3DANI course summary

Learning Goals

1. Learn more about different ways animations can be done in Blender and Unity
2. Learn how to use multiple animations on one model and make it work in Unity
3. Learn how to use Mixamo (VERY IMPORTANT, HUMANOID MODEL ANIMATION IS ANNOYING)
4. More of everything

Outcomes

1. Learned how to import Blender animations to Unity
2. Learned how to use Mixamo
3. Learned how to use multiple animations on a single model (AND even how to somewhat make it work in Unity)
4. Learned how to do Emission maps and animate them in Unity (I like the Glows)
5. Random stuff related to animation

Links:

- Unity3D HowTo: Create Emission Maps & Animating them for cool Glows
  https://www.youtube.com/watch?v=gIJtAwaWEhA
- Glowy Emission Filling effect Shader Graph - Unity Tutorial
  https://www.youtube.com/watch?v=UScYhSAQpfU