In order for a scene transition to work, the scene must have a Level Loader prefab. This prefab consists of the GUI elements needed to display the scene transition as well as the 'SceneTransition' script.

The SceneTransition script takes two inputs an Animator called *transition* and a float called *transitionTime.*

The *transition* Animator determines what animations will play when the scene changes.

All animations and controllers for scene transitions should be stored in the 'Scene Transitions' subfolder of the “Animations” folder. When creating a new scene transition animation make both a start and an end to your transition. The “start” of the transition plays when the scene is being changed, and the “end” of the transition plays automatically when the scene loads. Rather than making a new A*nimation Controller* for each new transition, simply make an *Animator Override Controller.* Use the “Transition” *Animator Controller* as your base, and override the given animations with your new animations.

The *transitionTime* float determines how long the system should wait between starting the animation and switching scenes. This should be set to be the same value as however long it takes for the desired animation to play out.

To use the scene transition, call the 'LoadLevel()' function in the 'SceneTransition' script. The 'LoadLevel()' function requires an integer *newScene*. The *newScene* integer is the index value of the desired scene as seen in the project's 'Build Settings'.

The 'TransitionTrigger' script calls the 'Scene Transition' script. To use the 'TransitionTrigger', first place the script on a game object with an 'Is Trigger' collider. The 'TransitionTrigger' takes the following inputs:
sTrans: The Level Loader object that calls the 'SceneTransition' script. This will determine what transition animation that will play, so a scene may have multiple to allow for various transition animations.

isLocal: A boolean that determines whether the transition is within the same scene (if set to true) or if the transition sends the player into a different scene (if set to false).

newScene: If the transition ***is not*** local, this integer determines which scene to send the player to. The *newScene* integer is the index value of the desired scene as seen in the project's 'Build Settings'.

newSpot: If the transition ***is*** local, this transform determines where in the scene to send the player to.

stayCount: This integer determines how long the player must stay in the trigger before being transported to their final destination.

canUse: This boolean determines whether or not a transition trigger can currently be used by the player. This value is public, so other scripts can toggle transition points as necessary.