

Paper lantern instructions

The lamps can be used with or without hangers.
You can use random animation or animation without.

Static lamp:

- 1, Drag a prefab from the Prefabs_StaticModels folder into Hierarchy.
- 2, Drag a Material of your choice onto it.

Static lamp with hanger:

- 1, Drag into the Hierarchy the handle/hanger prefab of your choice from the Prefabs_StaticModels folder.
- 2, Drag the selected lamp prefab from the Prefabs_StaticModels folder under the handle.
- 3, Drag a Material of your choice onto it.

Lamp with Random Animation:

- 1, Drag the prefab of the lamp you selected into the scene from the Prefabs_Animated_U folder into the Hierarchy.
- 2, Drag a Material of your choice onto it.

Lamp with Hanging and Random Animation:

- 1, Drag the handle/hanger prefab of your choice from the Prefabs_StaticModels folder into the Hierarchy.
- 2, Drag the selected lamp prefab from the Prefabs_Animated_U folder under the handle.
- 3, Drag a Material of your choice onto it.

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It is not recommended to use the Random script for a single lamp.
In this case, use the Animator Controller that you drag onto the lamp:
- Animations_Udon/SwingingAnim

PSD:

In the included PhotoShop file, you can easily create a new color scheme and add custom graphics.
Textures/ PSD

