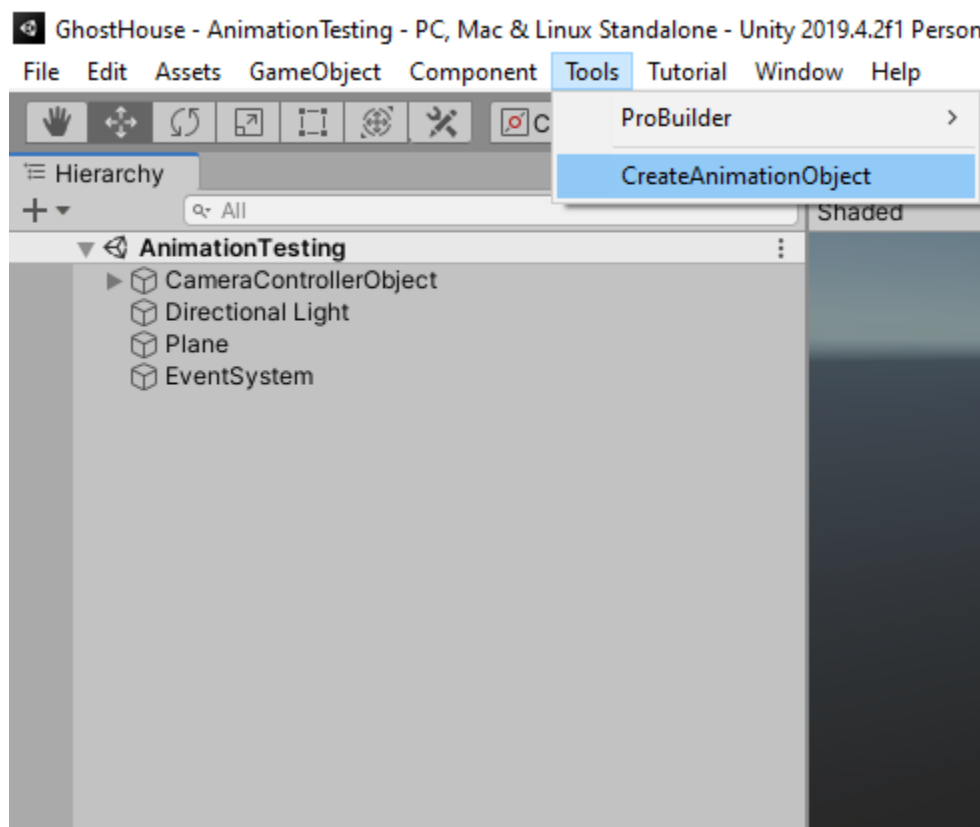# Animation Object Creation

This is **NOT** a tool for permanent implementation. This tool is to help the animation team create a Game Object that has the interaction system attached, an animator, and to replicate a template animation controller/state machine.

What I have created is a way to set up the game object that is optimal for testing and creating animations quicker than doing it manually. I will describe down below how to create these objects manually or using my tool. I can add further versatility to the tool and to the scripts to help animation create and test their objects in whatever manner they want.
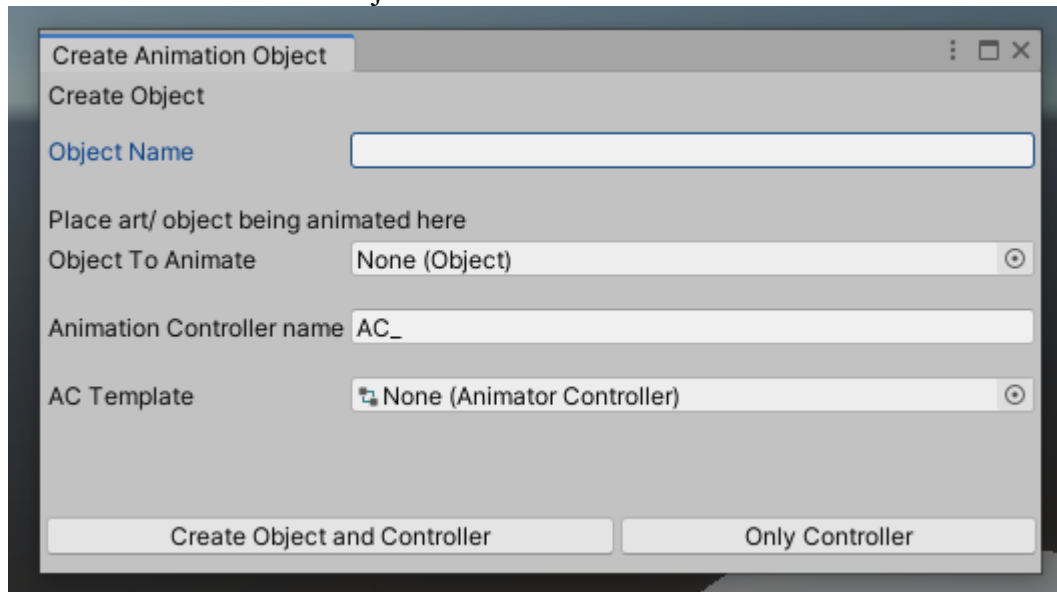
**Using the Tool**

- Use the most recent develop branch to insure access to the tool and scripts
- Go to the tools tab in the top of the Unity Editor and click on CreateAnimationObject



- This window will appear

- To create both the Game Object and the Controller



  1. Type in the name of the base/root game object
  2. Drag in the object or art you wish to animate or select using the button on the right
  3. Add a name to the new animation controller
  4. If you wish to create the new controller based on a previous one, include it in the template slot
     - Otherwise, it will create a blank controller
  5. Click Create Object and Controller
- To create just the Controller
  1. Type in the name of the controller in the "AC_" slot
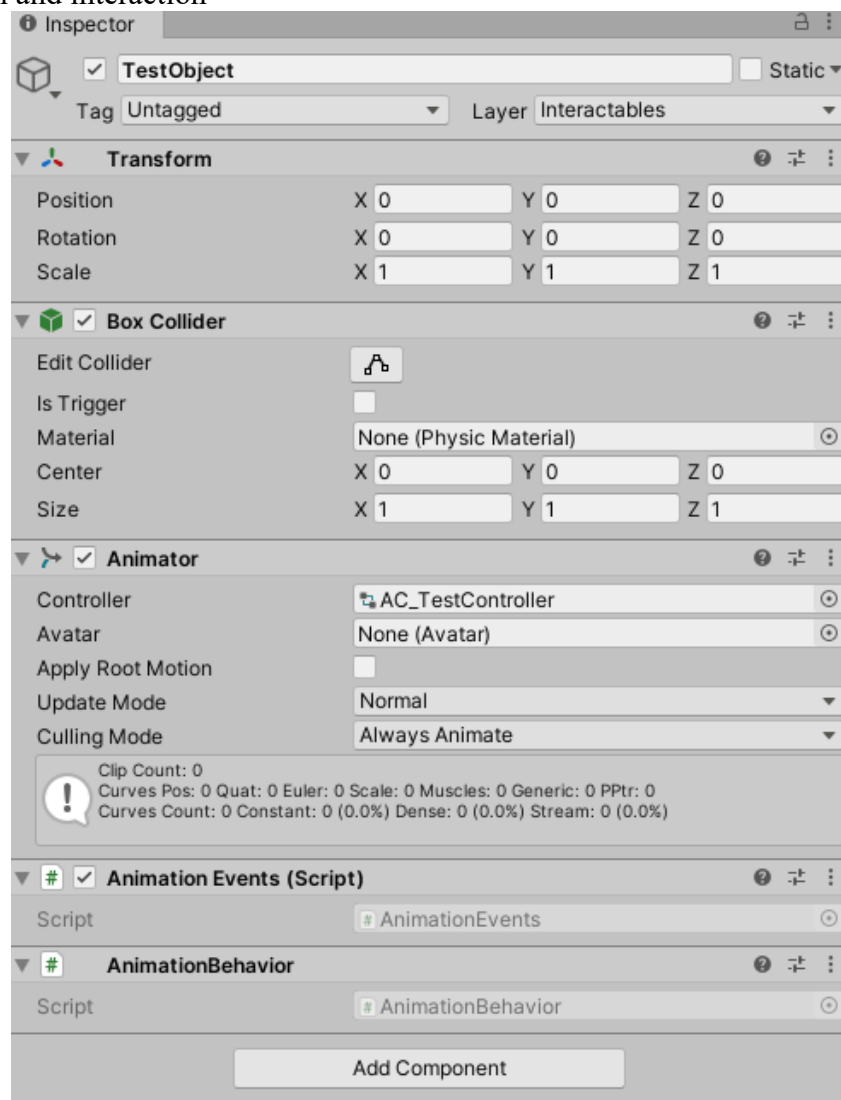  2. Drag in template if desired
  3. Click Only Controller
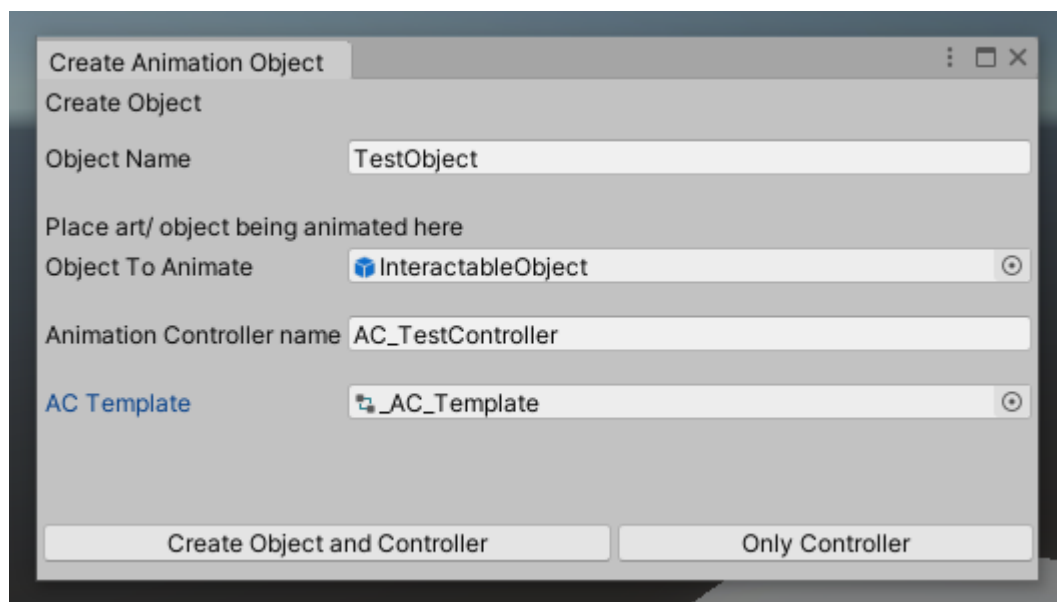
**Object Created**

- If all goes well this object will spawn in the scene



- The child object will be whatever you chose to put in the "Object to Animate" slot
- In the inspector panel you can see that the TestObject has many items pertinent to animation and interaction



- The object is on the layer Interactables and it has a collider, an animator with the created controller attached, and two scripts. These two scripts include interaction handling and

placeholder events that can be placed on the timelines. I can change anything for your implementation.
- The reason these objects are not permanent is the interaction script is very basic and does not include every option. If you would like these options, it would be very easy to include them.
- If you animate the art or prefab asset that is a child of this object, these animations will be tied to that prefab.

## Manual Creation

- If you want to create these objects manually, I have also created an easy way to do this
- If you have the base object or just the prefab in the scene, go to Add Component in the inspector and click the top tab, Animators. There you will see
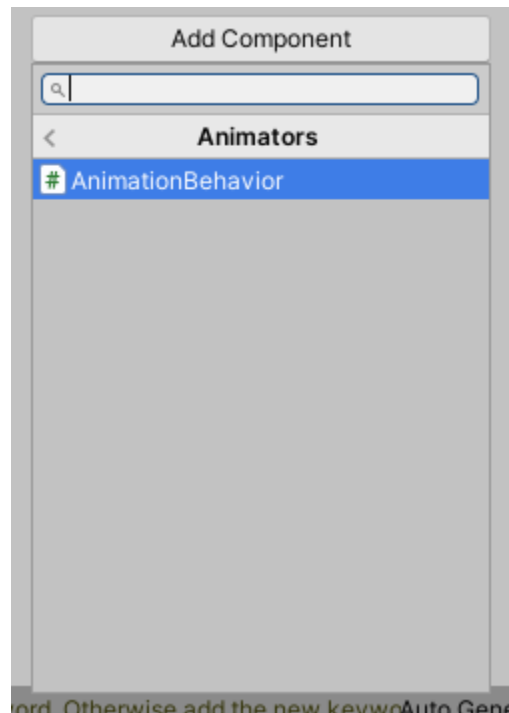


- Add this script to any object and it will automatically add a box collider, animator, and the events and behavior script.
- You then need to manually change the layer to Interactables in the top right of the inspector.
- Then create your animation controller manually.

## File Location

- All animations in the game will be in 'Assets/_Game/Entities'
- Interactable objects will go into '/Interactables'
- Controllers will save from the tool into '/AnimationControllers' and any manually created should go in here as well

- Animations will go into '/Animations'
- There is a folder called Animation in the test scenes that I was using for testing, and you can use it for any testing purposes or use any scene.
- These scripts can be found in 'Assets/_Game/Scripts/Mechanics/Animation'