Zombie Shooter Project 3a
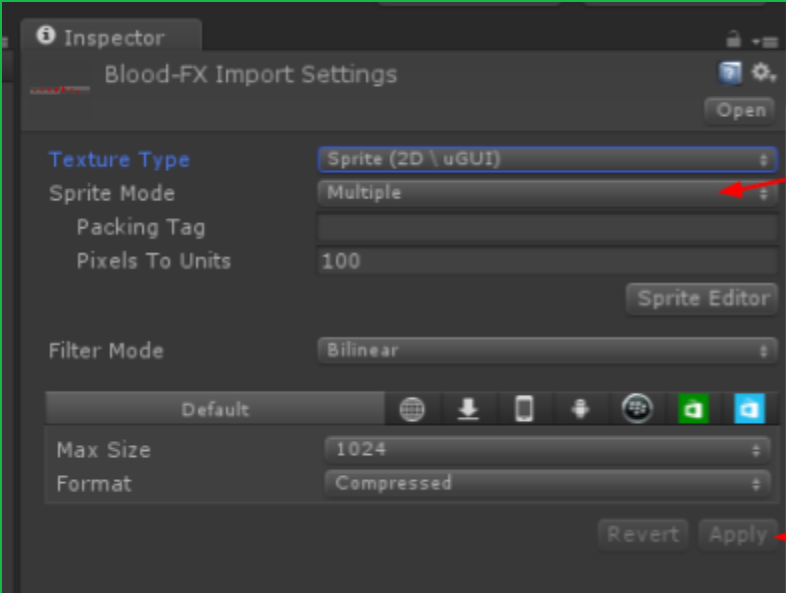
Task 1. Create explosion animation frames

Explanation

- We will setup the image asset as a set of Multiple Sprites for our explosion animation
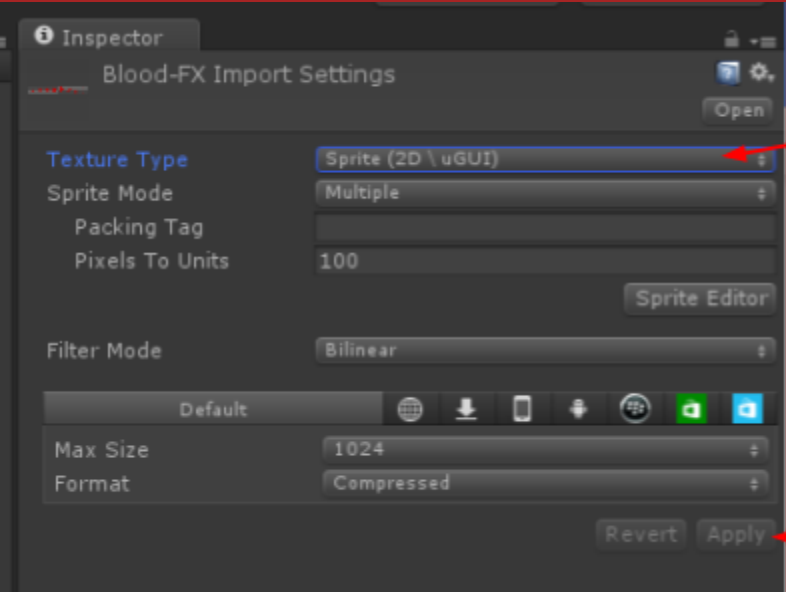
Do this

- In the **Project view**, select the **Blood-FX** in the **Sprites** folder
- In the **Inspector**, set the **Sprite Mode** to **Multiple**
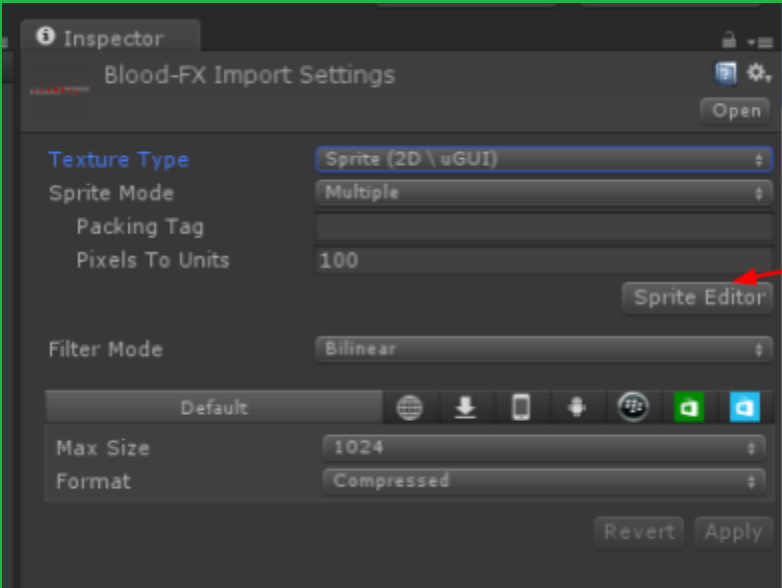- Click the **Apply** button

Check this

- If you **cannot** see a **Sprite Mode** option:
- Check the **Texture Type** is set to **Sprite (2D \ uGUI)**

Click the
Sprite Editor button
to open the
Sprite Editor

Press to open the slice menu
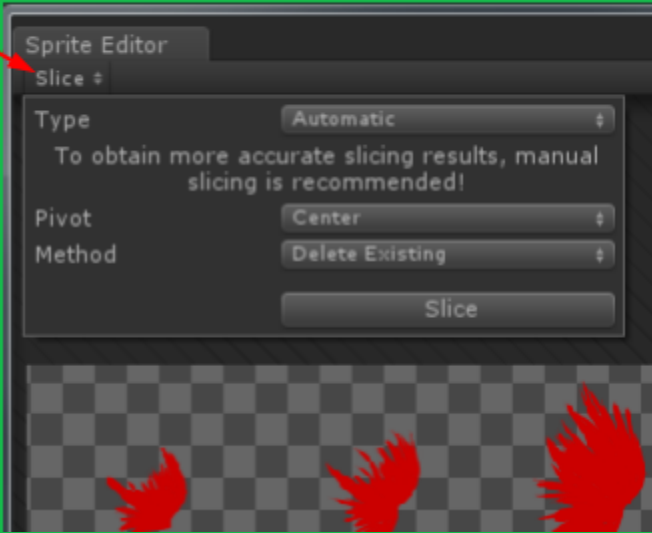
Do this

- In the **Slice Menu**, set the **Type** to **Grid By Cell Count**
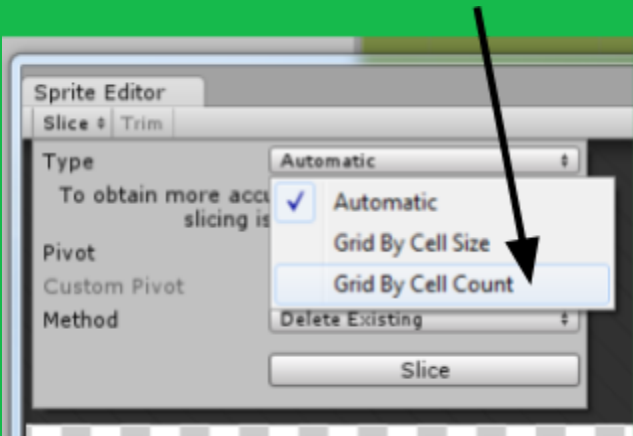
Do this

- In the **Slice Menu**, Click the **large Slice button** (at the **bottom** of the **Slice Menu**)
- Click **Apply** (to the far right of the **Sprite Editor**

Check this

- You have a **White box** around **each frame** of the **explosion**

Check you have a black box around each frame

Check this

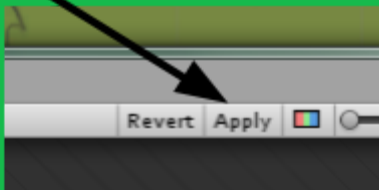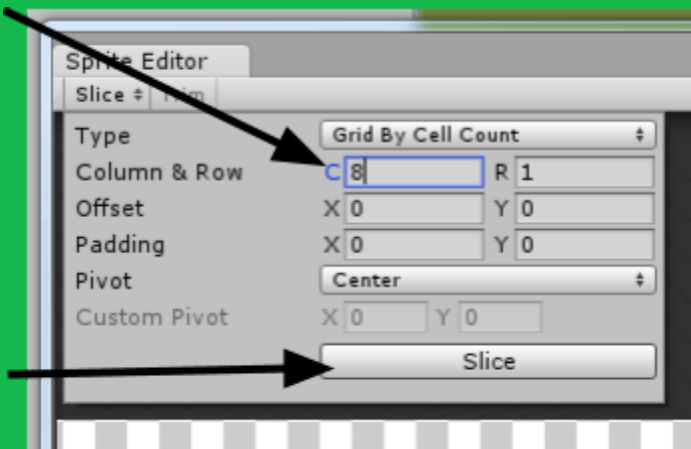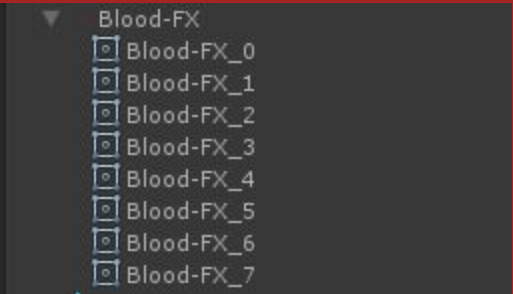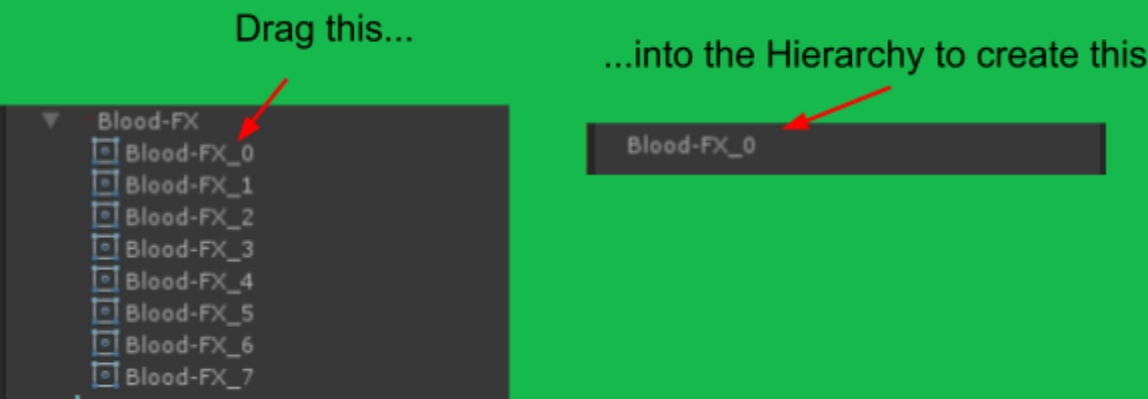- In the **Project view**, check you have all **8 frames** for the **Blood-FX** artwork
  - The frames will be numbered from 0 to 7

```
▼  Blood-FX
     Blood-FX_0
     Blood-FX_1
     Blood-FX_2
     Blood-FX_3
     Blood-FX_4
     Blood-FX_5
     Blood-FX_6
     Blood-FX_7
```
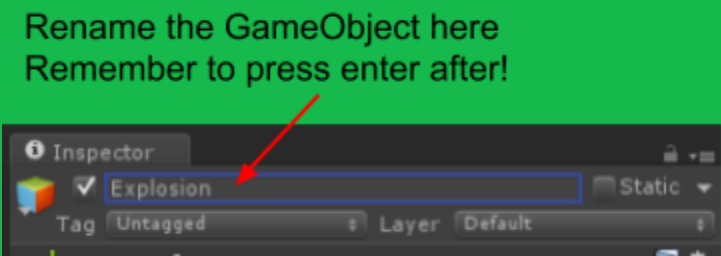
Do this

- In the **Project view**, select the **first frame** of the **Blood-FX** artwork
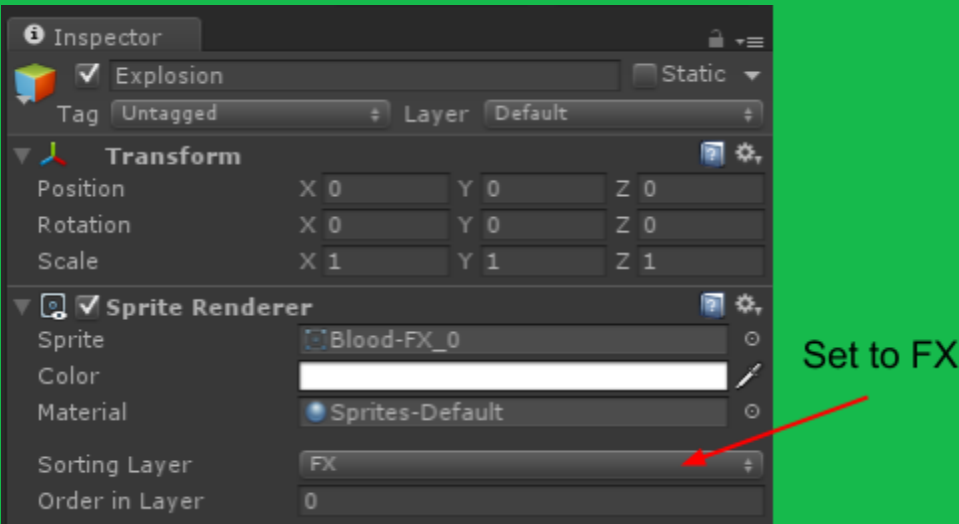- Drag the frame into the **Hierarchy** to create a **GameObject**

Drag this...   ...into the Hierarchy to create this

```
▼  Blood-FX
     Blood-FX_0                 Blood-FX_0
     Blood-FX_1
     Blood-FX_2
     Blood-FX_3
     Blood-FX_4
     Blood-FX_5
     Blood-FX_6
     Blood-FX_7
```

Do this

- In the **Hierarchy**, select the **Blood-FX_0** GameObject
- In the **Inspector**, **rename** it to **Explosion**

Rename the GameObject here
Remember to press enter after!

```
 ⓘ Inspector
     ✔ Explosion                          ☐ Static ▼
     Tag  Untagged           ♦  Layer  Default
```

Do this

- In the **Inspector**, set the **Sorting Layer** of the **Sprite Renderer** to **FX**

```
 ⓘ Inspector
     ✔ Explosion                          ☐ Static ▼
     Tag  Untagged           ♦  Layer  Default          ♦
 ▼  ⌐  Transform                                    ▣ ⚙,
     Position          X 0        Y 0        Z 0
     Rotation          X 0        Y 0        Z 0
     Scale             X 1        Y 1        Z 1
 ▼  ▣ ✔ Sprite Renderer                             ▣ ⚙,
     Sprite            ⊡ Blood-FX_0                  ○
     Color                                           ✎      Set to FX
     Material          ⬤ Sprites-Default            ○
     Sorting Layer     FX                            ♦
     Order in Layer    0
```

Task 2. Create the Explosion animation
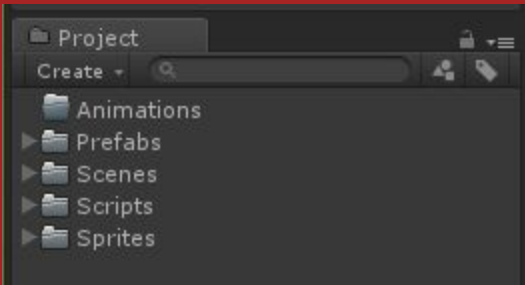
Explanation

- We will create our explosion animation using the explosion sprites

Do this

- In the **Project view**, **Create** a new **Folder**
- Name the folder **Animations**
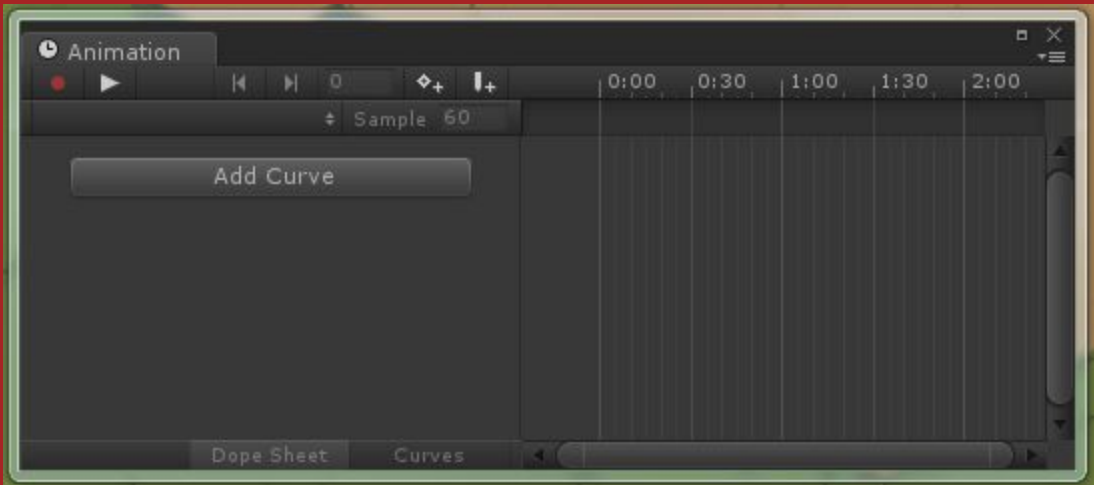
Check this

- Check your folders are laid out like this

Do this

- In the **Hierarchy** select the **Explosion** GameObject
- Open the **Animation view**
  - **Top Menu: Window** > **Animation**

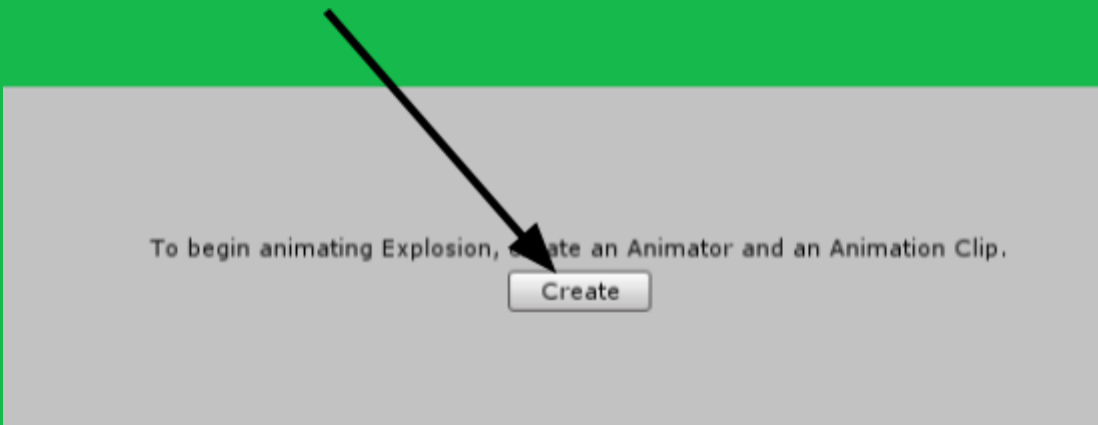### Check this

- The **Animation view** should be open

Do this

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

Do this

- Name the new Animation Clip **Explosion**
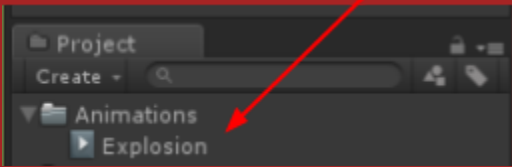- Save the **Explosion Animation Clip** in the **Animations** folder

Check this

- Check your new **Explosion Animation Clip** is in your **Animations** folder in the **Project view**
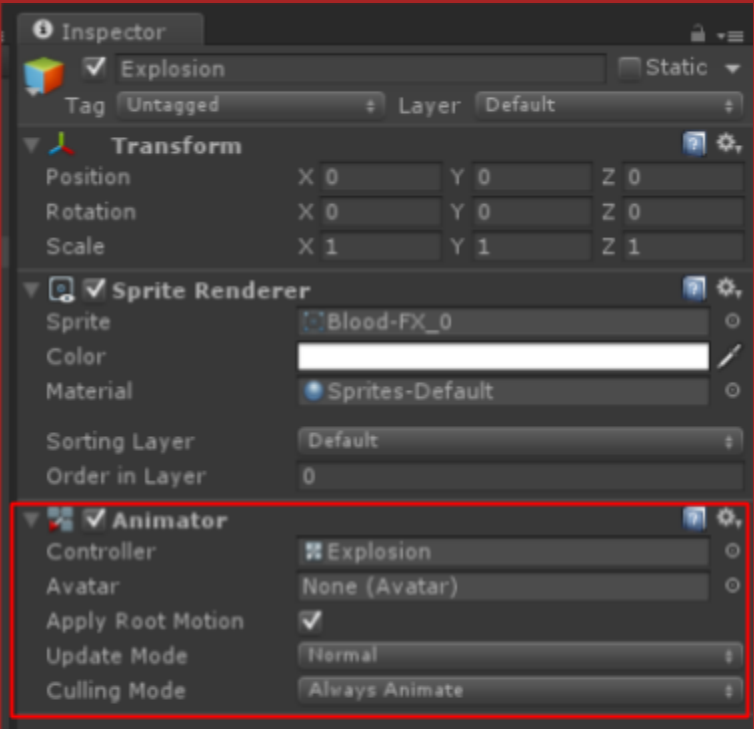
Your Explosion Animation Clip
should be in the Animations folder

Check this

- Check your **Explosion** GameObject in the Hierarchy
- It should have an **Animator** Component
- If not, select the **Explosion Animation Clip** in the **Project view**
- Drag the **Explosion Animation Clip** onto the **Explosion** GameObject in the **Inspector**

Check you have
this Component

If not, drag the Explosion Animation Clip you just created onto
the Inspector

Check this

- Check your **Animations** folder in the Project view
- A new **Animator Controller** called **Explosion** should be there
- The Animator Controller is used in the Animator Component to change State
  - A state is the current Animation that is playing
    - A state could be Running, Walking, Idle etc
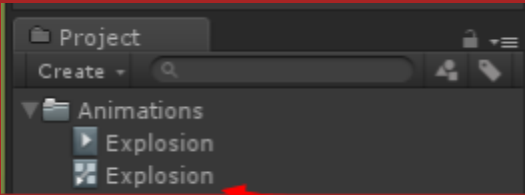
The Animator Controller for the Explosion
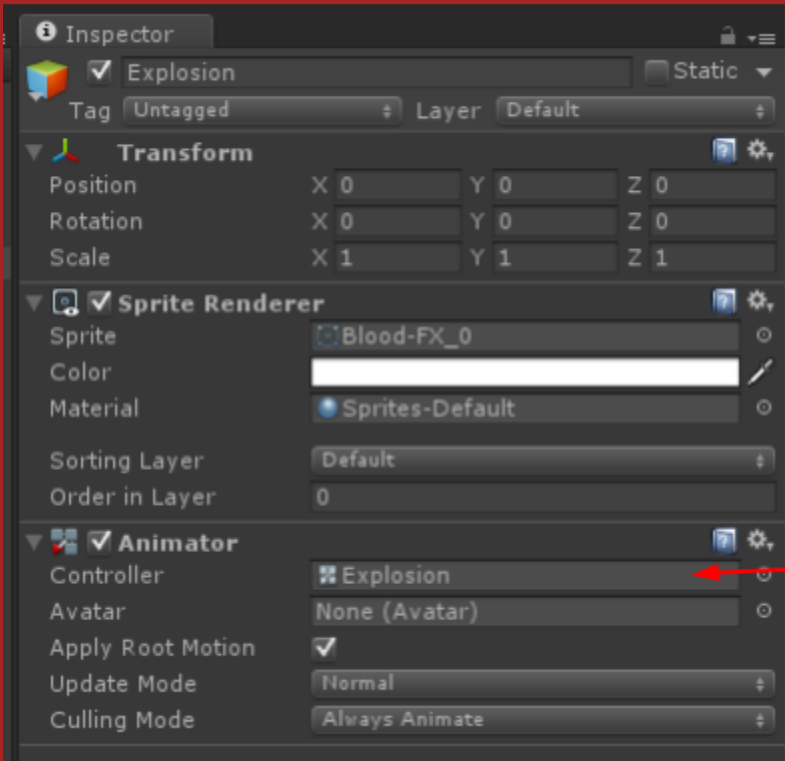
The Animator Controller is used in the Controller Inlet

Useful links

- Learn more about the **Animator controller**   Animator controller
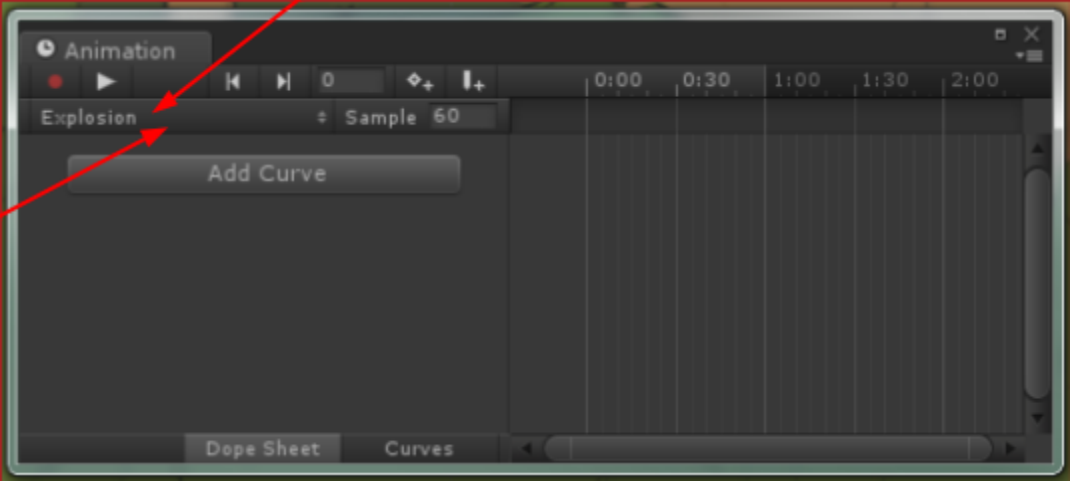
Do this

- Select the **Explosion** GameObject in the **Hierarchy**
- If it isn't open already, open the **Animation view**
  - **Top Menu: Window > Animation**

Check this

- Check the **Animation Clip** we are working in is **Explosion**
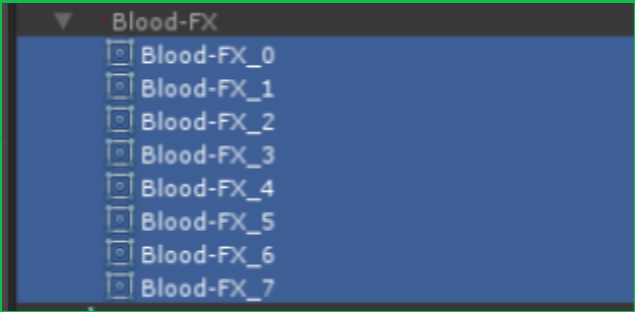- If it isnt press the **Clip** button and select **Explosion**

Check the Animation Clip we are working in is Explosion

Clip button

Do this

- In the **Sprites folder** of the **Project view** Select **ALL** the frames in the **Blood-FX** artwork

Do this

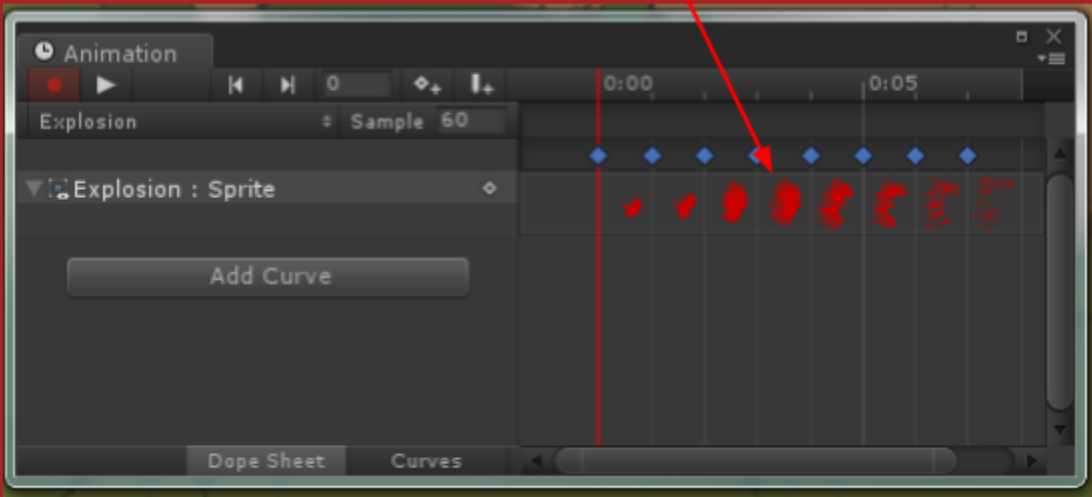- **Drag** the frames into the **Animation view** and drop on the **Timeline**

Drag the frames onto the Timeline

Check this

- Check the frames are on the **Timeline**
- Use the **mouse wheel** to **zoom** in and out of the frames on the **Timeline**
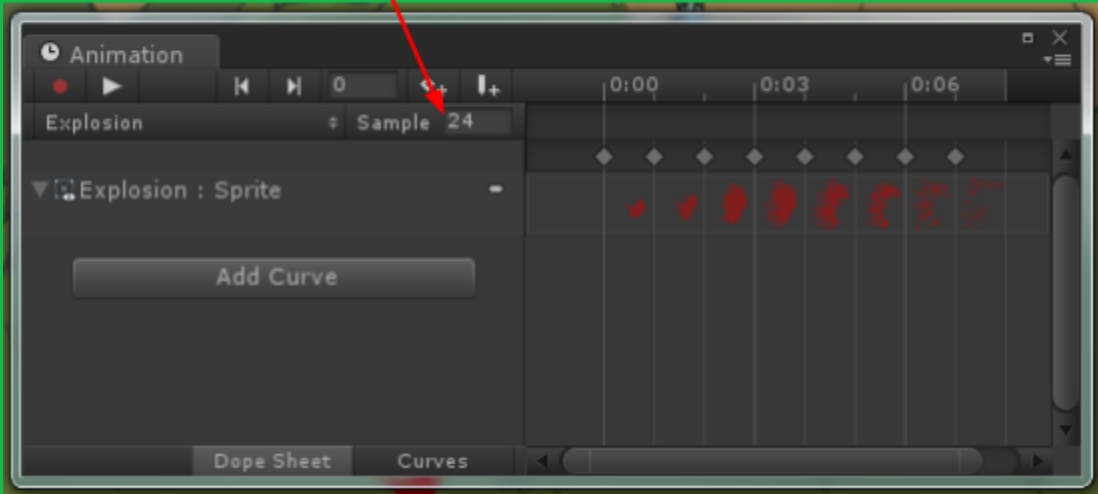
Use the mouse wheel to zoom in on the Timeline

Do this

- In the **Animation view,** set the **Sample** to **24**
- The **Sample** is how many **frames per second** the **Animation** will play

Set the Sample to 24

Check this

● Test the **Explosion** Animation by pressing the Play button
● Look in the **Scene view** for the **Explosion** GameObject, it should be playing the Animation

Play button