

Workshop - Action Chaining

In this tutorial, you will learn how to:

- How to chain 1 action to another
- How to filter actions
- How to architect an action that needs to Move.
- See how I debug a few issues.

<https://s3-us-west-2.amazonaws.com/secure.notion-static.com/a491368c-5752-425b-a8ab-cf6136a54b9c/FnTZplfAb9.mp4>

Expectations

The workshop does talk about animation briefly but it is assumed that you know how to setup humanoid correctly and have a good understanding of basic unity animation usages. As I find more time, I will create more full tutorials.

The videos is in its raw format so if you are an advanced programmer, feel free to just download the package and read over it.

Follow the videos from 1-5.

https://drive.google.com/drive/folders/1MM4o5KggO2A9_uOb3odLBeLGMzTrsUJ?usp=sharing

Future Plans

- Extend the tutorial with more states.
- Compile the raw footages with more specific instructions.

