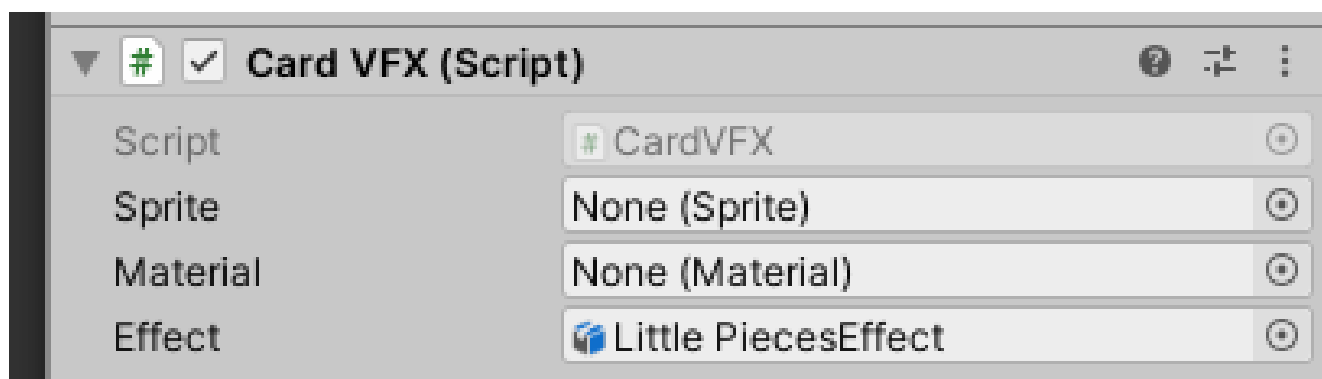




You only need to adjust these effects to match your own card size once.

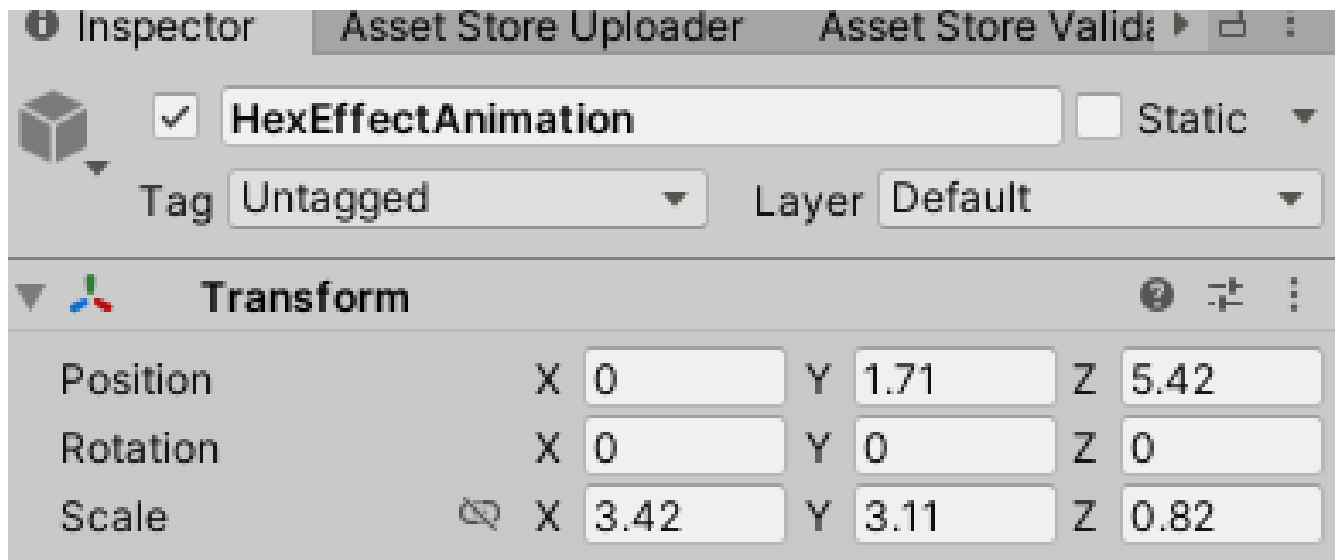
- HexEffect
- CardSlice
- Claw
- BlackHole
- Little Pieces
- Fire

This script takes your sprite and assigns the animation mesh. So when your card changes, the animation mesh card will be your sprite.

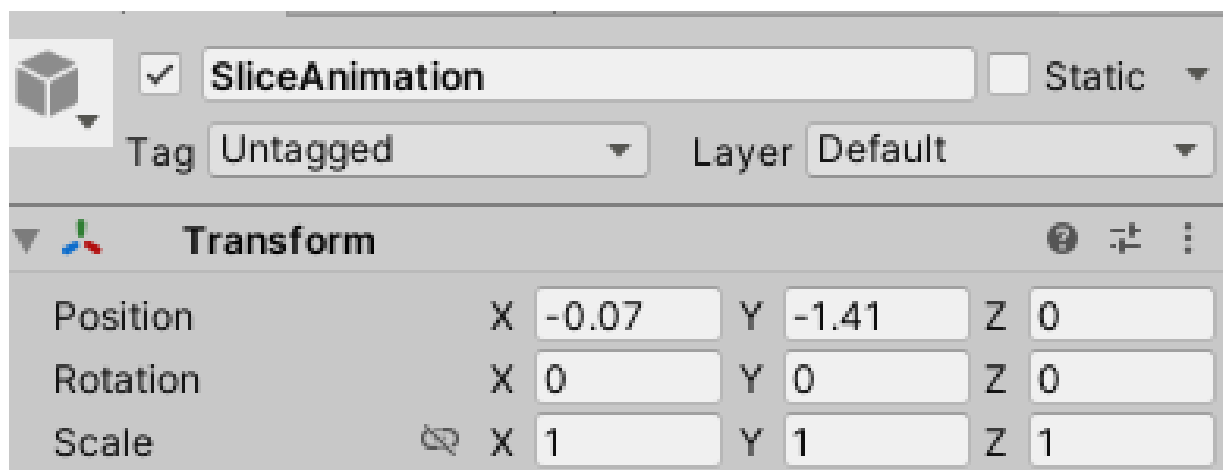


If your card size does not match the effect, you need to resize these objects.

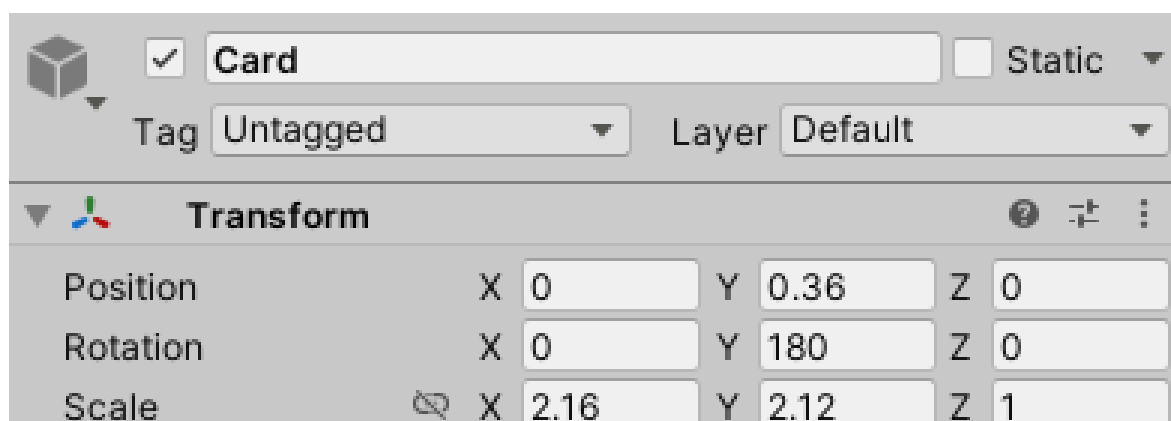
HexEffect



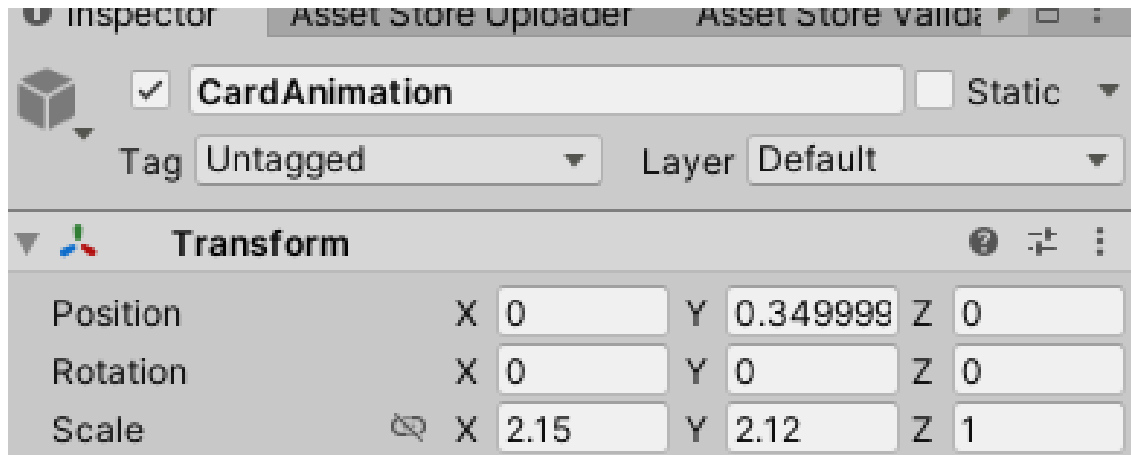
CardSlice



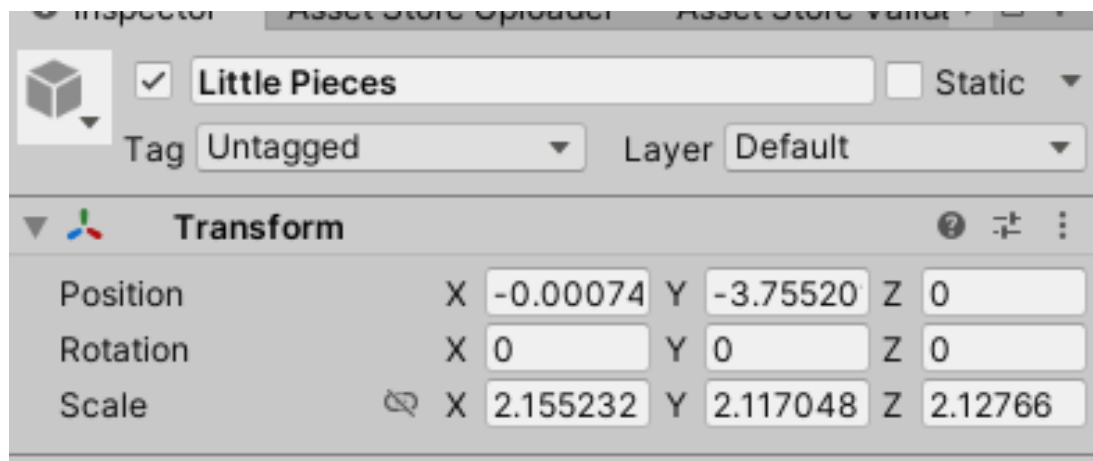
Claw



BlackHole



Little Pieces



Fire

