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## Requirements

Sample project is prepared for mobile portrait. Png sequences are generally used by all versions of Unity.

## How It Works



Sequences are available as sheets for production use with the best ratio of quality to file size (500x500 pix. per frame). Project also contains Render files in high resolution (1920x1920 pix. per frame)

All animations are prepared as loops so the first and last frames are the same for continuous playback.

## Setup & Use

### General Setup

Sample scene contains example of store product design prefabs with sprites list reference. All coin animations are included as examples of animation play. For UiToolkit sequence animation I prefer to use my [tool set](#) of animated custom elements with sequence player custom element.