# Tutorial: Animation with Actions

This tutorial is more about explaining what goes on in the **AnimationExample** scene and how you can use the components in it for your game.

We will go through how to use the following components.

1. SetAnimatorPropertyTrigger: When an action begins, we can set the Animator's property to trigger, this is equal to Animator.SetTrigger("propertyName");

2. AudioClipActionHandler: When an action begin, running or finishes, we can fire an audio clip
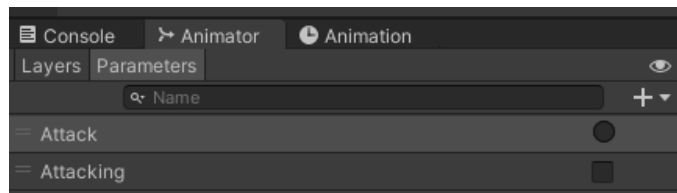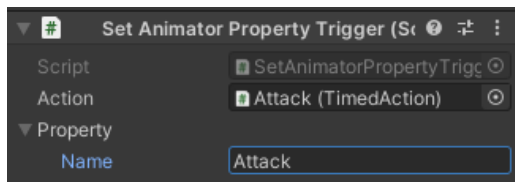
Now let's begin, open **AnimationExample** scene, you should see this in the Game View
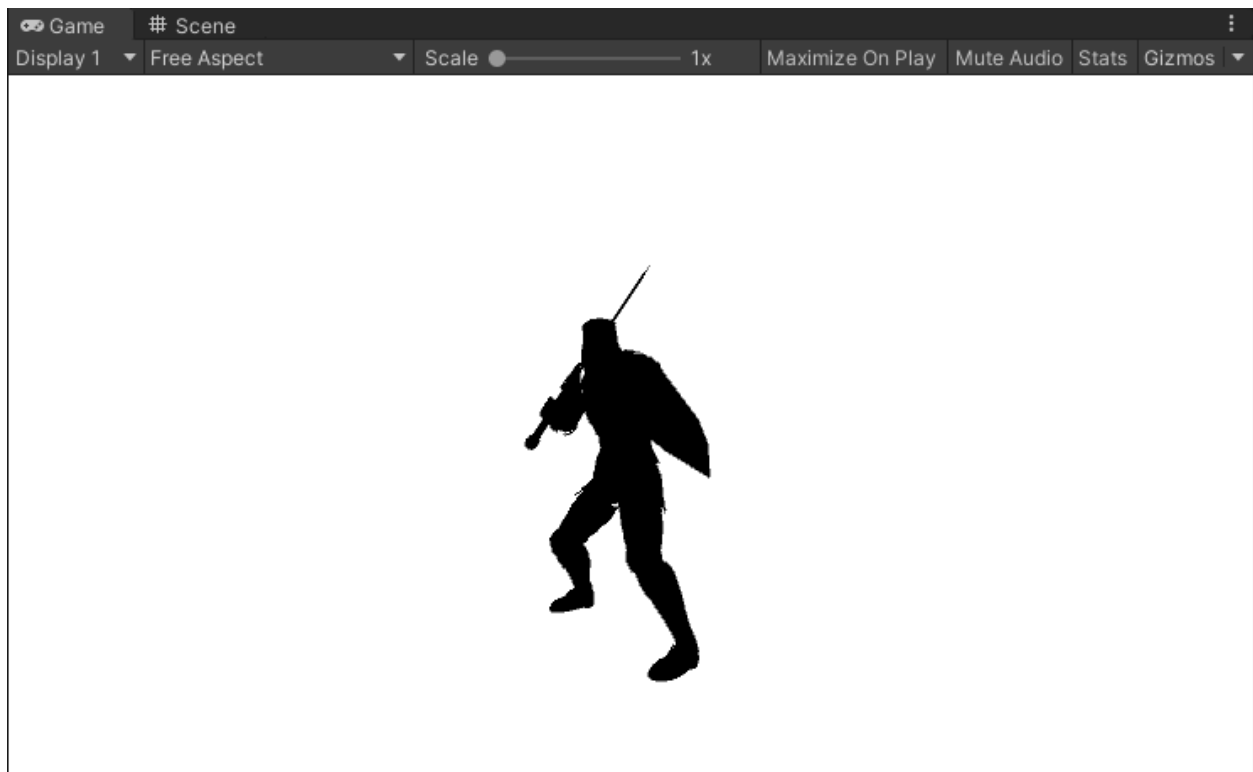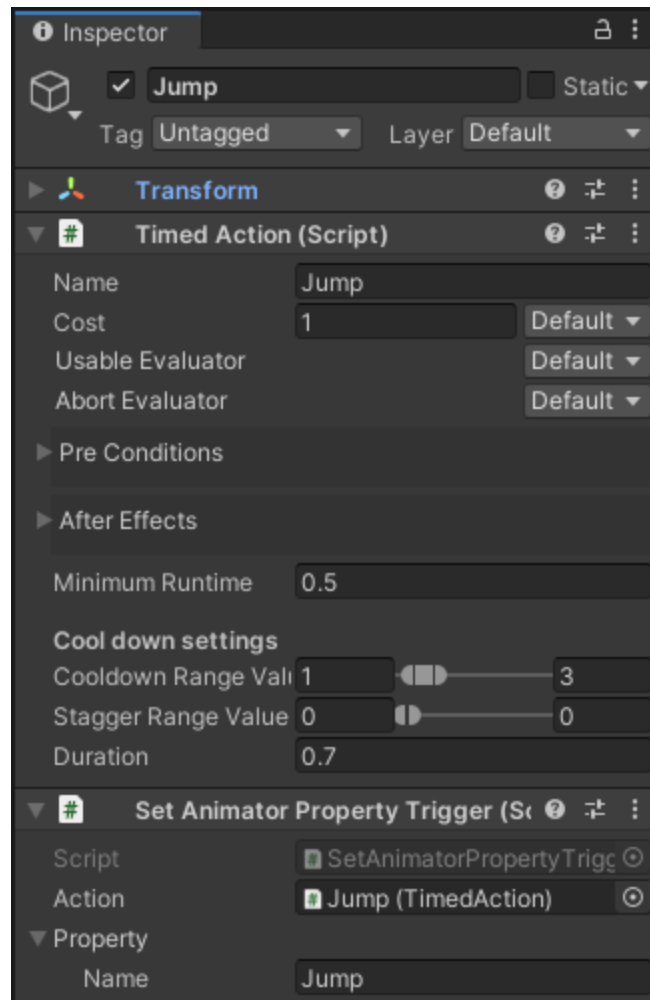
Next, locate the Attack action
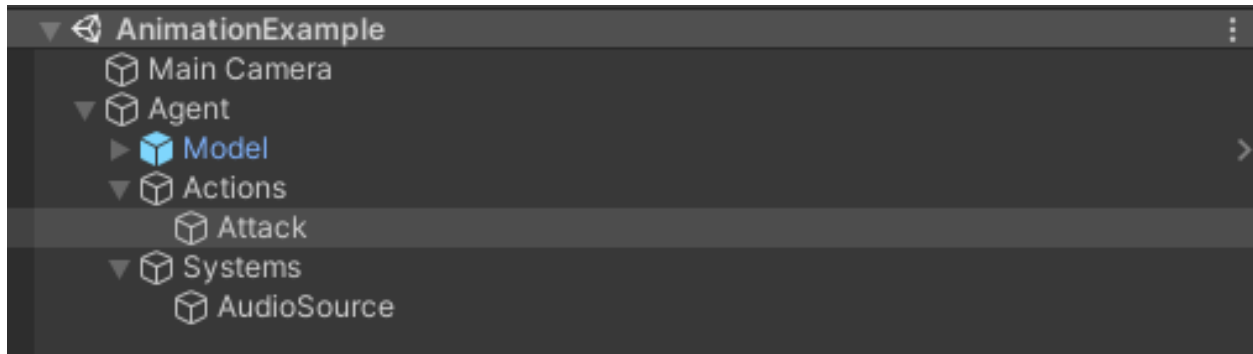
The Property Name is the Property that will be triggered in the Animator when this action begins.

Let's change the Property name to **Jump**. This will fire the Jump animation. In our case, our character isn't using RootMotion so he will be jumping on the spot.

Remove the AudioClip from Post Perform Clip and **add it to Pre Perform Clip**. This will play a sound just before the jump begins.

Lastly, let's add a tiny delay of 0.2 to Pre Perform Delay. This just help syncs the sound to the animation a little.
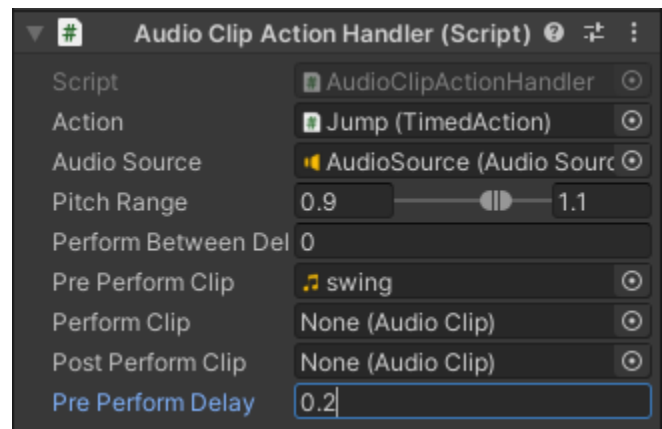
That's it!

I hope to create a more advance use case in the future. If you have any suggestions, feel free to email me at tinnystudios@gmail.com