

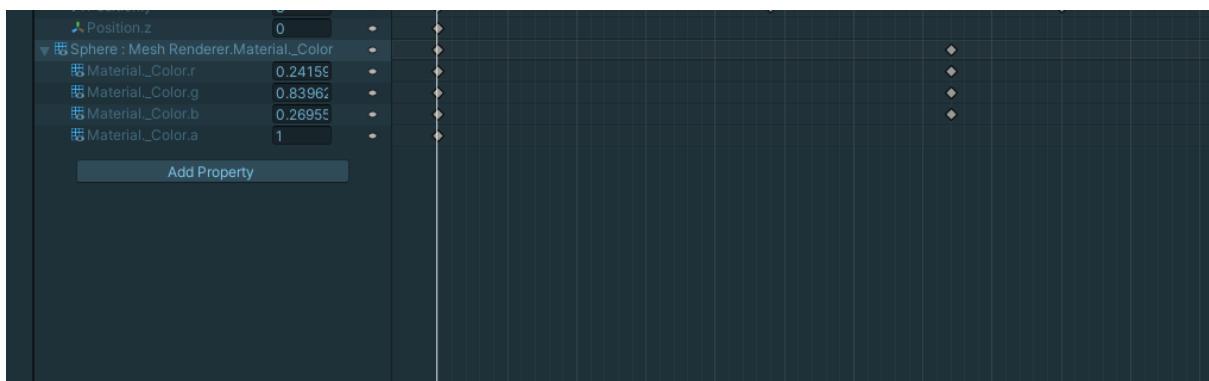
Overview

The scene above uses Unity's [animation editor](#) to change the size of the cat as well as modify the ball's colour and y coordinates. The animation editor allows for the creation of animated clips [1]. It also allows for the editing and previewing [1].

Animating the Sphere

Using a tutorial on how to create basic animations [2], the y coordinate of the sphere was modified so that it would give the impression of going up and down in the scene. More specifically, the transform position properties of the sphere's y coordinate were changed in the animation view [2].

As an extension, the colour of the sphere's material was changed by modifying the properties of the sphere's mesh renderer as shown in the screenshot below:



Animating the Cat

The cat for this scene is an imported asset from the Unity store [3]. Only its texture, material and model were imported in order to set up the animation from scratch.

As with the sphere before, the same tutorial was used as a baseline for changing the cat's size: in the animation window, the x, y, and z coordinates were scaled across various frames in order to change the cat's appearance [2].

The Cat Textured Cube

In order to spice up the scene, a cat textured cube was implemented using translation with a vector that either goes up, down, right or left depending on the user input [4].

References

- [1] <https://docs.unity3d.com/Manual/animator-UsingAnimationEditor.html>
- [2] <https://learn.unity.com/tutorial/create-your-first-3d-animations>
- [3] <https://assetstore.unity.com/packages/3d/characters/animals/mammals/free-chibi-cat-165490>
- [4] <https://www.c-sharpcorner.com/article/transforming-objects-movement-using-c-sharp-scripts-in-unity/>