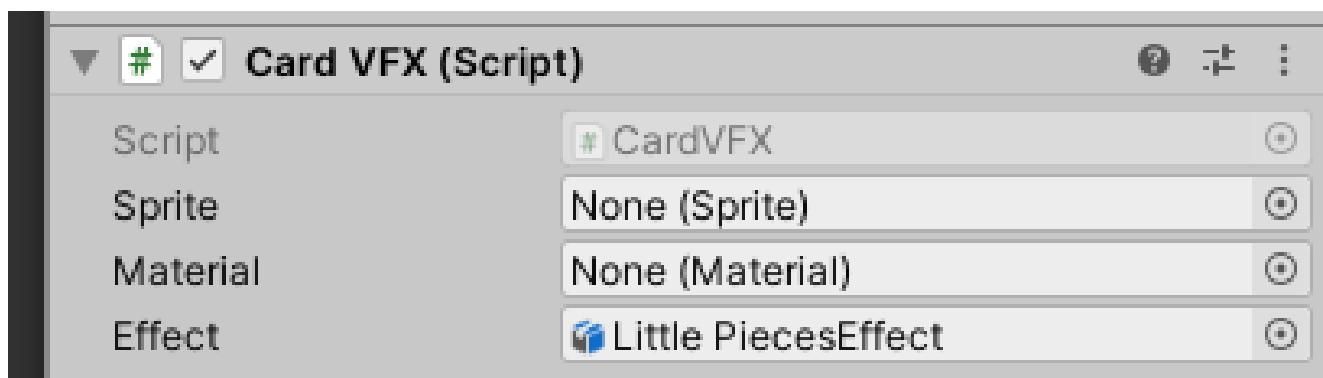




You only need to adjust these effects to match your own card size once.

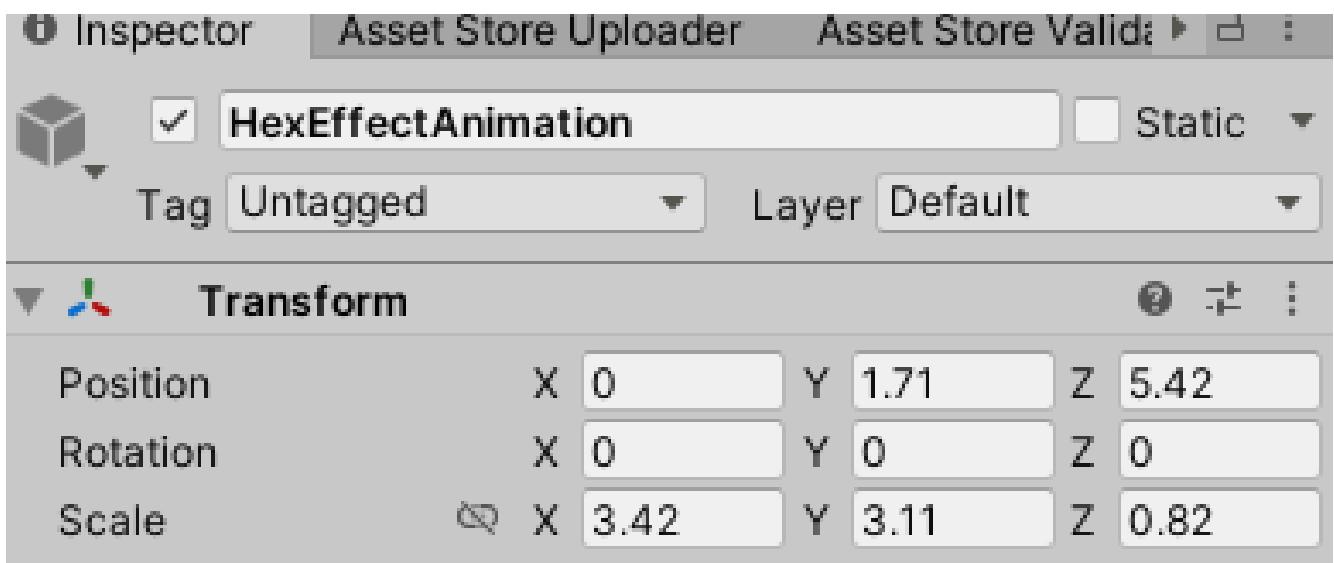
- HexEffect
- CardSlice
- Claw
- BlackHole
- Little Pieces
- Fire

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

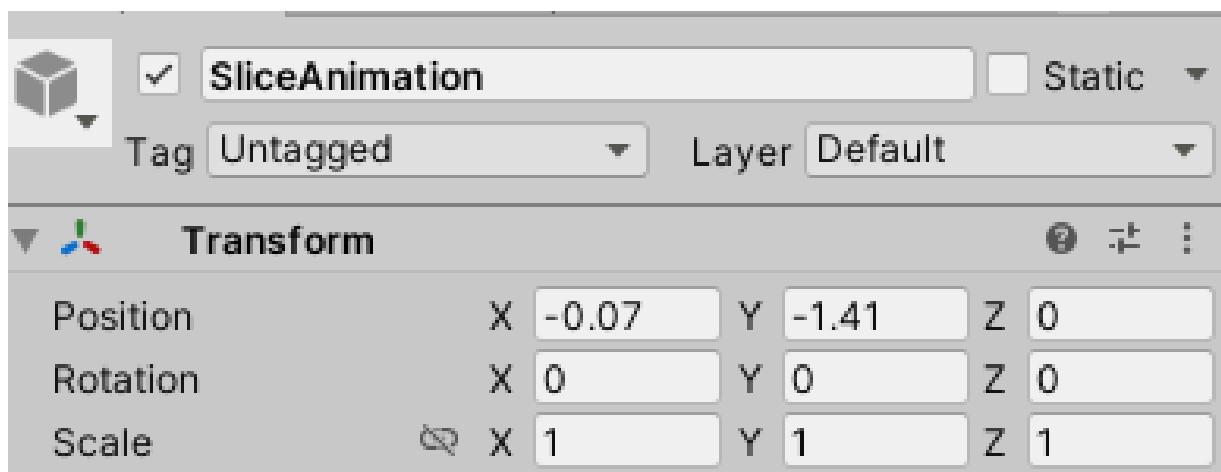


If your card size does not match the effect, you need to resize these objects.

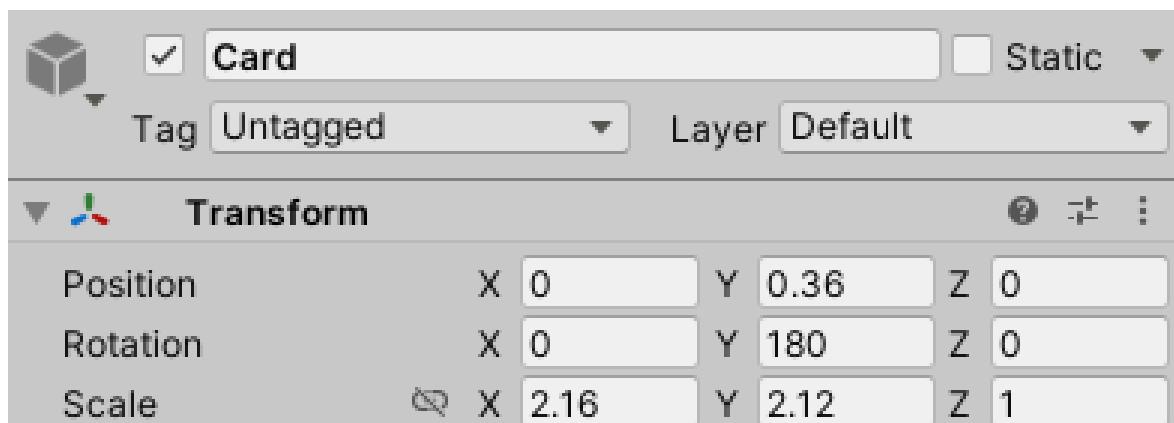
HexEffect



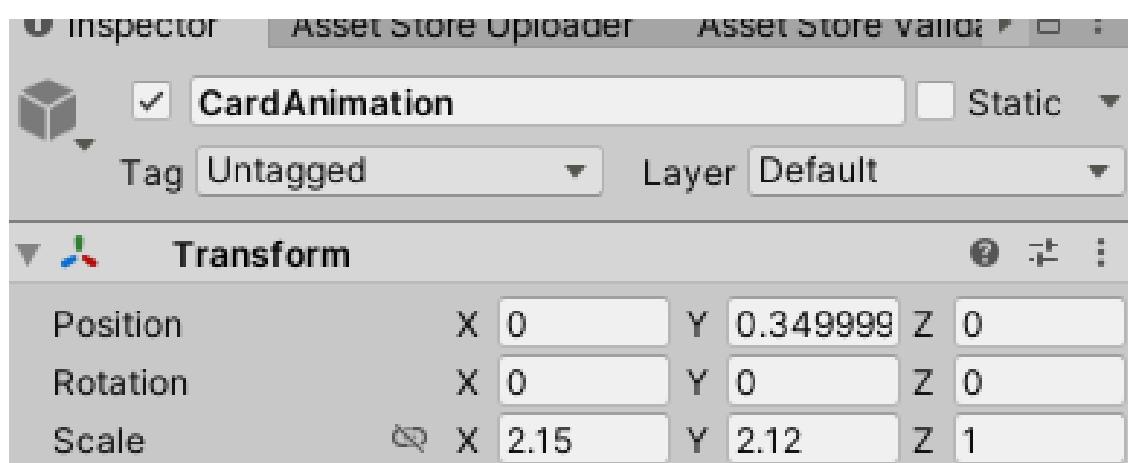
CardSlice



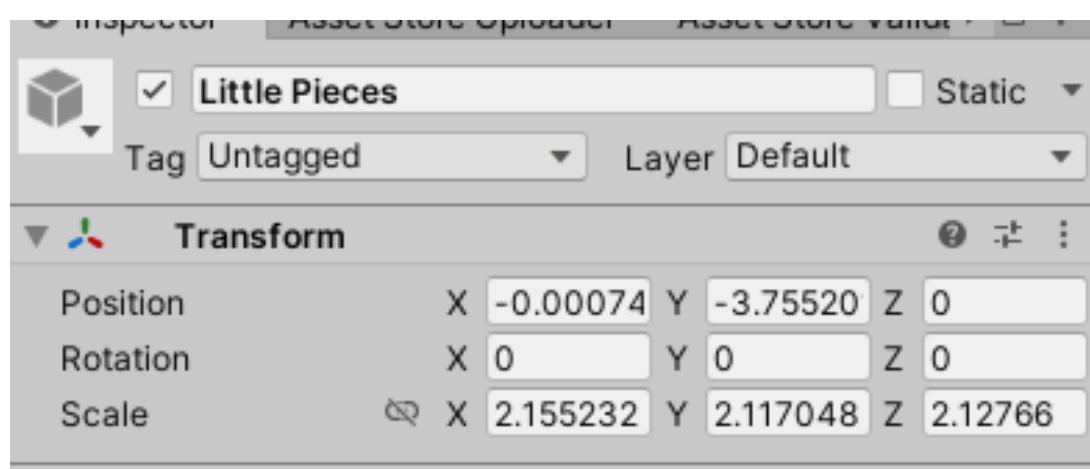
Claw



BlackHole



Little Pieces



Fire

The screenshot shows the Unity Editor's Inspector window for a game object named "Card".

Rect Transform Component:

- center:** Position is set to (0, 0, 0).
- middle:** Width is 100, Height is 100.
- Anchors:** Min and Max are both set to (X: 0.5, Y: 0.5).
- Pivot:** Position is set to (0.5, 0.5, 0).
- Rotation:** Rotation is set to (X: 0, Y: 0, Z: 0).
- Scale:** Scale is set to (X: 1, Y: 1, Z: 1).

Particle System Component:

- Card:** Particle System assigned to the Card object.
- Duration:** Set to 1.
- Looping:** Set to off.
- Prewarm:** Set to off.
- Start Delay:** Set to 0.
- Start Lifetime:** Set to 1.
- Start Speed:** Set to 0.
- 3D Start Size:** Set to checked.
- Start Rotation:** Set to (X: 2.6, Y: 4, Z: 1).
- 3D Start Rotation:** Set to off.

A large red arrow points from the "Start Speed" field in the Particle System settings to the "X", "Y", and "Z" fields in the "Start Rotation" section at the bottom of the panel.