Movement & Jump Animations Handover

Movement Animations

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Client: Cameron Gildea Project: "Name still to be decided"

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Version: 1.0

Asset Overview

Movement and jump animations that play based on the players direction and speed and also wether the player is touching the ground and their current velocity.

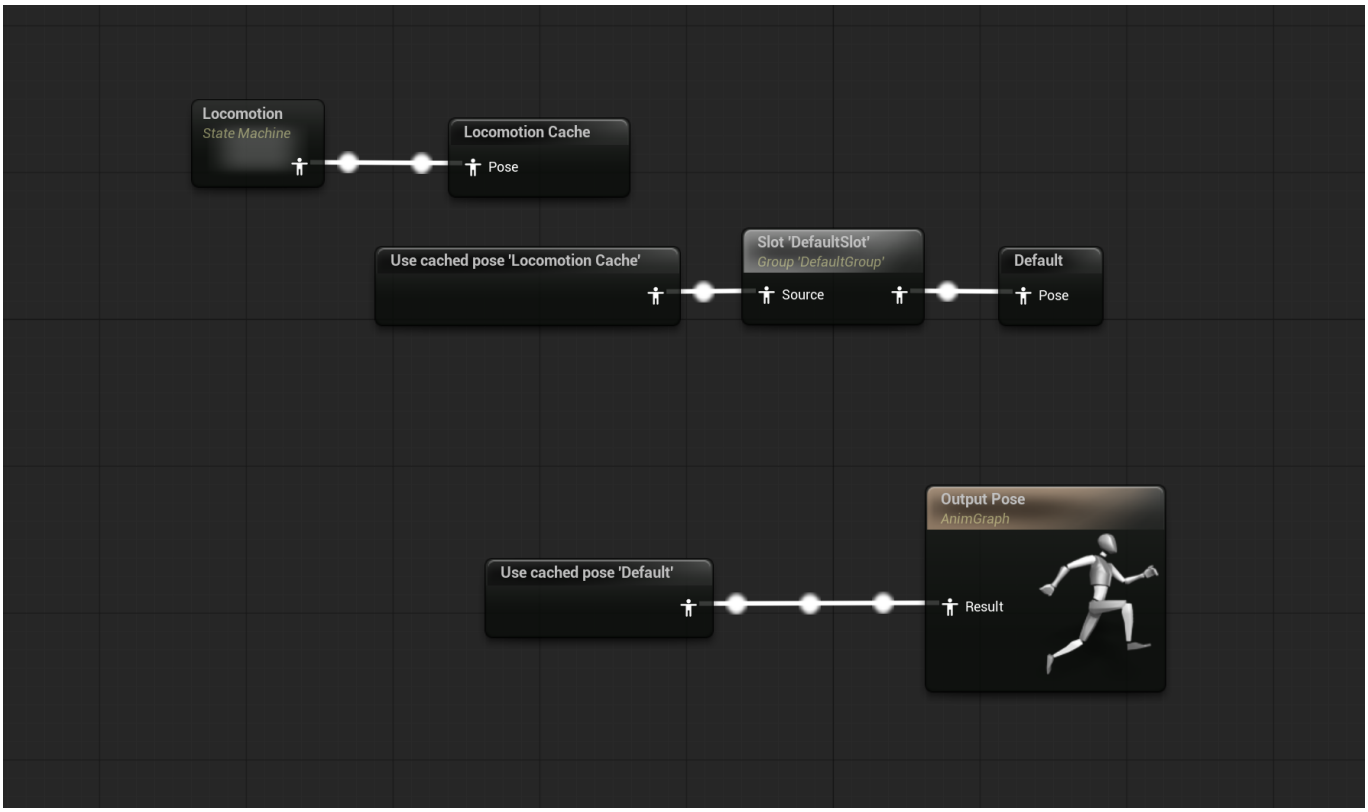
Integration Guide

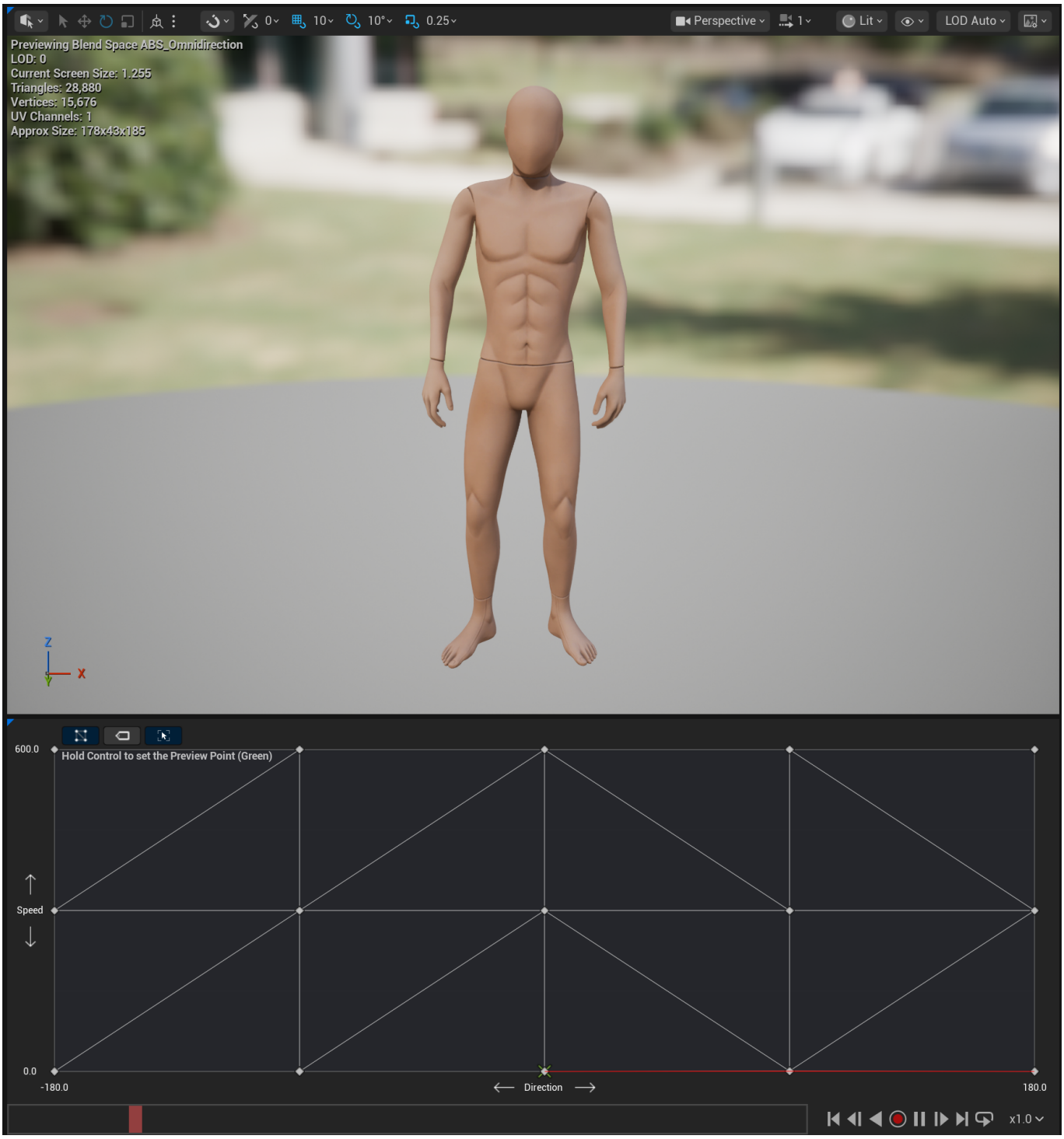
To add these animations to your project, you will need to use the provided animation graphs, event graph and blend space displayed below for your character.

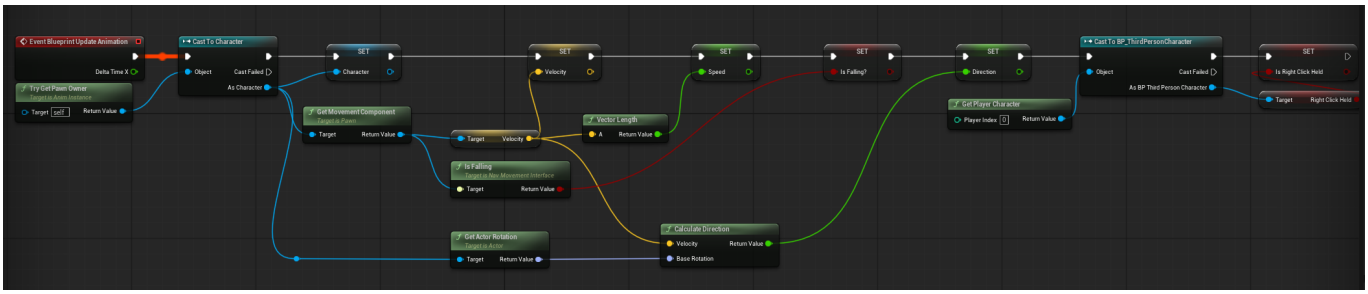
Technical Documentation

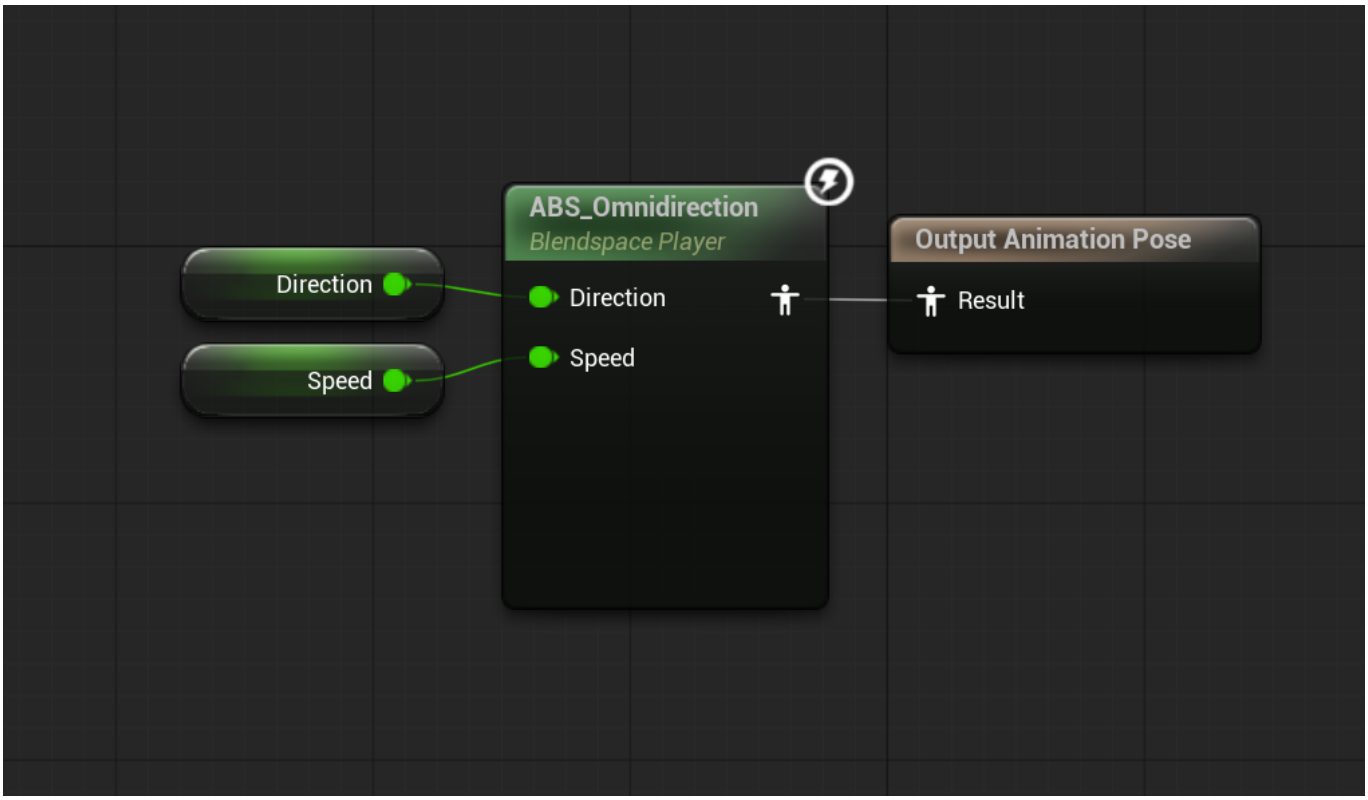
Movement

For the character to have omni-movement, an animgraph, a blend space, and an event graph that gets the player's direction and speed to determine which animation should be played. When the player is standing still, an idle animation is played but when the player starts moving forward or backwards, it transitions into a walking animation and then a running animation. When the player moves left and right, a left/right walk animation plays before changing to a left/right run animation. When the player.


Locomotion
State Machine
Locomotion Cache
Pose
Use cached pose 'Locomotion Cache'
Slot 'DefaultSlot'
Group 'DefaultGroup'
Source
Default
Pose
Output Pose
AnimGraph
Use cached pose 'Default'
Result

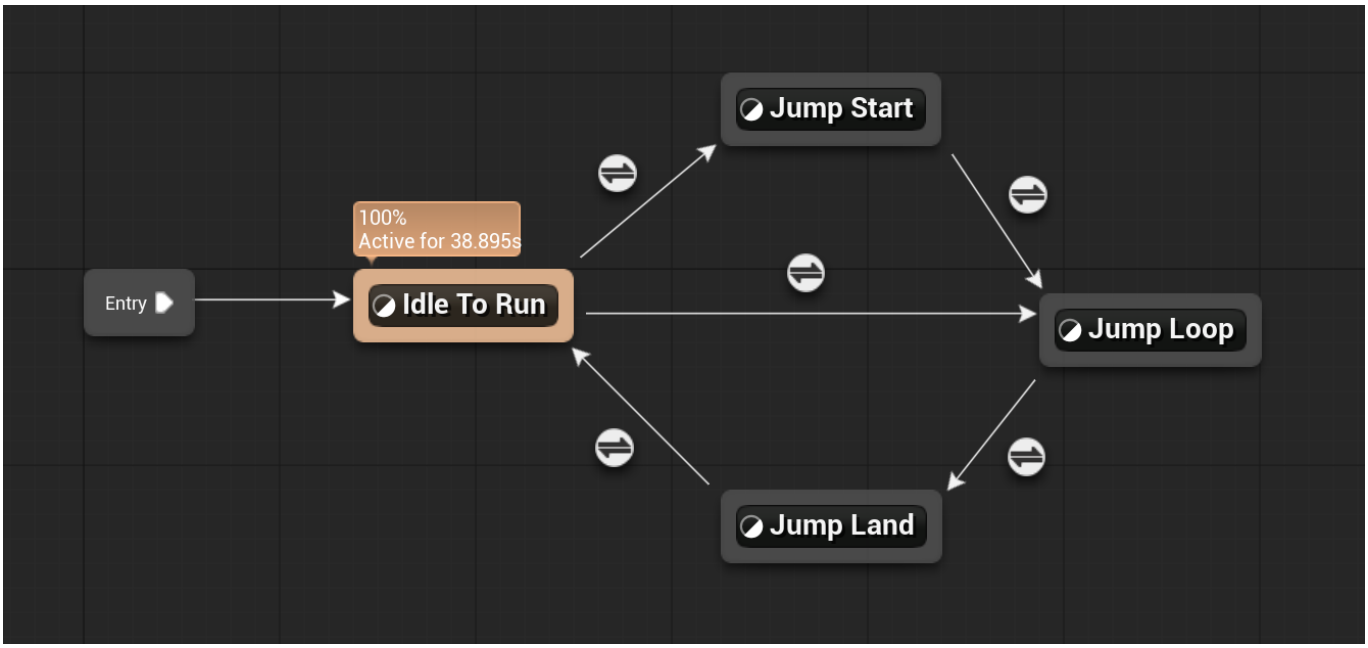

Perspective
Lit
LOD Auto
Previewing Blend Space ABS_Omnidirection
LOD: 0
Current Screen Size: 1.255
Triangles: 28,880
Vertices: 15,676
UV Channels: 1
Approx Size: 178x43x185
Hold Control to set the Preview Point (Green)
600.0
Speed
0.0
-180.0
Direction
180.0
x1.0

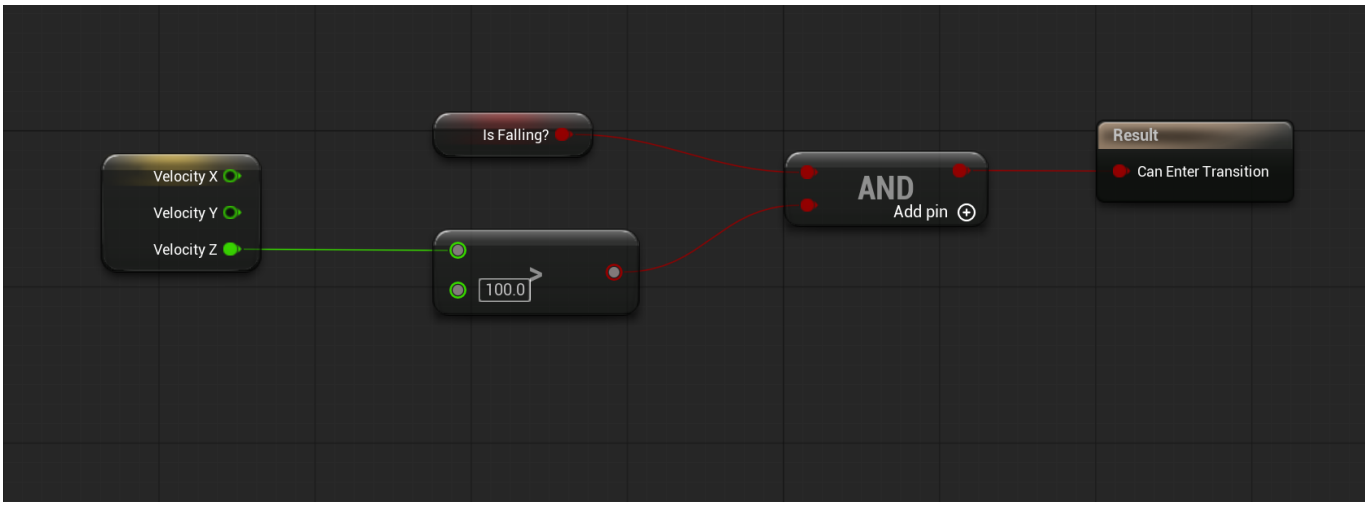


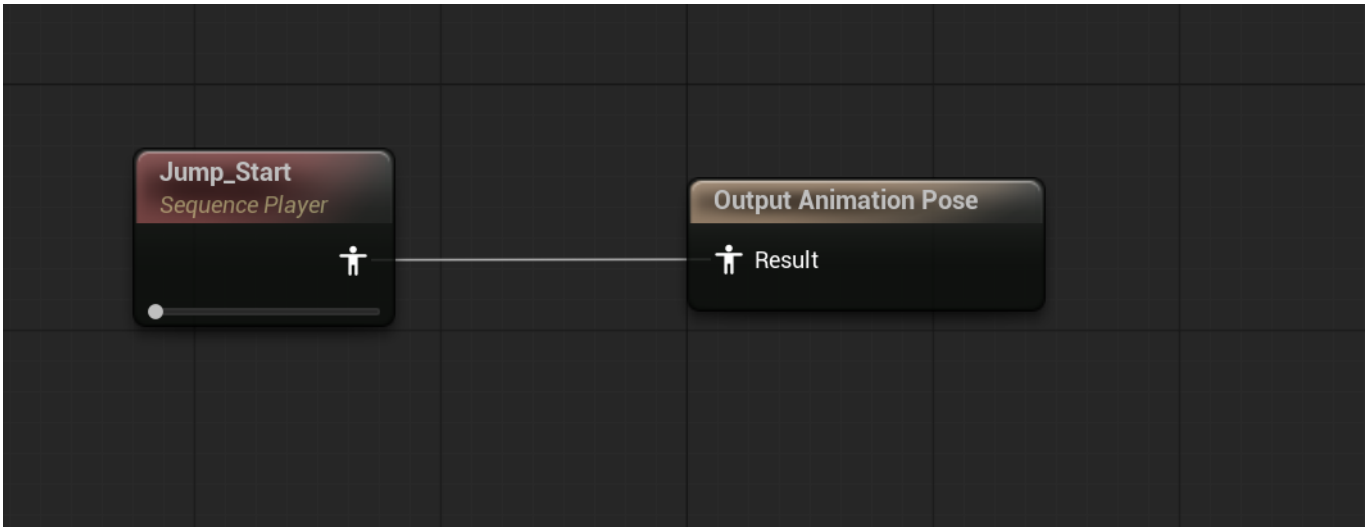


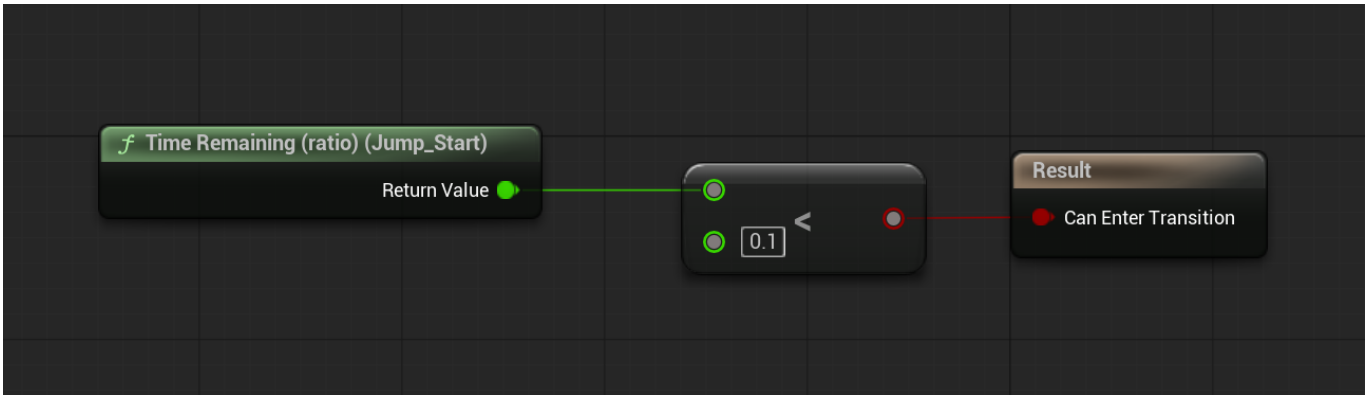
Jumping

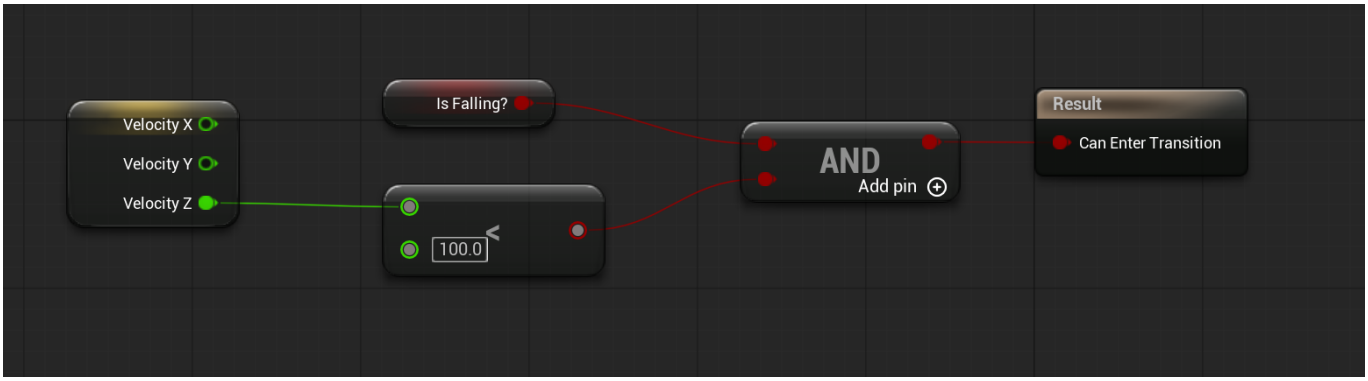
Jumping is implemented by adding it onto the locomotion state machine that works the blend space for the movement. The jumping is broken down into three parts: jump start, jump loop and jump land. Jump start activates when the player's Z velocity is greater than 100 and is falling equals true. Jump loop activates when the jump start animation is about to finish or if the players Z velocity is less than 100 and the player is falling. Jump end activates when the player is no longer falling.

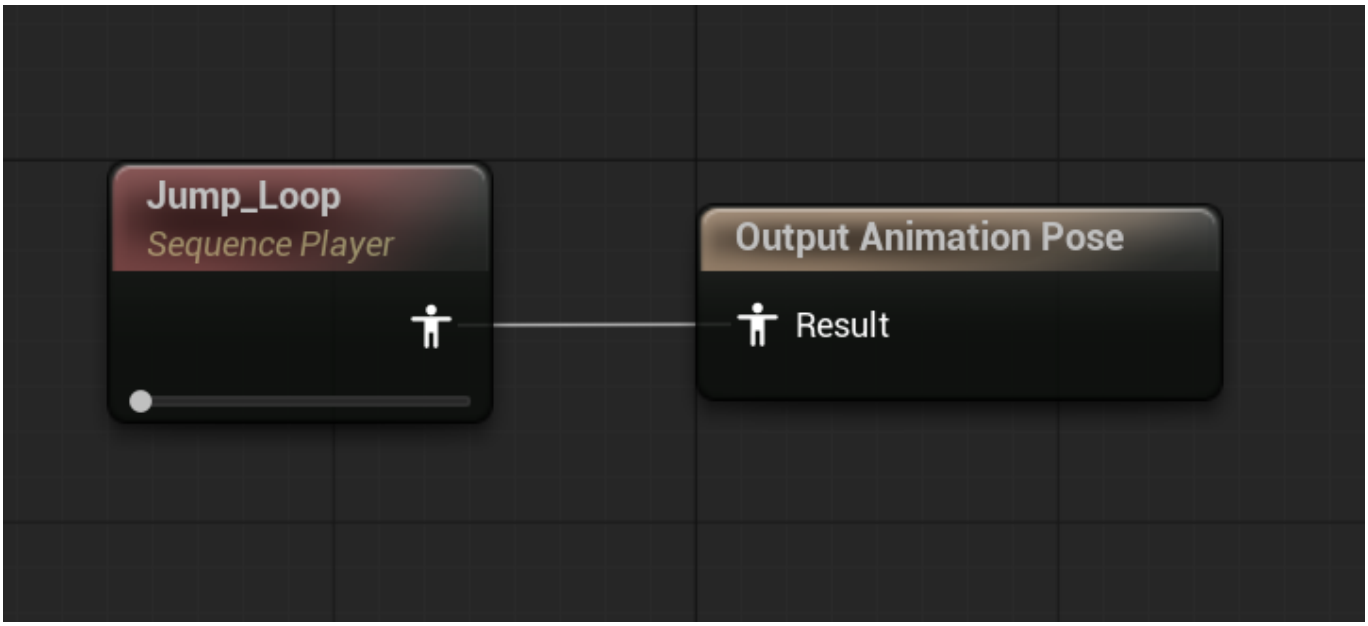


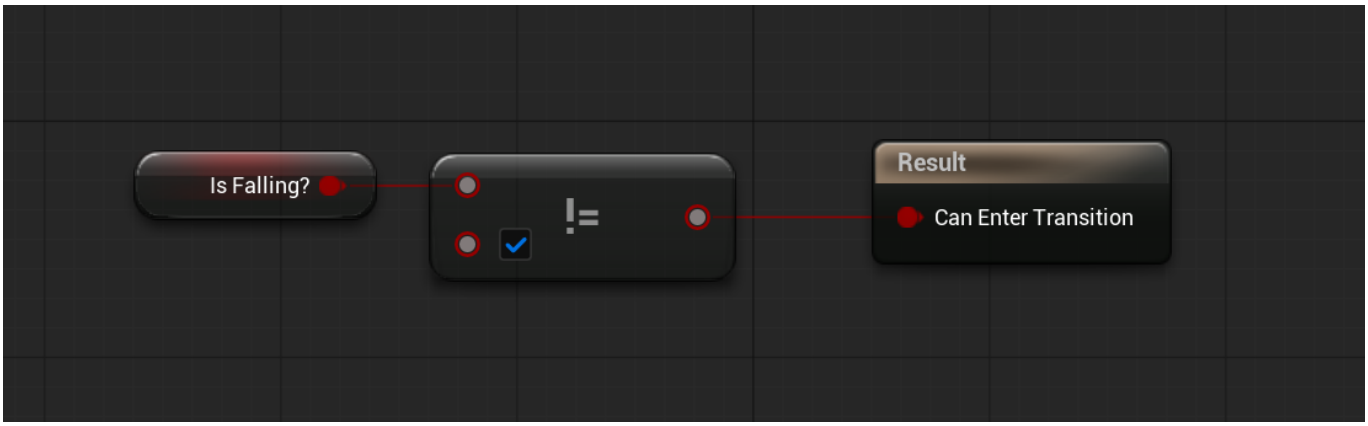

Is Falling?
Velocity X
Velocity Y
Velocity Z
AND
Add pin
Result
Can Enter Transition
100.0

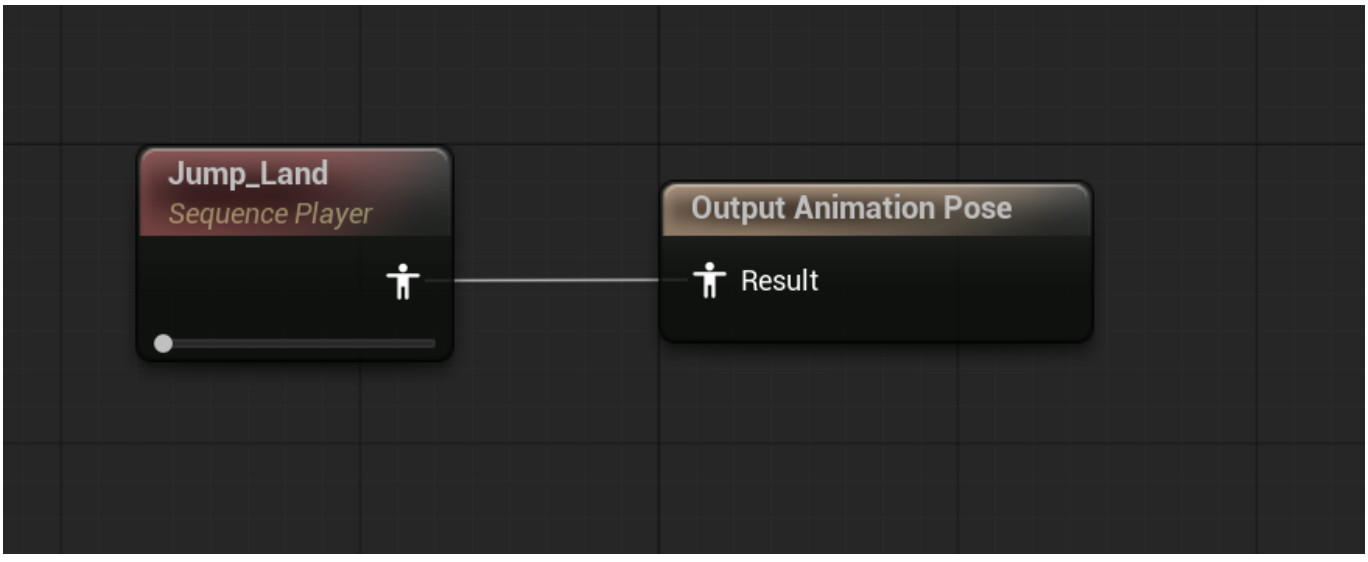

Jump_Start
Sequence Player
Output Animation Pose
Result

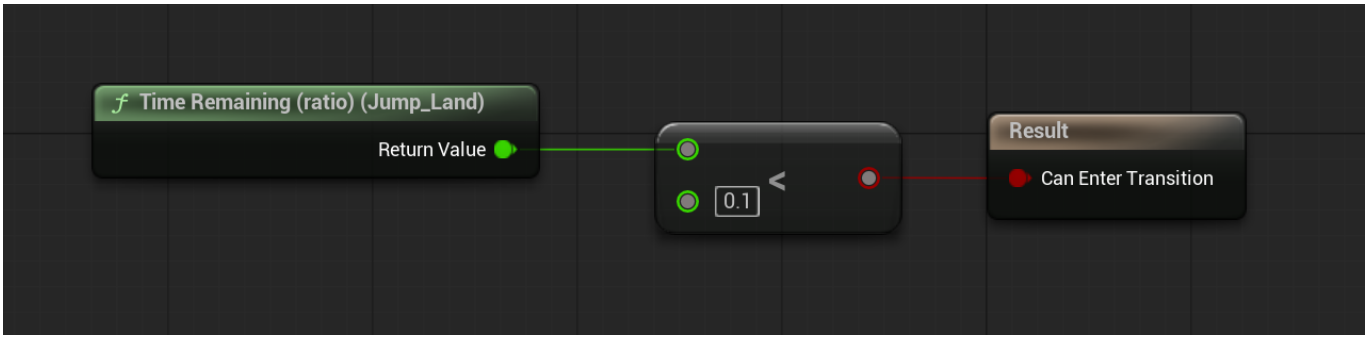

Time Remaining (ratio) (Jump_Start)
Return Value
0.1
Result
Can Enter Transition


Is Falling?
Velocity X
Velocity Y
Velocity Z
AND
Add pin
Result
Can Enter Transition
100.0


Jump_Loop
Sequence Player
Output Animation Pose
Result


Is Falling?
!=
Result
Can Enter Transition


Jump_Land
Sequence Player
Output Animation Pose
Result


Time Remaining (ratio) (Jump_Land)
Return Value
0.1
<
Result
Can Enter Transition