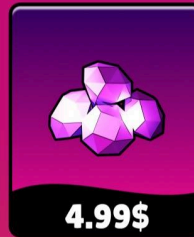
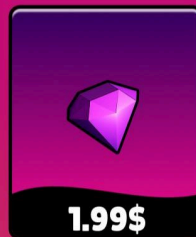


**Png gems
sequences for
your store.
Prepared in
classis ui
+ ui toolkit**



[YouTube: Gems pack](#)
[Asset store page](#)

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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.

Blender files

Asset contains 2 Blender files. LinkedCoins containing all types of coins with animations, lightings and cameras.. And MasterCoin contains coin mesh linked in LinkedCoins. Main purpose is editable capabilities, offering you easy way to edit coin it self in your custom way and instantly see it in a linked file in various compositions.

