

Doodle Studio 95

A **FUN** DRAWING AND ANIMATION TOOL FOR UNITY.

Thanks for downloading **Doodle Studio 95!**

If you're upgrading from an older version see [here](#).

Please refer to the online manual for more detailed instructions, tutorials and reference:

[**Doodle Studio 95! User's Manual**](#)

INSTALLATION

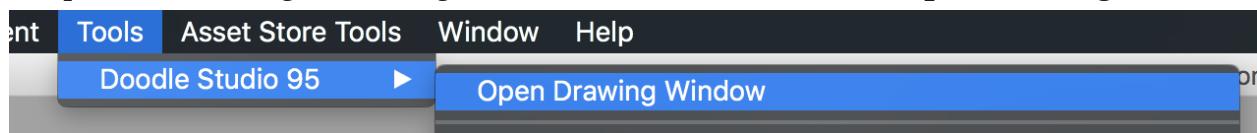
To use Doodle Studio 95, install these Built-In packages from the **Package Manager**:

- Shader Graph
- 2D Sprite

Add the Doodle Studio .unitypackage file to your project.

HOW TO USE

To open the Drawing Window, go to **Tools > Doodle Studio 95 > Open Drawing Window**



PACKAGE CONTENTS

The Doodle Studio package contains:

- **Doodle Studio 95 Folder**
 - Core scripts and shaders.
 - **Samples Folder**

- Example animations and scenes

PARTS

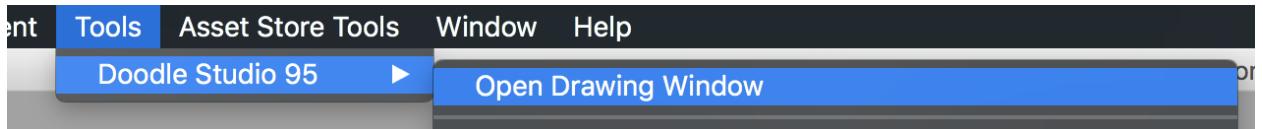
The main parts in **Doodle Studio 95!** are:

- The **Drawing Window**
A window with a canvas and drawing tools where you make your animations
- The **Doodle Animator** component
A component you add to a Game Object to render the animations
- The **Doodle Animation File** asset type
The format in which your animations are saved, can be used as-is or converted to other formats.

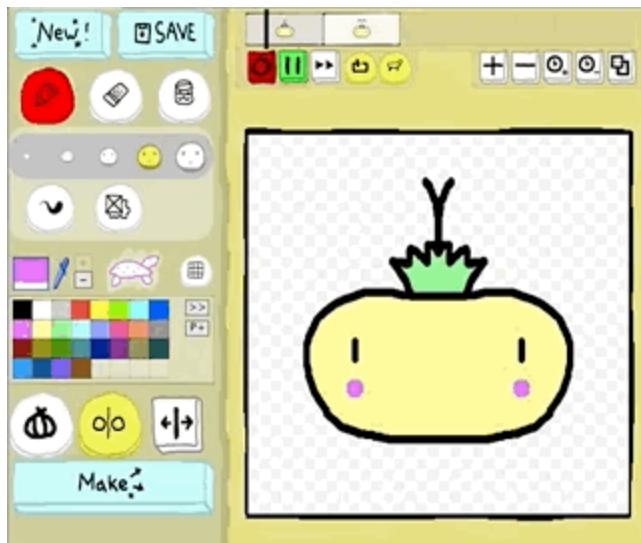
WORKFLOW

The typical workflow for creating animations is:

1. Open the Drawing Window

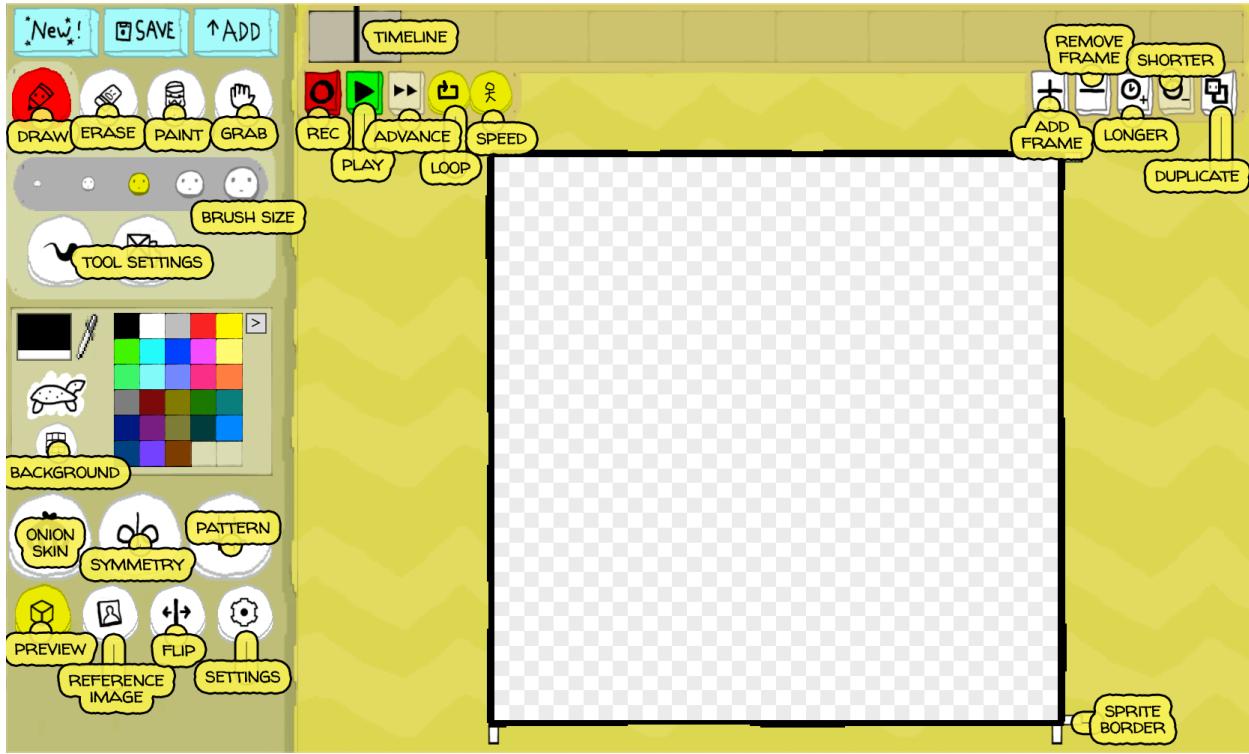


2. Make a drawing, add new frames, draw it again but a little different. It moves!

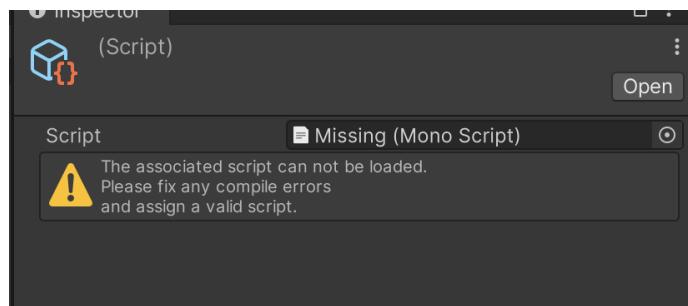


3. Click the  ADD button to import your animation into your scene as a Sprite, UI image or particles.

QUICK GUIDE



HELP! MY ANIMATIONS ARE BROKEN AFTER UPDATING!



If your animation files show “Missing (Mono Script)” in the inspector, follow these steps.

1. Select the animations in the Project folder
2. Use the menu option **Tools > Doodle Studio 95 > Upgrade Selected Animations**

MORE RESOURCES

- Video: [Quick Look](#)

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