Grass & Tail Animation

Grass & Tail Animation comes with more than 10 unique animations, which include Tail, Grass, Worm, etc. You can use this asset in your 2D and 2.5D games.

What this pack offer's is, you can animate your own drawing like a grass, tail or a worm, very easy and in just seconds.

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Features

- Contains 10+ unique animations
- You can animate your drawing
- 10+ 2d model's (prefabs) included (fox tail, tiger tail, fat worm, grass, earthworm, .etc.)
- 2D colliders attached

How to use prefabs?

Simply drag and drop the prefab to your scene and use it. Prefabs located under *Grass _Tail Animator > Prefabs*

Create custom design?

To create a custom design, you need an image editing software like photoshop, gimp .etc

<u>Steps</u>

- Open the *UV(2048x2048)* image in any image editing software *(located in Grass _Tail Animator > Documentation > UV(2048x2048))*
- Place your drawing inside the UV frame.
- Hide/delete UV's layer
- Export image as png
- Import your image in Unity
- Create a new material or Duplicate existing material(*Materials located in "Grass _Tail Animator > Materials")* *[Shader type : Legacy shader > Transparent > Cutout > Soft Edge Unlit]*
- Assign your image into material
- Drag and drop the material into 2d plane *(2d plane named as "Mesh default" inside the model)*
- Done!!!

Colliders

Each model's have attached 2D circle colliders in it.

Script

<u>Grass_Tail (C#)</u>

- Anim_play: Determines which animation need to play
- Random_start : Enable cycle offset for the animation

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