RAFMANIX

2D Eddy

Version: 1.5

READ ME

Thank you for supporting this asset!

We have created this asset-package to help you to create your own 2D games.

Our Asset-pack contains sprite textures to use for your projects.

The sprites are easy to use so you can quickly make your own commercial games.

All additional textures, C# scripts or animation files are for the "Example/Demo Scenes"

and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

Support: rafmanix.studios@gmail.com

Info:

If you have an older Version of Unity, make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.

IMPORTANT:

If you want to make modifications of our textures or sprites, etc... please make a copy and change them as you desire.

Reason: If we upload a new version and you upgrade our Asset Package your work or modifications can be overwritten.

      Thank you!

         RAFMANIX Team

License

Unity Asset Store License:

The license terms are subject to Asset Store "Terms of Service" and "EULA" you can find these on the official Unity website.

As our headquarters is in the EU, we have to inform you about the new copyright terms in Europe for content creators on the internet.

If you plan to release your game, tutorials, showcase, etc... with our assets **Worldwide** or in **Europe**, you have to consider the following conditions!

Short important overview:

- With the **Unity Asset Store License** you can use the asset-package and modify as you desire for your different projects, commercial games and/or learning processes in the Unity Engine.

- If you are release our assets in your game **Worldwide** or in **Europe** (EU) you have to name us "**RAFMANIX**" as content creators in your game credits.

Example:

- If you are using our assets in a tutorial video or any other showcase on a social media platform you have to post a link to the used product and name of the creator in the description.

Example:

Description:

This content contains an asset package from the Unity Asset Store.
Link: https://assetstore.unity.com/publishers/27737
created by **RAFMANIX**

- It is **prohibit** to resell the asset, graphics or any content associated to the asset to third party or any other stores! If you use our assets for your tutorials on a paid learning page like "**Udemy**" or any **other Store** you have to buy the **Full License**!

We offer several licenses:

- Full License
- School License
- Unity Asset Store License

If you would like to have a license confirmation as .PDF file or purchase upgrade please contact us.

For more Informations look at our Website under Questions & Answers (Q&A).

RAFMANIX Website:
https://sites.google.com/view/rafmanix/home

Asset Store Package

Performance:

If you do not use our ATLAS or in the package are only Single Sprite Sheets.

Copy the sprites in your project and choose your settings and use the same "**Packing Tag**" for the sprites, so the Sprite Packer reduces your drawcalls!

If the Sprite Packer is not working to save your sprites by batching, look at:

Edit / Project Settings / Editor

- **Sprite Packer** / **Mode** = "Always Enabled" or as you need it!

Or

New at Unity 2017.1 !

Right Mouse / Create / Sprite Atlas

- Bake all sprites in the new "**Sprite Atlas**" from Unity!

Sprites & Animations:

To create your Character use your Sprites sheets for Animations!

Create an <u>Animator Controller</u> -

Create an <u>Animation</u> -

Drag the Sprites into the <u>Animation</u> window.

Unity 2D Game Kit

If you want this Character to work with the Unity

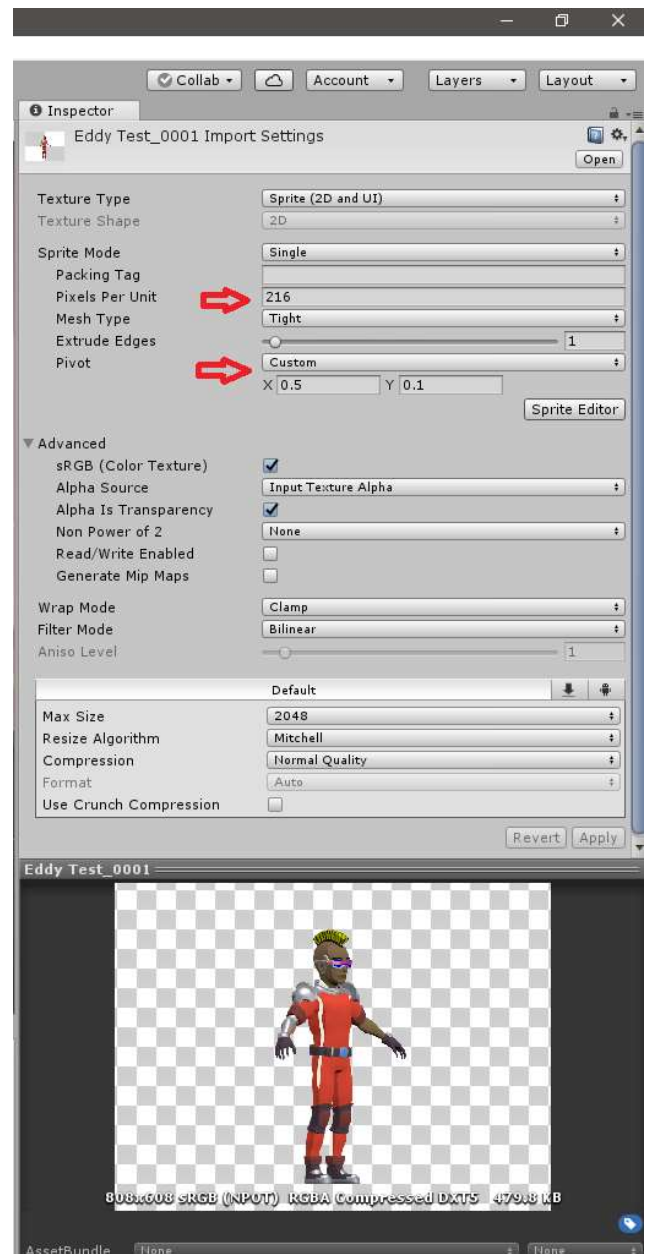<u>2D Game Kit</u> make sure your Sprite Settings are:

Pixel Per Unit: **216**

Pivot: **<u>Custom</u>**

X **0.5** Y **0.1**

Your Sprite Settings should look the same as in the "Screenshot" so the animations fits together.

If you have a more complex character to build, adjust your settings accordingly.

If you would like to see an example how to change it open YouTube and search

"**RAFMANIX**" - 2D Eddy

Or click the video in the Asset Store!

Prefabs:

The prefabs, in the package, are only examples what you can make with this sprites.

You can use them, if you like or build your own prefabs!

Support us:

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

rafmanix.studios@gmail.com

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!