**General Steps for animation**

1. Get Your Character Model Ready:

Enter Unity with your 3D character model. Make sure it is properly rigged and, if possible, has distinct animations for standing still, sprinting, and walking. If not, the animation tools in Unity can be used to create these motions afterwards.

2. Produce short animations:

Launch Unity and select the Animation window (Window > Animation > Animation).

In the Hierarchy, choose your character model.

To generate a fresh animation clip, click the "Create" button in the Animation box.

Give the clip a name, such "Idle".

Set the frame rate and animation duration to match the motion of your character.

To animate your character's idle stance, record keyframes.

Repeat this procedure to create separate clips for the "Run" and "Walk" animations.

3. Configure the Animator Controller

Assets > Create > Animator Controller allows you to create an animator controller asset.

Go to the Hierarchy and choose your character.

Click "Add Component" in the Inspector box, then look for "Animator." Make your character's Animator component active.

Assign the Animator Controller you made to the Animator component.

4.Create the parameters for the animator.

Create settings in the Animator Controller to regulate the transitions between animations.

To regulate the character's movement speed, create a float parameter called "Speed".

To regulate the character's status (such as idle, run, or walk), create an integer parameter called "State".

5.Create Animation Transitions:.

By selecting "Make Transition" from the context menu when you right-click on a state in the Animator Controller, you may transition between animations.Create transitions depending on the "Speed" parameter between the "Idle," "Run," and "Walk" states.To switch between animations based on the "State" parameter, create transitions to/from a "Any State."Create animation behaviours (scripts) to handle particular character logic in step six. A script can be used, for instance, to control character rotation and movement.

6. Animation Control Parameters:

Set the "Speed" and "State" parameters in the Animator based on the character's actions and movements in your script (for example, the one governing character movement).

7. Evaluation

Play the scenario to test the animations of the characters. To get the desired outcome, adjust the settings and transitions as necessary.

8. Save and Build:

- Save your scene and project.

- Build your game to see the animations in action.