

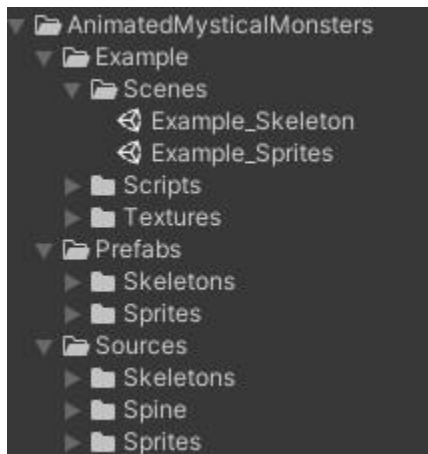
ANIMATED MYSTICAL MONSTERS

Welcome to the documentation for the Animated Mystical Monsters Collection, a versatile asset pack with high-quality, hand-painted, and animated characters. This document aims to provide you with all the necessary information to integrate and utilize these characters within your Unity projects effectively.

ASSET CONTENTS

This asset includes a collection of 30 uniquely painted 2D characters, each crafted with attention to detail and designed to add depth and personality to your game. The characters are diverse, covering a range of themes suitable for various games.

Here is what you find when you import the asset into your Unity project:



You can use the Spine version or sprite sheet version of the animations as you like. Instructions are below.

There are premade scenes for you to test all animations in the Spine skeleton version as well as the sprite-sheet version.

The *Sources/Spine* folder contains all spine files required to be opened in the Spine. If you like to modify or add animations you can use these files with the latest version of Spine.

KEY FEATURES:

- **30 Painted 2D Characters:** hand-painted characters, ready to be integrated into your game.
- **4 Animations per Character:** Each character comes with four essential animations.
- **Spine Animations:** Animations are created with Spine, a powerful 2D animation tool, ensuring smooth and flexible animations. The Spine project files are included, allowing for further customization if needed.
- **Sprite Sheet Animations:** For developers who prefer not to use the Spine plugin, sprite sheet versions of each animation are provided. This ensures that all developers can benefit from these animations, regardless of their workflow preferences.

INSTALLATION AND SETUP

SPINE ANIMATIONS

To use the Spine animations:

1. Ensure the Spine Unity Runtime is installed in your project. You can download it from the Spine website. The compatible version can be downloaded from [This Link](#).

2. Import the asset into your Unity project.
3. From the Tools menu click the *Tools/AnimatedMysticalMonsters/Enable Spine Examples*



4. Wait until the project refreshes (you can use CTRL+R if it doesn't).
5. The Spine characters and animations will be ready to use and can be found in the respective folders.

You can delete sprite sheet files or the Spine project files if you don't need them:

- *Sources/Spine*
- *Sources/Sprites*

The *Sources/Spine* folder contains all spine files required to be opened in the Spine. If you like to modify or add animations you can use these files with the latest version of Spine.

SPRITE SHEET ANIMATIONS

If you aim to use the sprite sheet version of the animations and not the spine skeletal version, just import the package and it's ready to use. You can safely remove the contents of these folders and use sprite animations:

- *Sources/Spine*
- *Sources/Skeletons*

CUSTOMIZING ANIMATIONS

- **Spine:** Open the Spine project files (*Sources/Spine*) to tweak animations or create new ones. Export the modified animations and update the respective assets in Unity.
- **Sprite Sheets:** Use Unity's Animation window to edit frame sequences or timings to customize the animations.

SUPPORT

Thank you for using our asset. If you need any help using the asset or have any comments, we always love to hear from you. Feel free to send us a message, and we will get back to you ASAP.

Email support@dot-products.com

Website <http://www.dot-products.com>