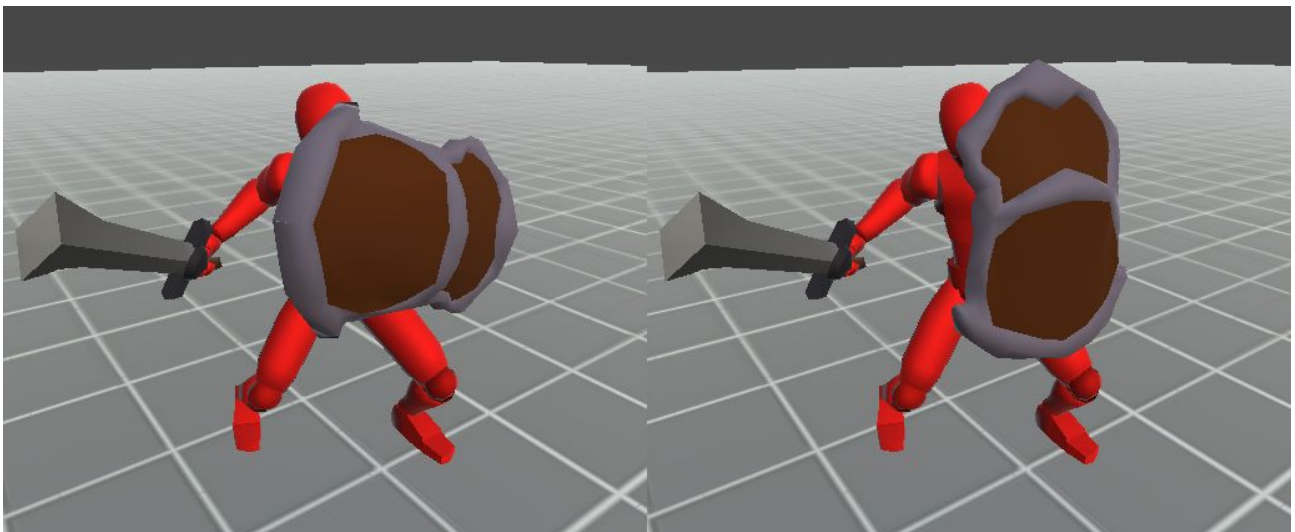


## **MeleeWarriorShieldRotator - Rotating shield when blocking**

This script allows the shield to be displayed in a desired rotation when blocking with it. It requires the '**Retargeters**' empty gameobjects in the hierarchy of your character and a child called '**ShieldRetargeter**'.

### **Requirements:**

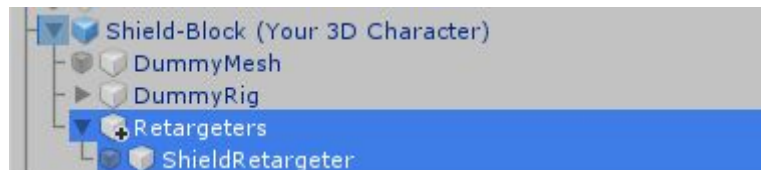
- A custom 3D humanoid model.
- Melee Warrior block animation.
- MeleeWarriorShieldRotator.cs script.
- Empty gameobject called '**Retargeters**' as a child of your character gameobject.
- Empty gameobject called '**ShieldRetargeter**' as a child of '**Retargeters**'.
- Duplicated and hidden shield with the right rotation.



Left image: no script | Right image: with script enabled

## Step 1

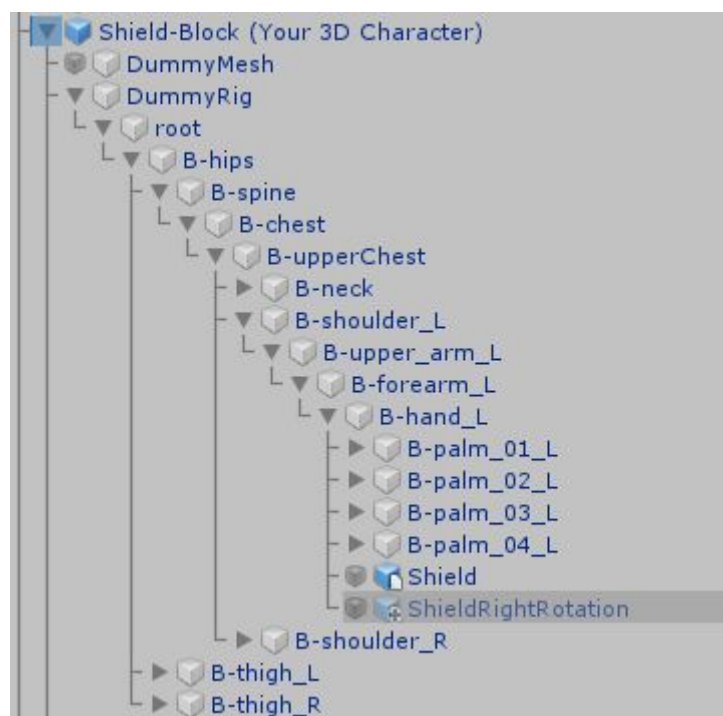
Create 2 empty gameobjects, rename them as '**Retargeters**' and '**ShieldRetargeter**'. Make 'ShieldRetargeter' a child of 'Retargeters' and this a child of your character.



Example of how gameobjects '**Retargeters**' and '**ShieldRetargeter**' need to be set in the hierarchy of your 3D Character. Make sure to write them exactly the same, it is case sensitive.

## Step 2

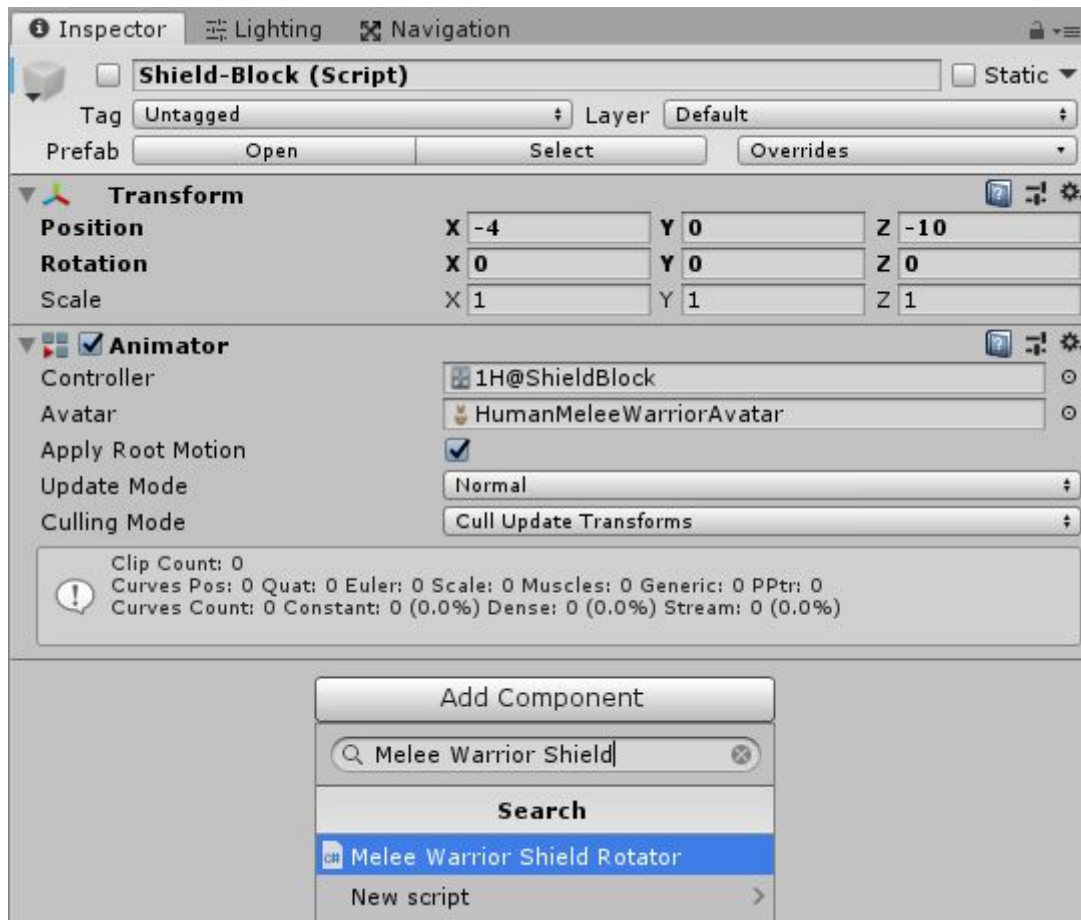
Duplicate the shield of your character. Hide it for the moment and keep the same parent.



Example of our duplicated shield.

### Step 3

Add our script to your 3D character as a MonoBehaviour component:



Adding the script to your custom character.

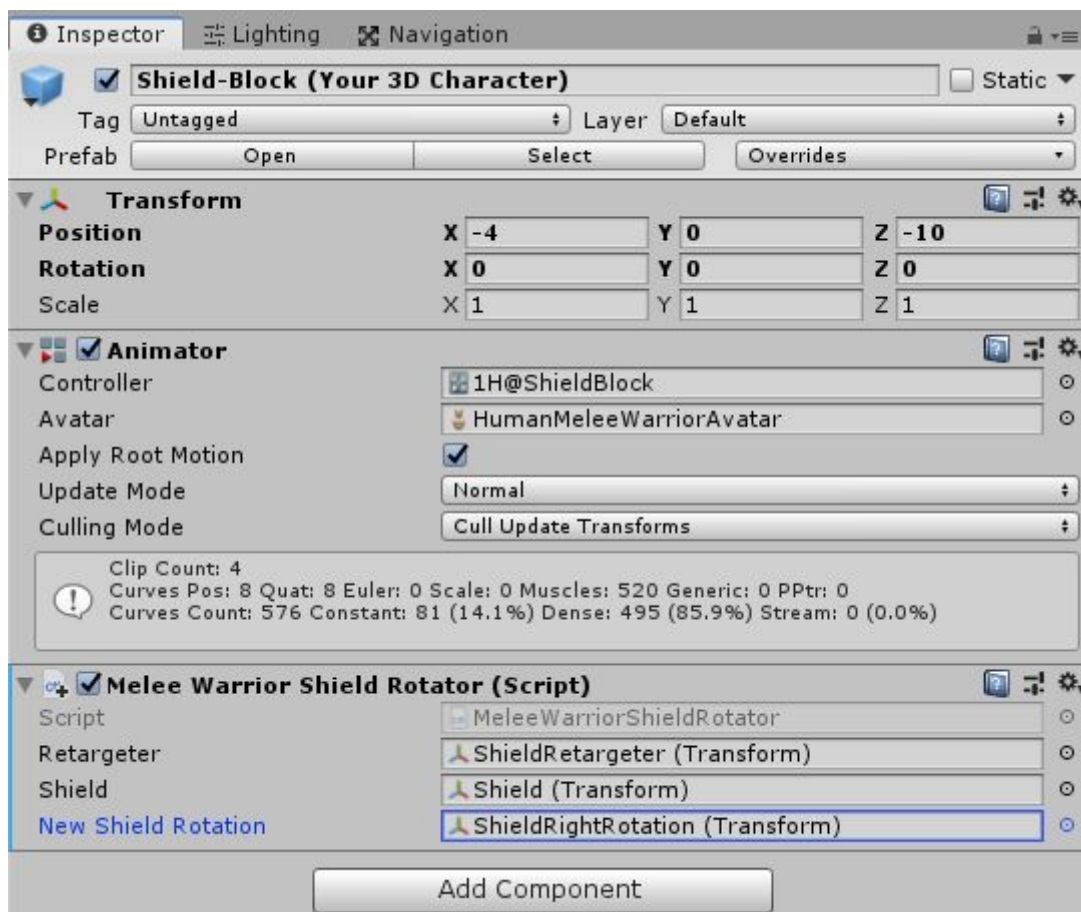
## **Step 4**

Fill the fields of our script.

Retargeter field: Our empty called '**ShieldRetargeter**'.

Shield field: Our character original shield.

New Shield Rotation field: The duplicated shield.



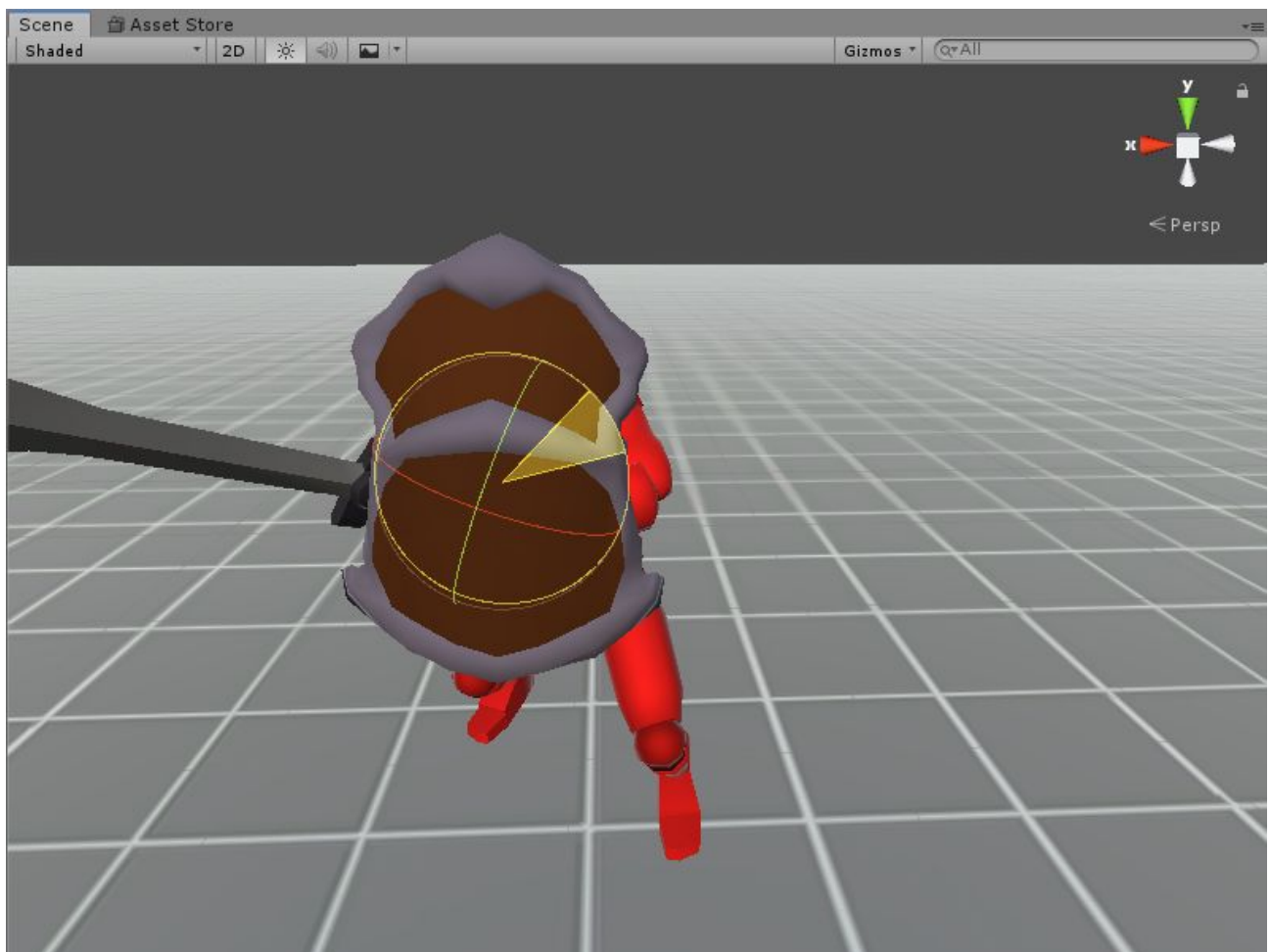
Dragging our shields and retargeter to the script in their respective fields.

## **Step 5 - Final Step**

Enter in your Unity scene Play mode. Edit the rotation of the hidden shield. Copy its Transform component values, exit Play mode and paste them in the hidden shield.

Now when entering in Play mode again you will see the shield in the correct rotation when blocking. You can now remove the mesh component and make the hidden shield a simple empty object maintaining its rotation for a better performance.

For editing the rotation of the hidden shield while in Play mode you can disable the Animator component just in the time the shield is blocking. This will make things easier.



Edit the rotation of the duplicated shield.

## Recommendations:

- In the demo scene there are 2 dummies blocking with a shield. One of the includes this script configured, use it as reference for configuring your character.
- If you want to use this script with other animations without the retargeters keyframed you will need to manually move **'ShieldRetargeter'** transform as follows:

localPosition.y = 0.00 -> Original rotation

localPosition.y = 1.00 -> Duplicated shield rotation

## Contact support:

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