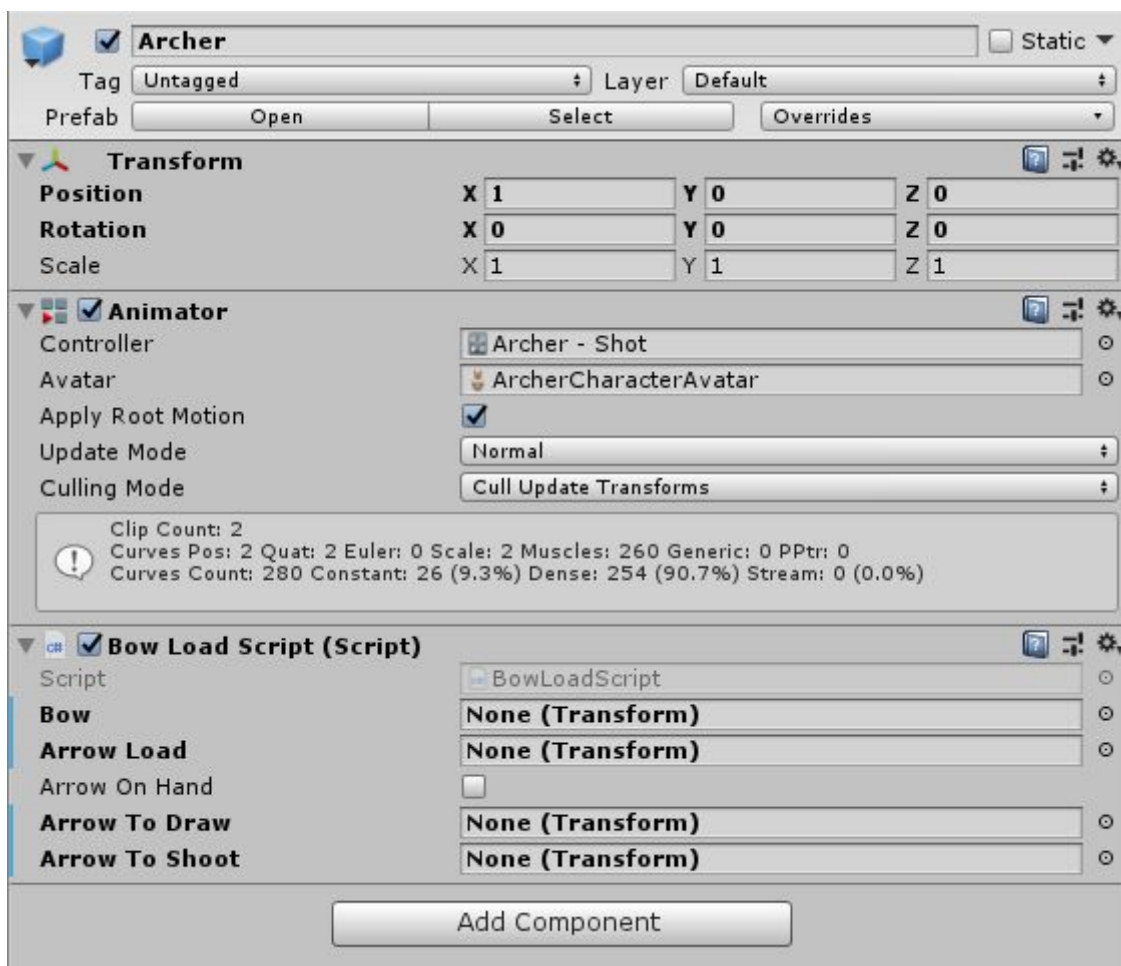


Archer Animations - Retargeting bow animation guide

The script that makes this possible is a MonoBehaviour called '**BowLoadScript**' in the 'Scripts' folder of the asset. This script must be attached to the root of your character.



Bow field: Our bow gameobject. The bow needs a blendshape called 'Load'. You have bow models Blender source files under the 'Models' folder of the asset. Edit or use those bows as reference for creating or adding the needed blendshape to your custom bow.

Arrow Load field: In order to play the bow animation when your character pulls the arrow you need to create an empty gameobject called '**ArrowLoad**'. It is case sensitive so be careful with the uppercase letters.

We will assign this empty gameobject to the Arrow Load field from our BowLoadScript.

This gameobject must be a child of our character's root, like in this image:

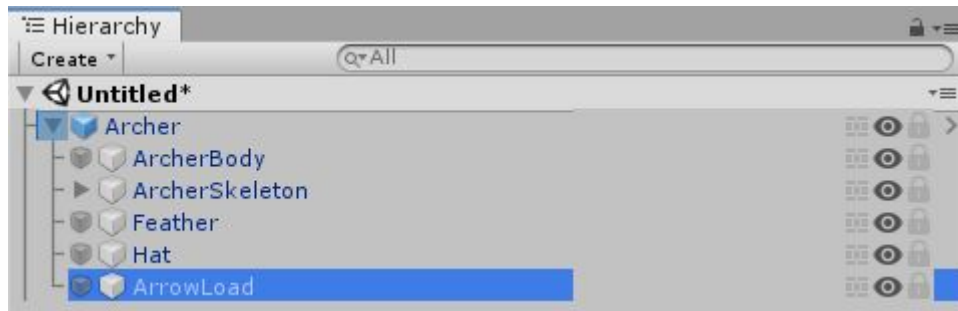


Image of the the empty gameobject 'ArrowLoad' we created in its hierarchy. Our character here is called 'Archer'.

Arrow On Hand field: This field is only informative. You can use it for checking if the arrow has been already drawn from the quiver so you can skip the draw animation for the next bow attack.

Arrow To Draw field: This is the arrow when is drawn from the quiver. This gameobject will be activated by the script when the drawing animation happens. The position and rotation needs to fit the quiver position and rotation.

Arrow To Shoot field: This is the arrow when is about to be shooted with the bow. The script will deactivate (make invisible) the Arrow To Draw gameobject and activate this one. The position and rotation of this gameobject needs to fit the final position and rotation of the arrow before being shooted.

Both arrow gameobject states (from Arrow To Draw and Arrow To Shoot fields) must be child of our character's right hand bone.

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