Zombie Shooter Project 3c

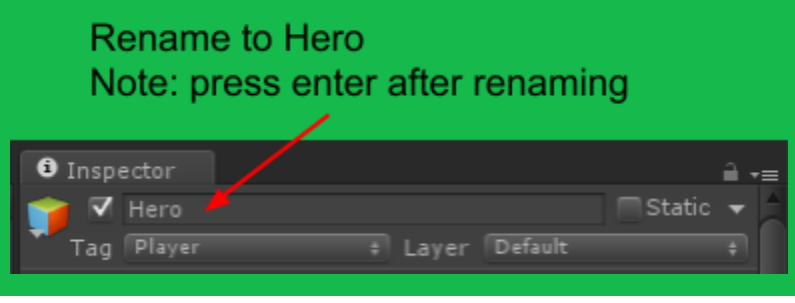
Task 1. Setup the player gun animations

Explanation

- We will now create the animations for the player firing the gun and not firing the gun
- We will name the 2 animations as follows
  - **Player firing Idle**
    - The animation when NOT firing the gun
  - **Player Firing**
    - The animation when firing the gun

Do this

- In the **Hierarchy**, select the **Hero** GameObject
- In the **Inspector** Rename the **Hero** GameObject from **Hero_fire_anim_0** to **Hero**



Do this

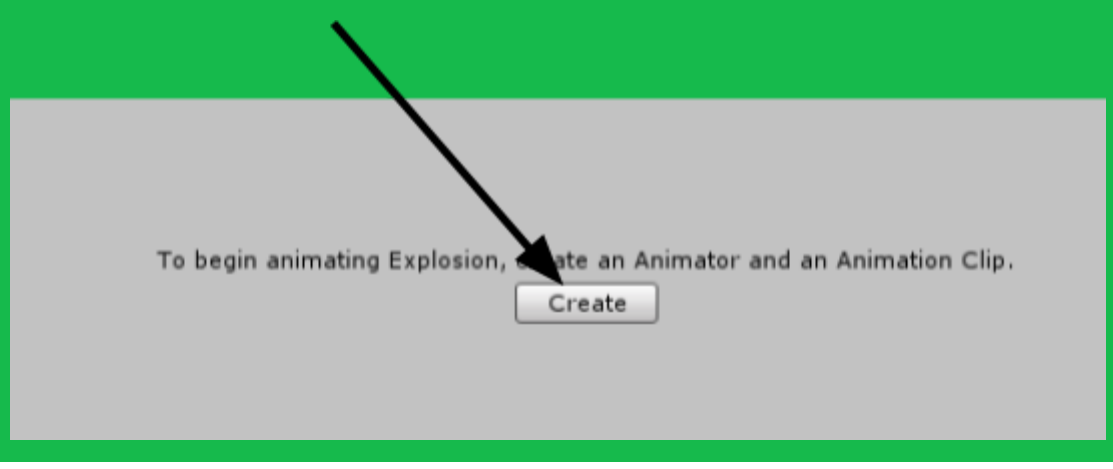
- In the **Hierarchy**, select the **Hero** GameObject
- Open the **Animation view**
  - **Top menu**: **Window** > **Animation**

Useful links

- Learn more about the **Animation panel** Animation view

Do this

- In the **Animation view (with the Hero GameObject selected in the Hierarchy)** press the **Create** button
- Select **Create New Clip**



Do this

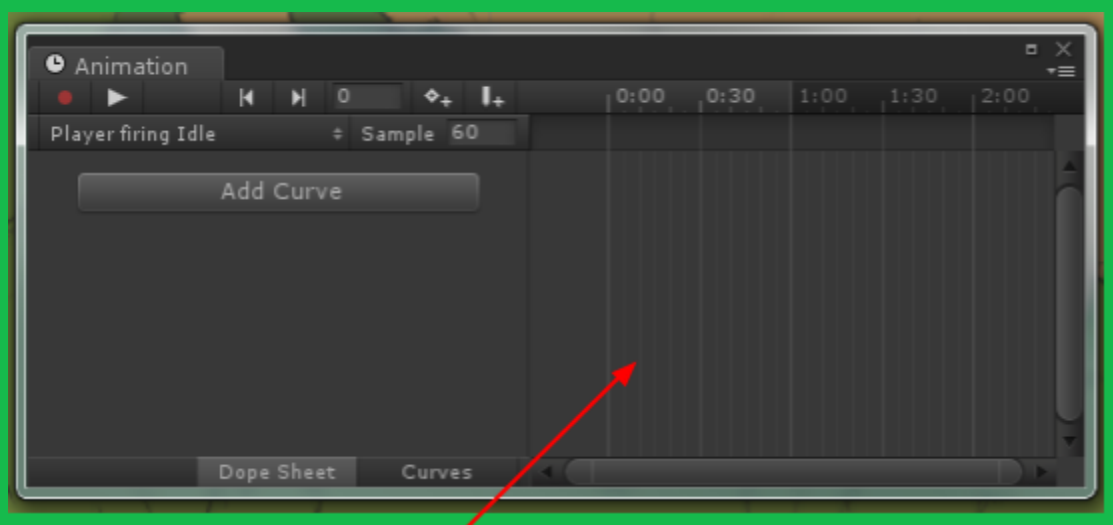
- Name the new Animation Clip **Player Firing Idle**
- Save the new **Clip** in the **Animations** folder

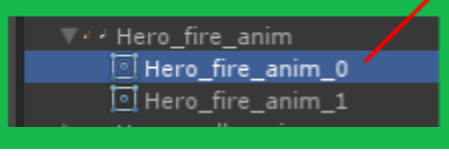
Check this

- Check the Animations folder in the Project view
- You should see the **Player firing Idle** Animation and a **Hero** Animation Controller

Do this

- In the **Project view**, select the **first frame** of the **Hero_fire_anim** artwork, located in the **Sprites** folder
    - It should be called **Hero_fire_anim_0**
- Drag **Hero_fire_anim_0** onto the **Timeline** in the **Animation view**

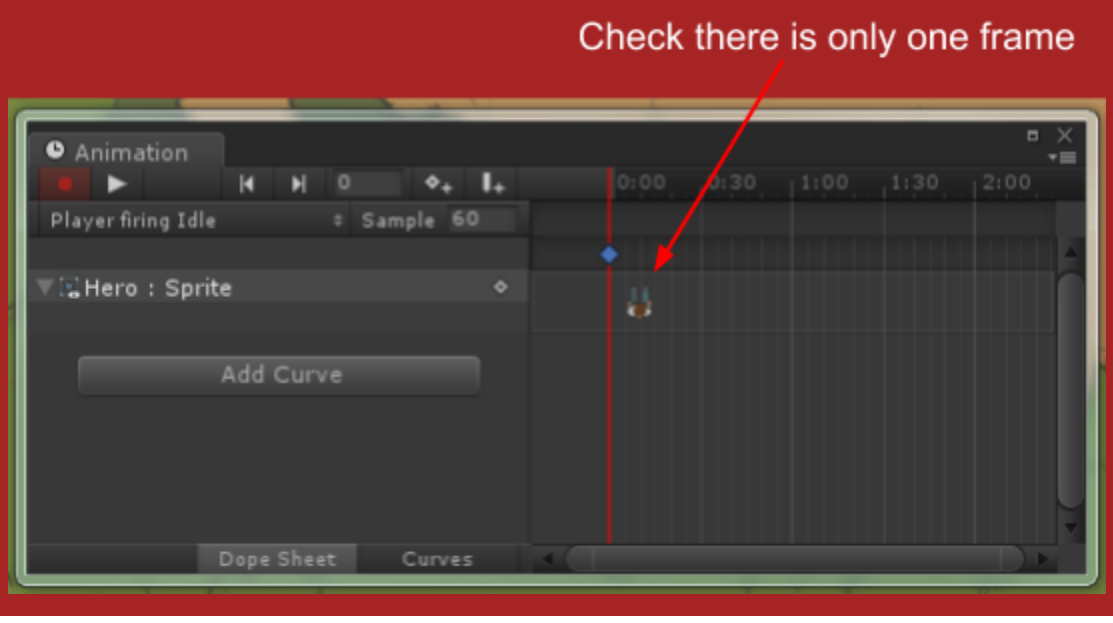




Drag the first frame sprite into the Animation view

Check this

- Check you only have one frame in the Timeline

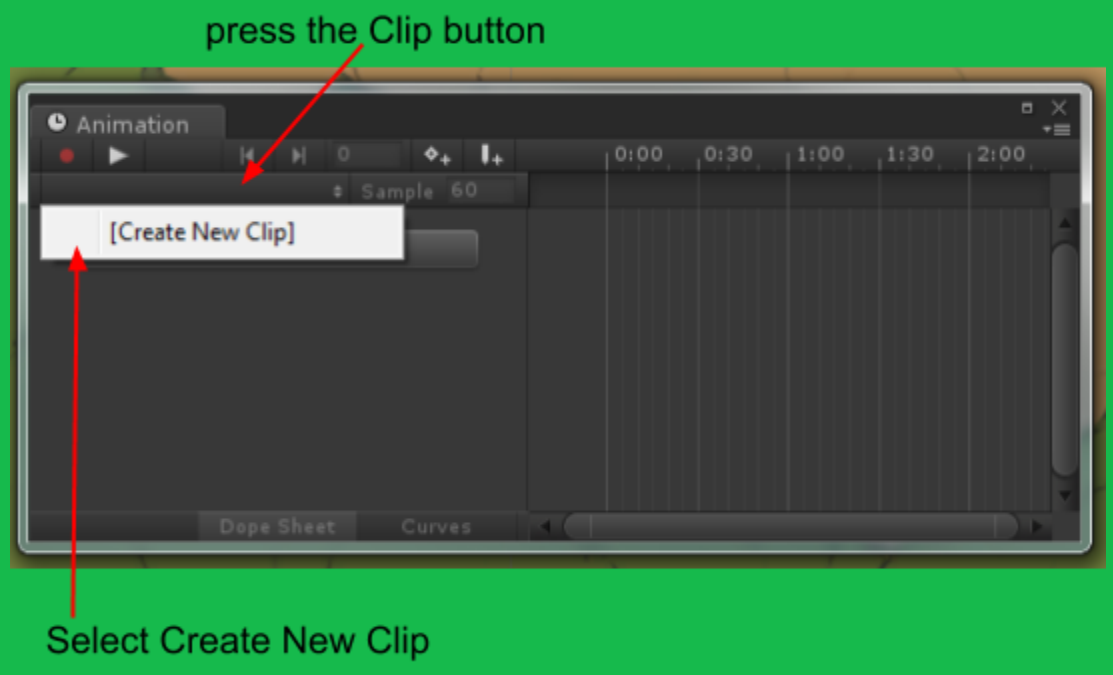


Explanation

- Now we create the Player firing Animation
- This will have 2 frames
    - The Idle frame we just used
    - The gun firing frame

Do this

- In the **Animation view** press the **Clip** button
- Select **Create New Clip**



Useful links

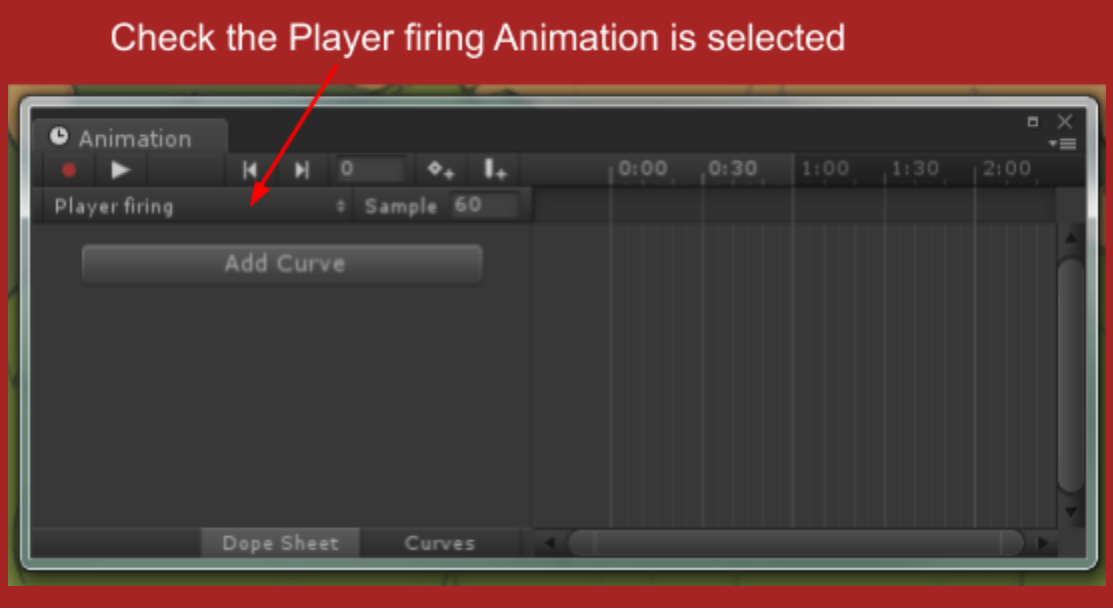
- Learn more about the **Animation clip** Animation clip

Do this

- Name the new Animation Clip **Player Firing**
- Save the new **Clip** in the **Animations** folder

Check this

- Check the Player firing animation is selected

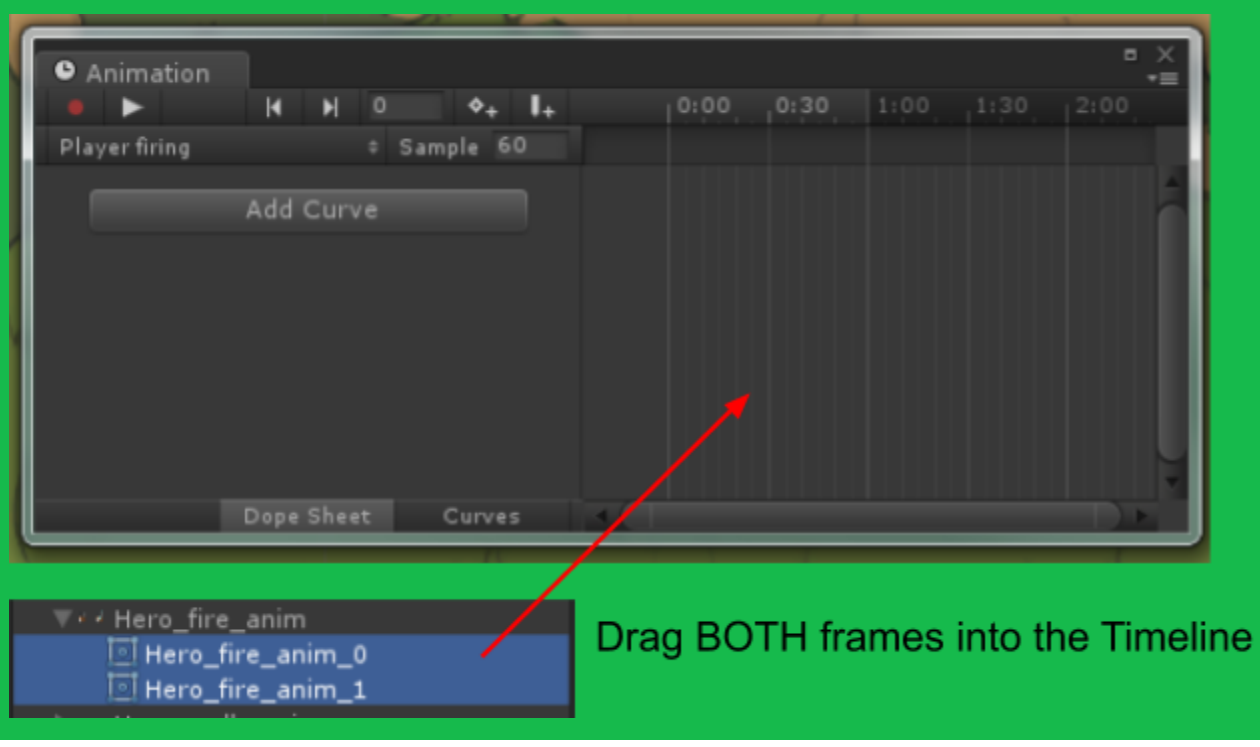


Check this

- Check the Animations folder in the Project view
- You should see the **Player firing** Animation

Do this

- In the **Project view**, select **both** the frames in the **Hero_fire_anim** artwork
    - Select **Hero_fire_anim_0** AND **Hero_fire_anim_1**
- Drag **the frames** onto the **Timeline** in the **Animation view**

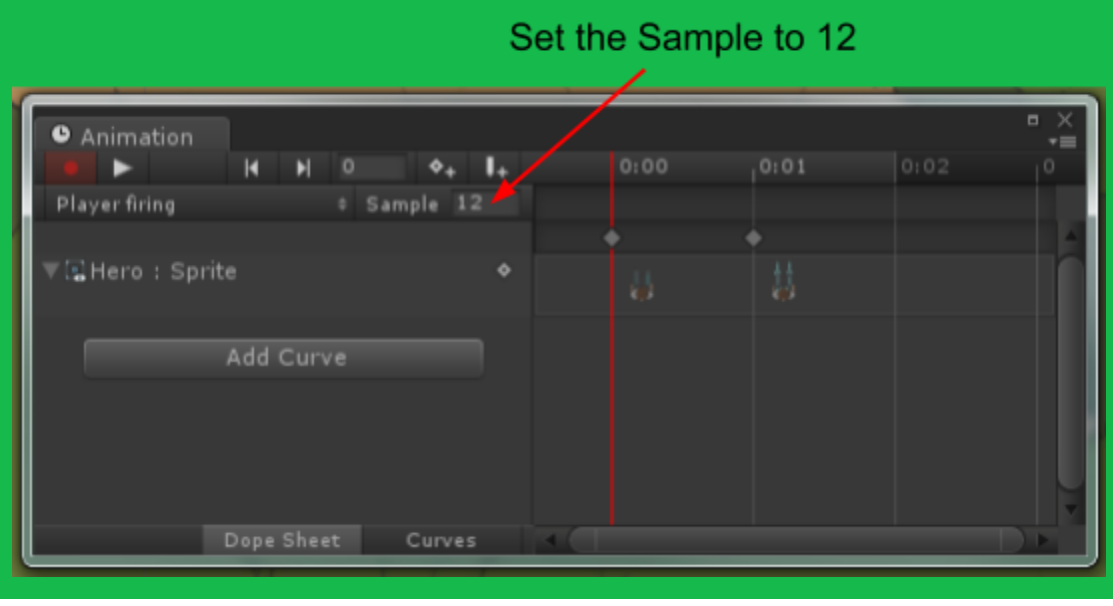


Explanation

- You can **zoom** in and out of the **Timeline** using the **mouse wheel**
- Make sure the **mouse pointer** is on the **Timeline** for zooming to work!

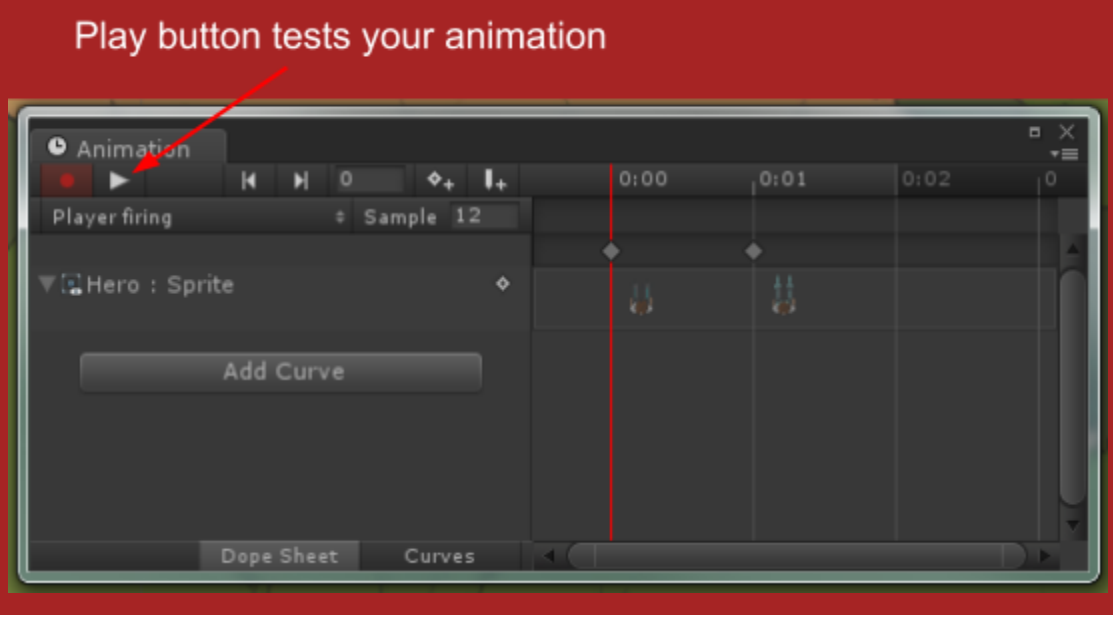
Do this

- In the **Animation view**, set the **Samples** to **12**



Check this

- Press the play button to test the animation
- Adjust the **Sample** to **approximately** match how fast your **bullets** will **spawn**
    - You can always do this later when refining gameplay!



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