for Photoshop and GIMP in order to make your own animated sprite sheet.
- All materials have been updated to fulfill unity 5 standards.

Please check out this video tutorial that demonstrates how to use the GIMP template in order to create your own holographic icon.

<http://youtu.be/YSyOVgPKcdQ>

Please have in mind that you need a plug-in called "Fuse Layers" from Gimp plugin Registry
<http://registry.gimp.org/node/25129>. This amazing plugin will speed up the process.

