StickMan Animation Set

Games technology

Minimal requirement: Unity 6

Owned entirely by Games Technology, this Animation kit accelerates your game development process by streamlining workflows and reducing the time required to build polished,

Professional animation editor.

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Description

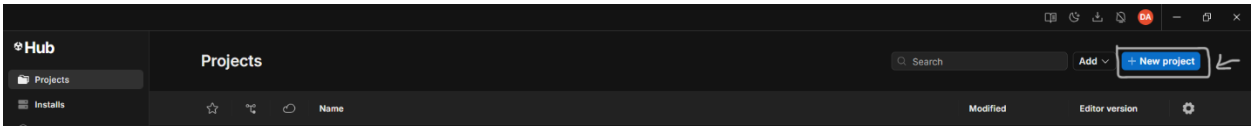
This custom Spine Animation Editor enables developers to preview, play, and manage all preexisting Spine animations directly inside a dedicated editor window.

It allows full control over animation states, playback settings, and skin combinations, making character customization fast, visual, and intuitive and one-click prefab generation.

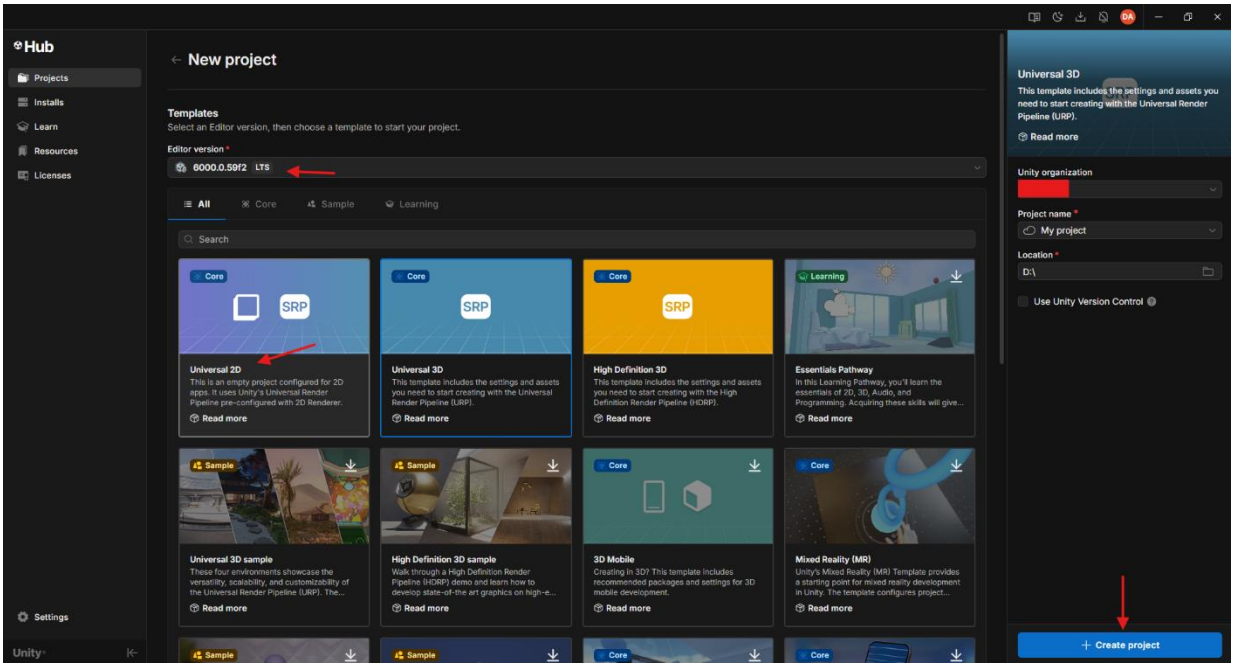
Import the project

1.Open Unity Hub

2. Create a new 2D project



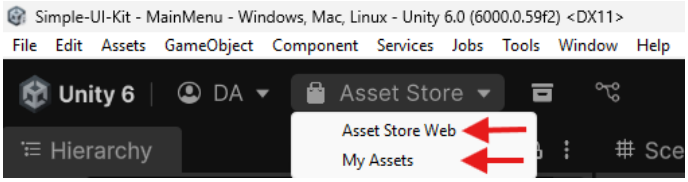
click on new project (blue icon)



fill the information and select a 2D project then click on

create project button

3. Go to asset store web

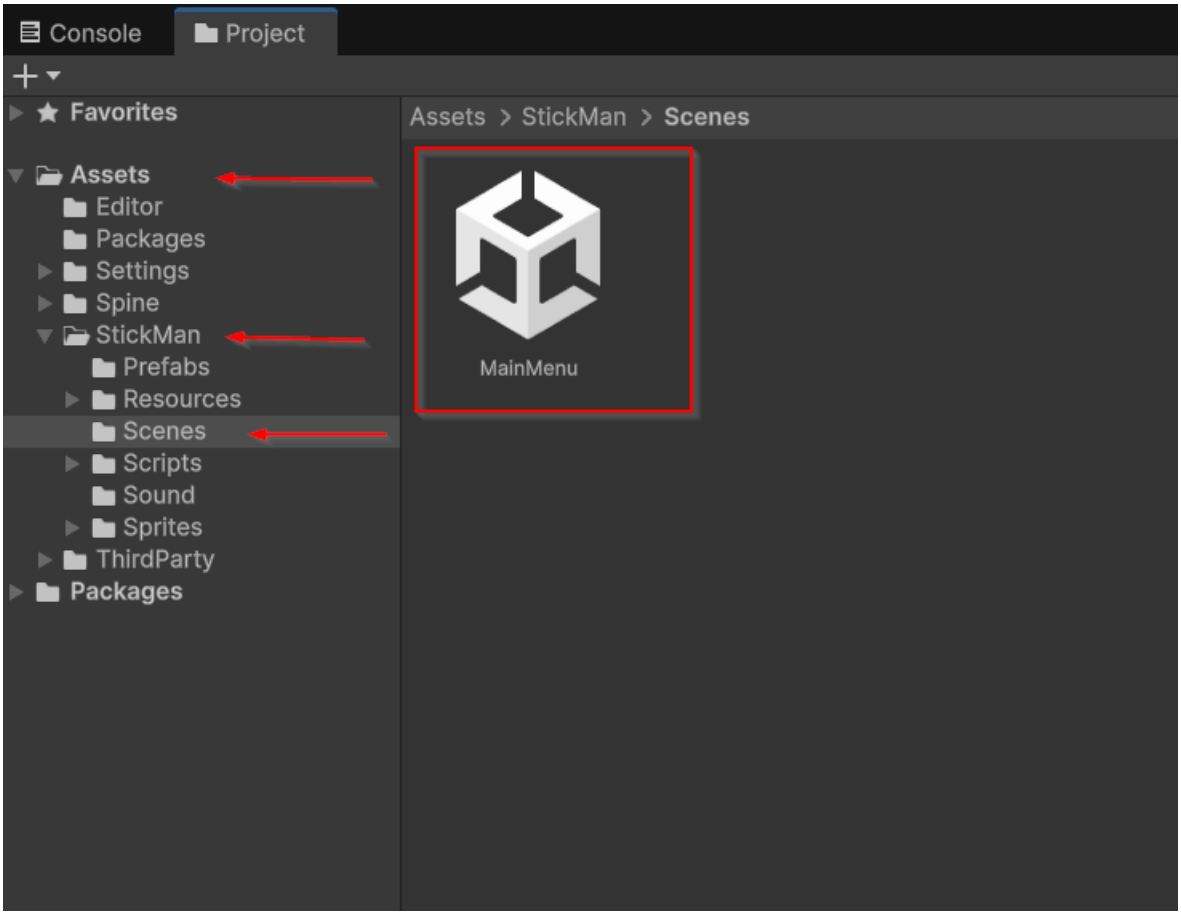


4. Search for the asset and download it. return to the editor and click on my assets.

5. The asset will appear in My Assets, then you can click on My Assets and import it from there.

6. Everything is now set up and ready to use.

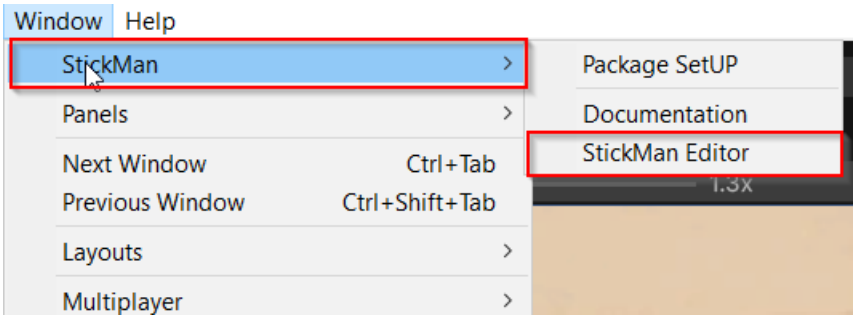
7. Select the Main scene here to open the primary scene.



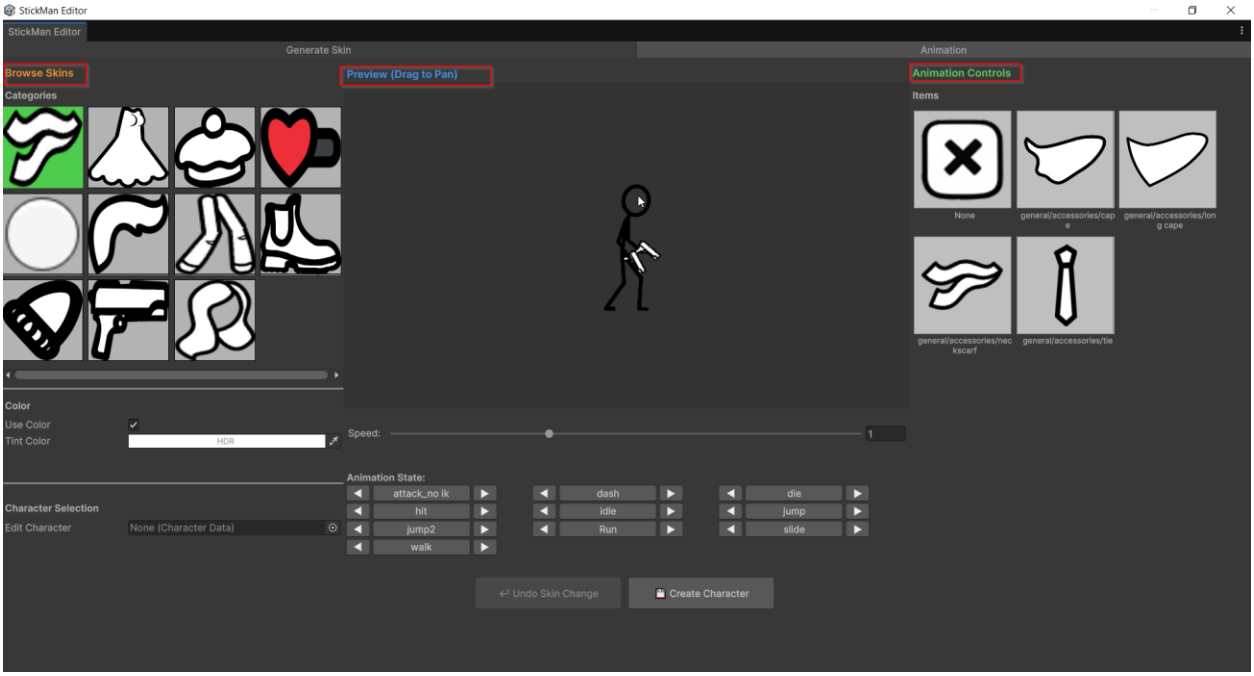
Editor

1.In the top menu, click **Window**, then select **StickMan**.

From there, you can choose: **StickMan Editor**.



3.StickMan:



. This Editor Has 3 Tabs that you can change anything you want.

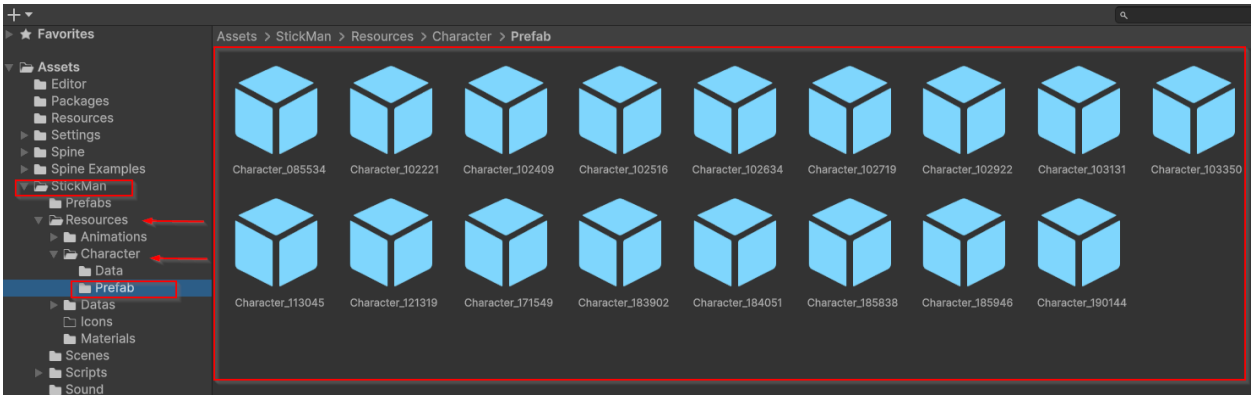
. **Brows Skins Tab**: if you want to find All Skin categories, you can find it here. You can click on each of them and see all sub categories on the right side. You can change the color of skins and if you have saved character, you can edit it.

. **Preview Tab:** on this tab you can see the character and different skin preview with colors. Also you can see all different animations with selected gun. You can set speed animation. Then you can save or update changes.

If you made a change but you didn't like it you can click on the undo change button.

. **Animation controls Tab**: on this tab you can see different skin and you can select each of them to see preview.

After you set all skin that you wanted you can create character and have saved prefab and data. You can find character prefabs on this address.



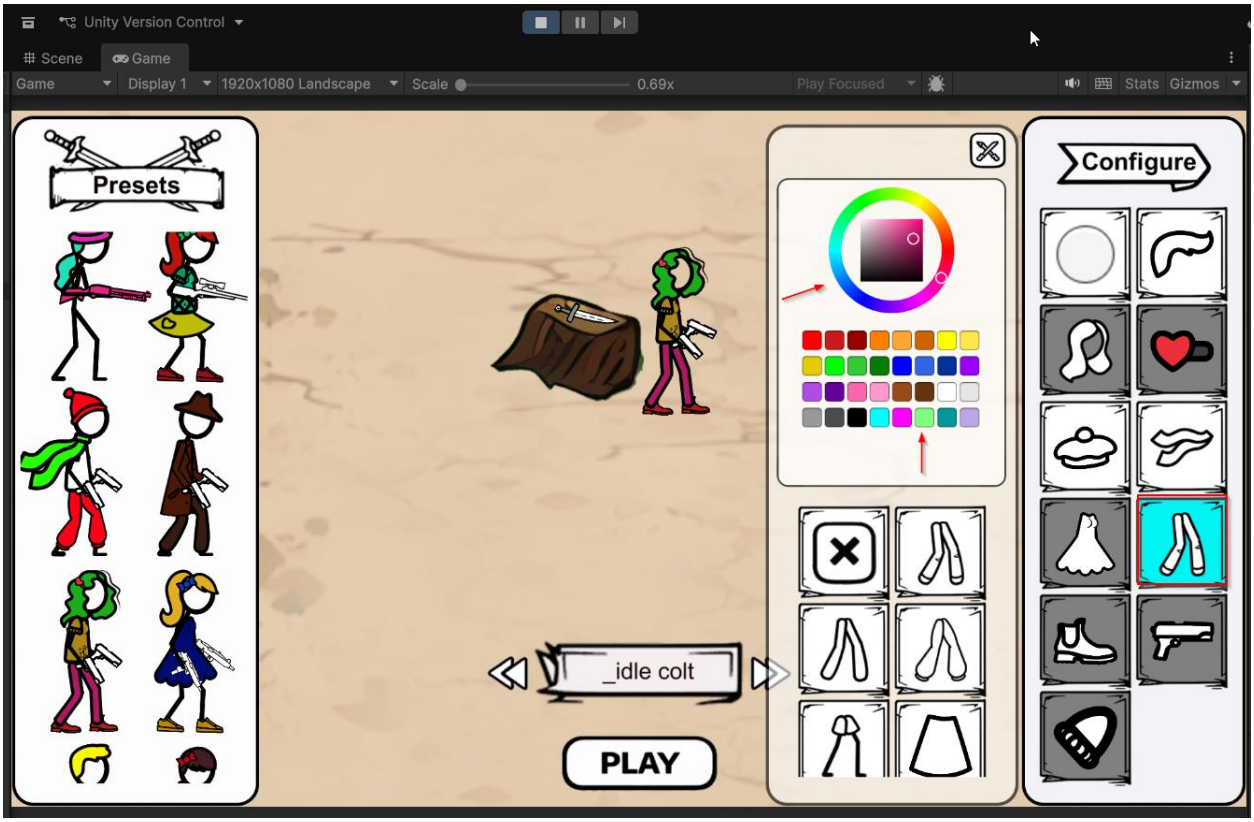
Scene Preview

1.You can see your characters and preset character on the main menu scene. You can hit play and see them:

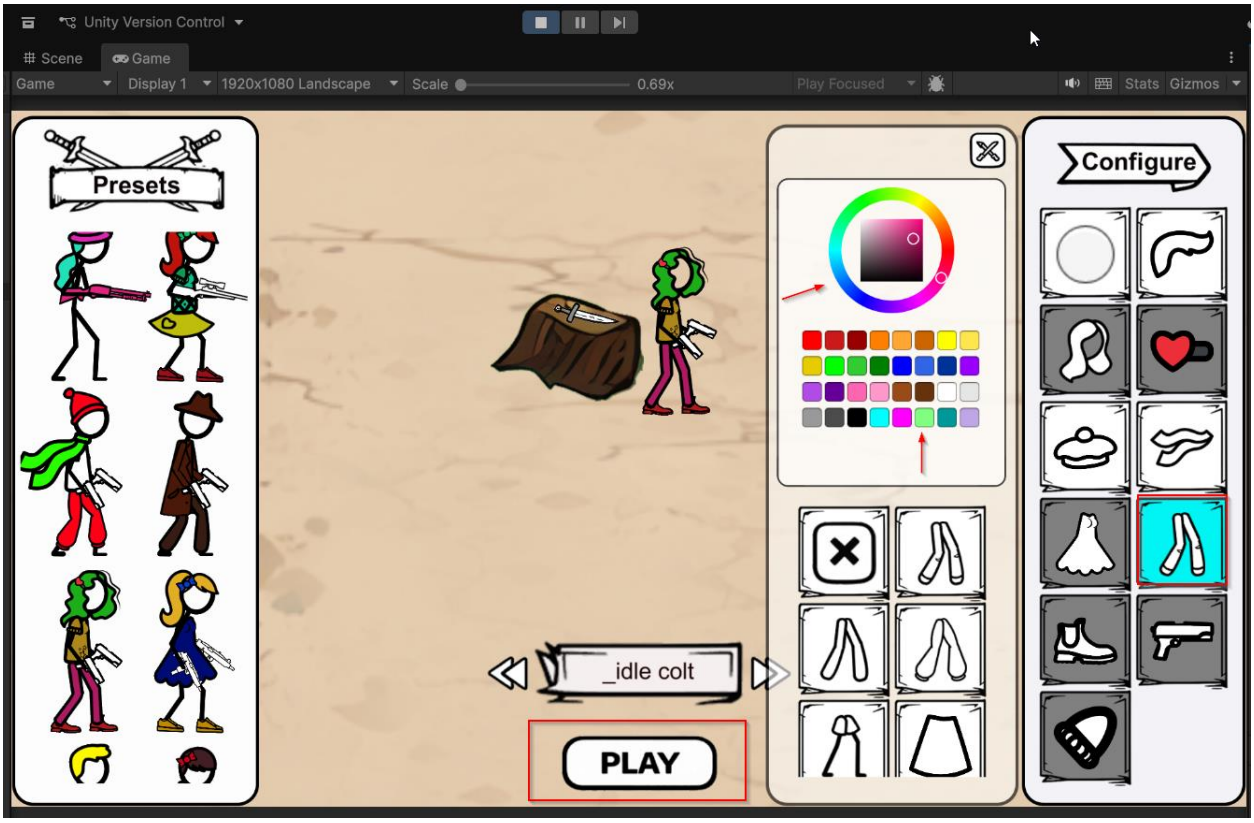
You can choose preset instead of base character.

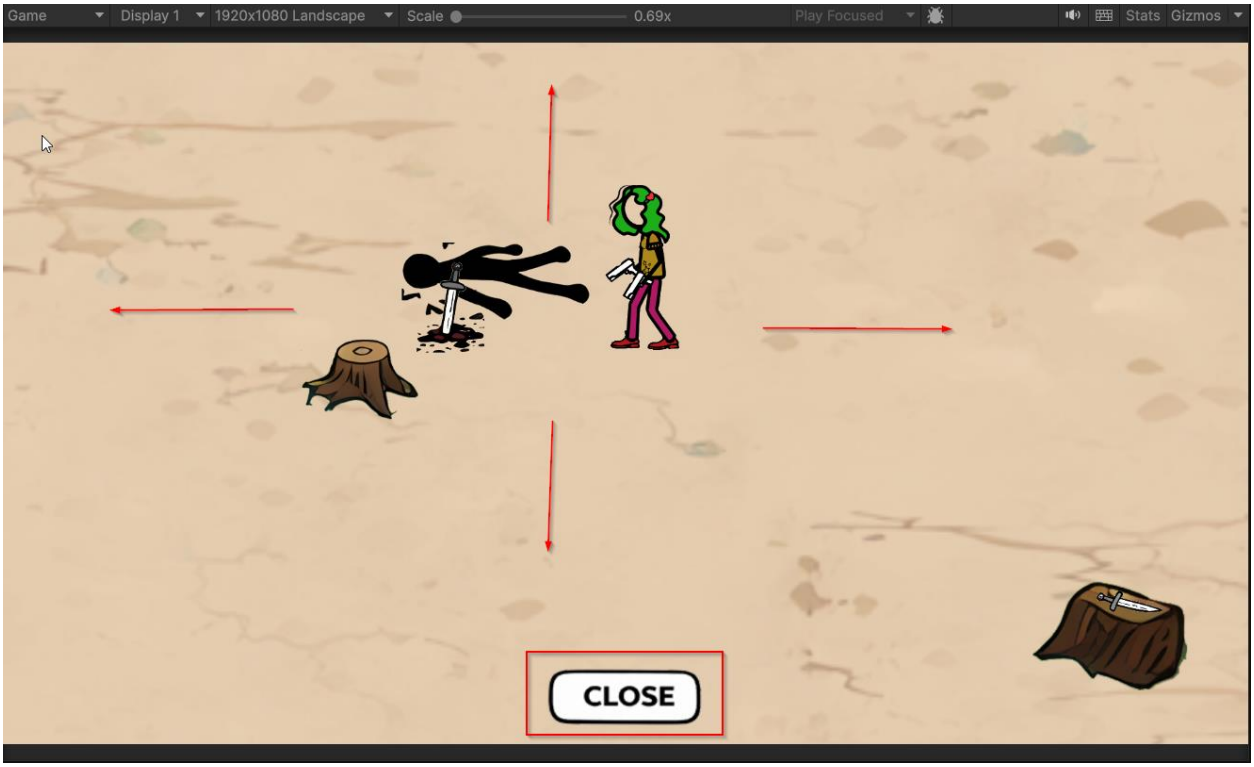
See, when you choose a preset you can change the animations with left/right button.

See this if you choose a skin you can change the color .



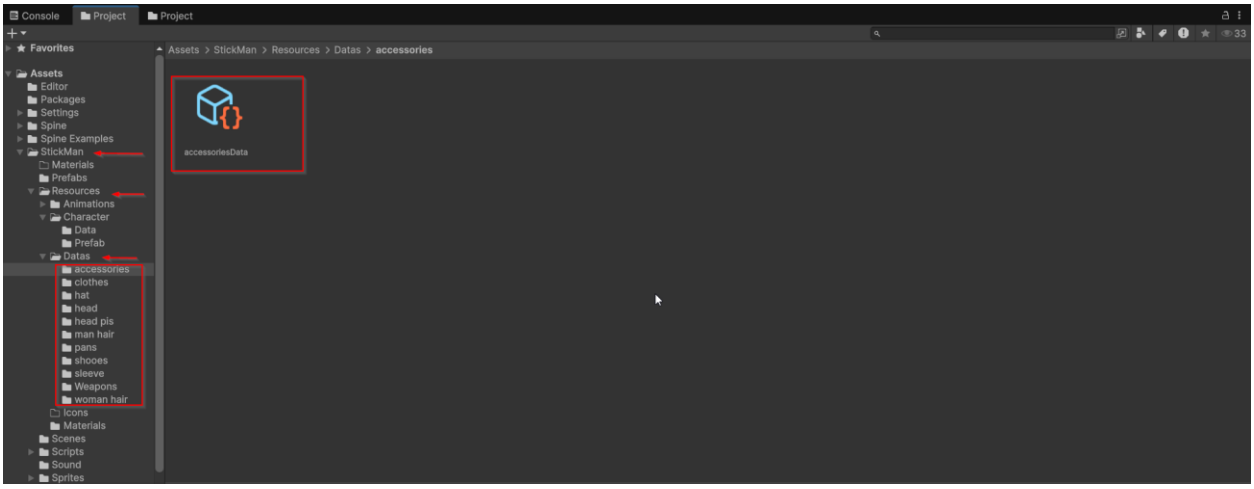
If you want to experience some animation like (walk left/right, jump,idle) you can hit the play button and with (W,A,S,D,Space) in windows or touch on the phone you can do this.

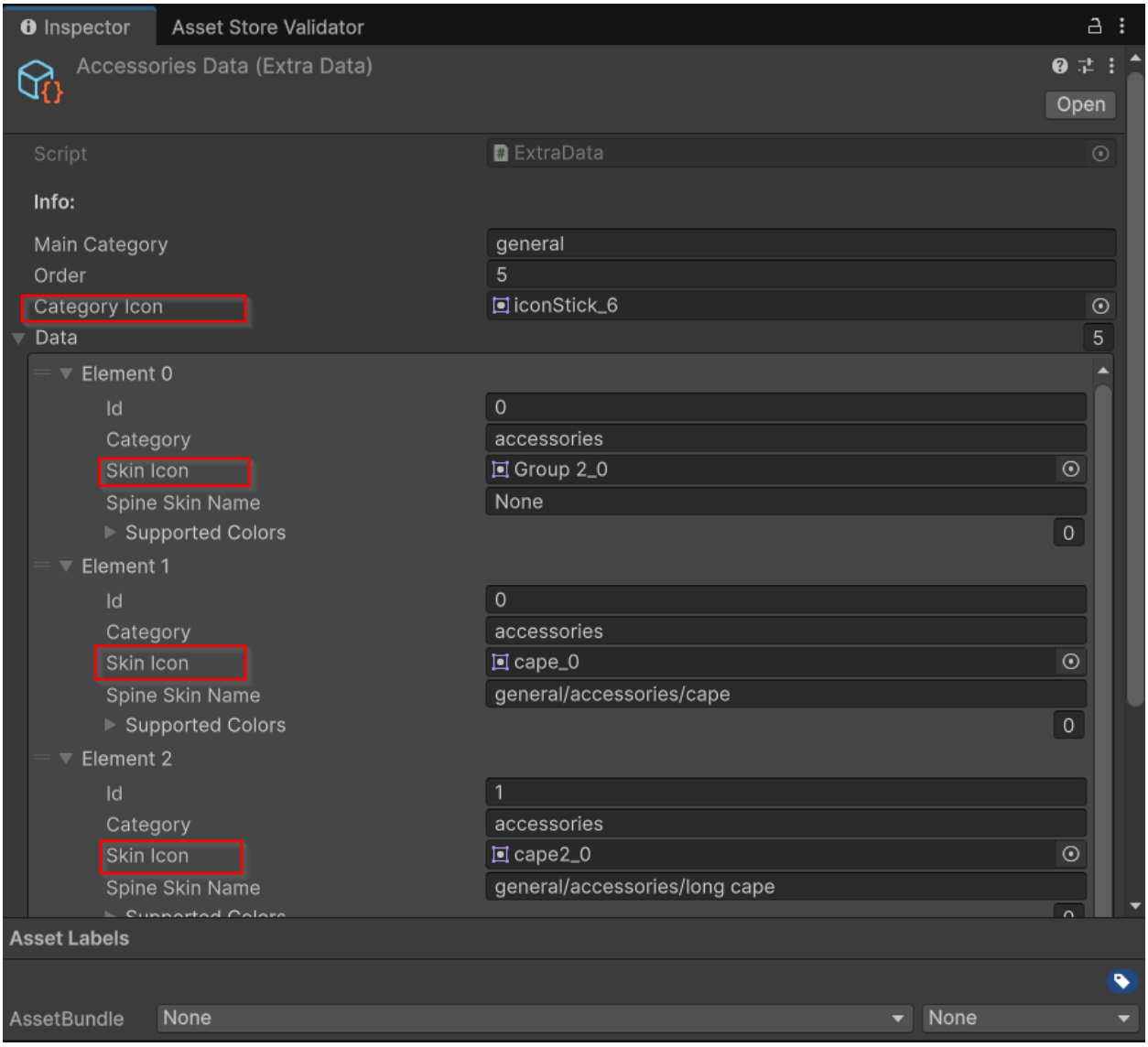




If you want to go to edit mode just press close button.

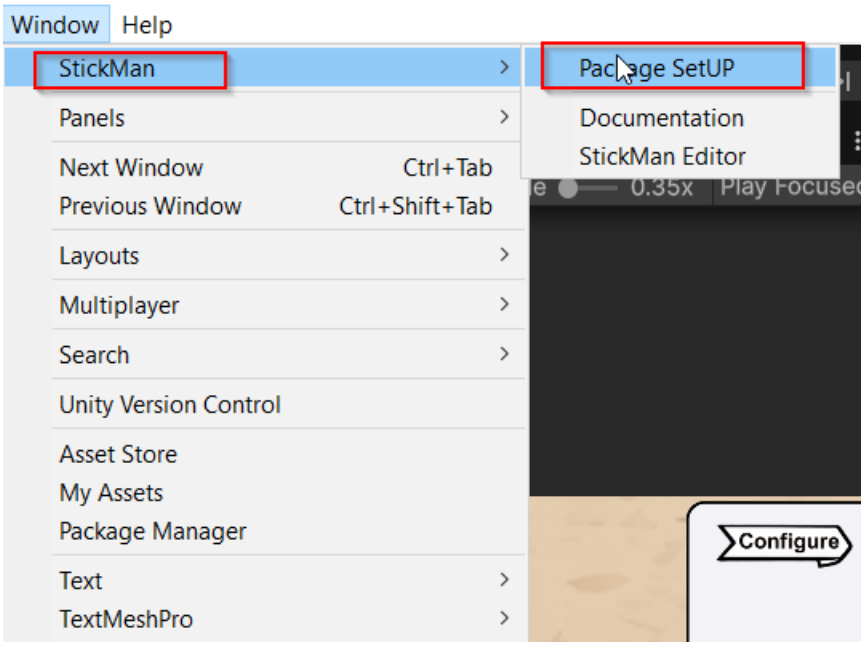
Note: if you want to change categories/subcategories icons you can find them here;

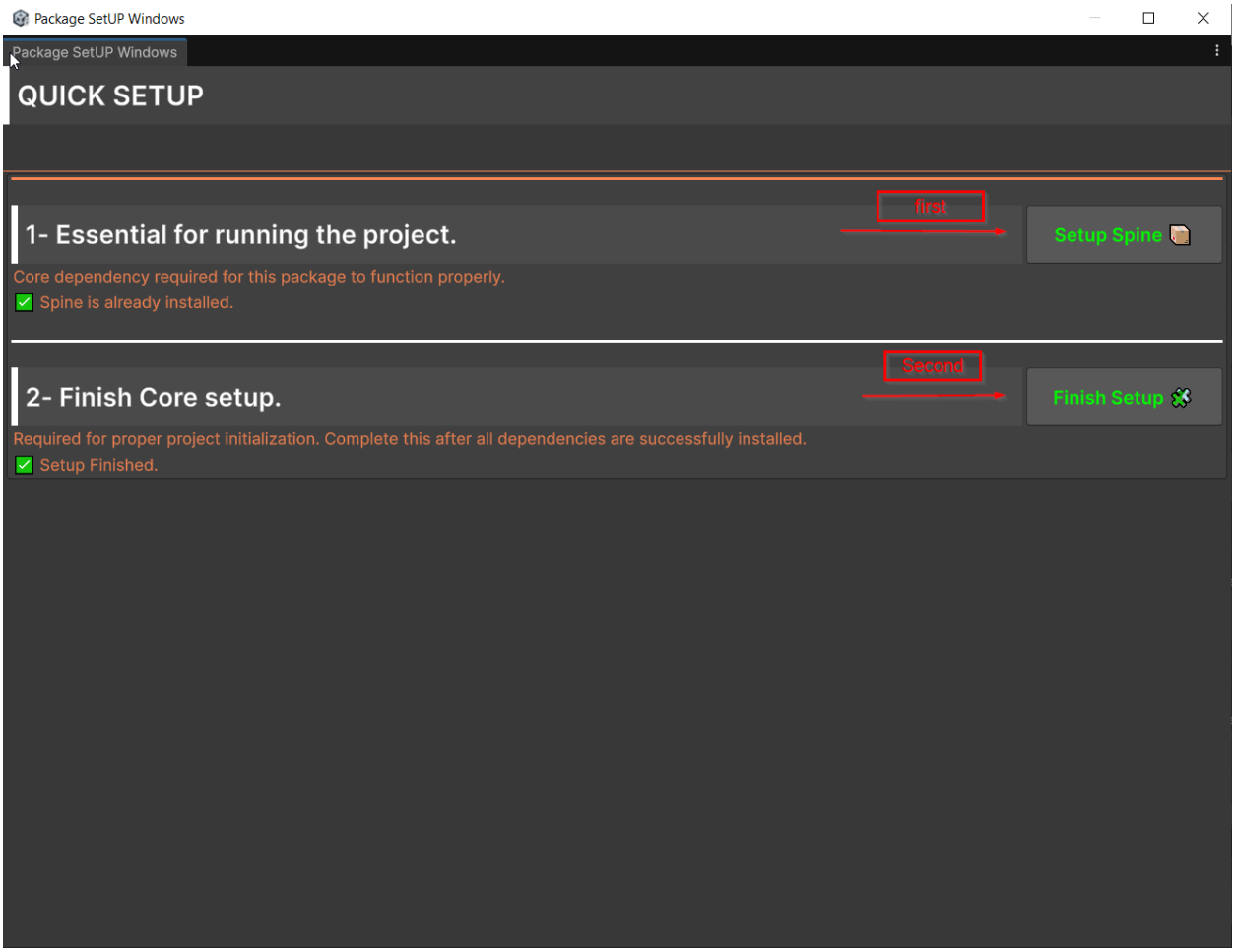



Inspector
Asset Store Validator
Accessories Data (Extra Data)
Open
Script
ExtraData
Info:
Main Category
general
Order
5
Category Icon
iconStick_6
Data
5
Element 0
Id
0
Category
accessories
Skin Icon
Group 2_0
Spine Skin Name
None
Supported Colors
0
Element 1
Id
0
Category
accessories
Skin Icon
cape_0
Spine Skin Name
general/accessories/cape
Supported Colors
0
Element 2
Id
1
Category
accessories
Skin Icon
cape2_0
Spine Skin Name
general/accessories/long cape
Asset Labels
AssetBundle
None
None

Install Packages

Before you can use this unity package you should install important package called Spine . If you can just download it before import our package. This is a third party package so you can install it from here:





Be sure to reimport Asset or reload scene after finishing setup.

Support Policy

If you've purchased this project and need assistance, please contact our support team via the email provided below: info@gamestechnologyltd.com

When reaching out, make sure to include your Order Number (invoice) in the subject line for faster service. We'll get back to you as soon as possible!

Thank you for using our toolkit. We appreciate your support, and we wish you the best of luck in your development journey.