

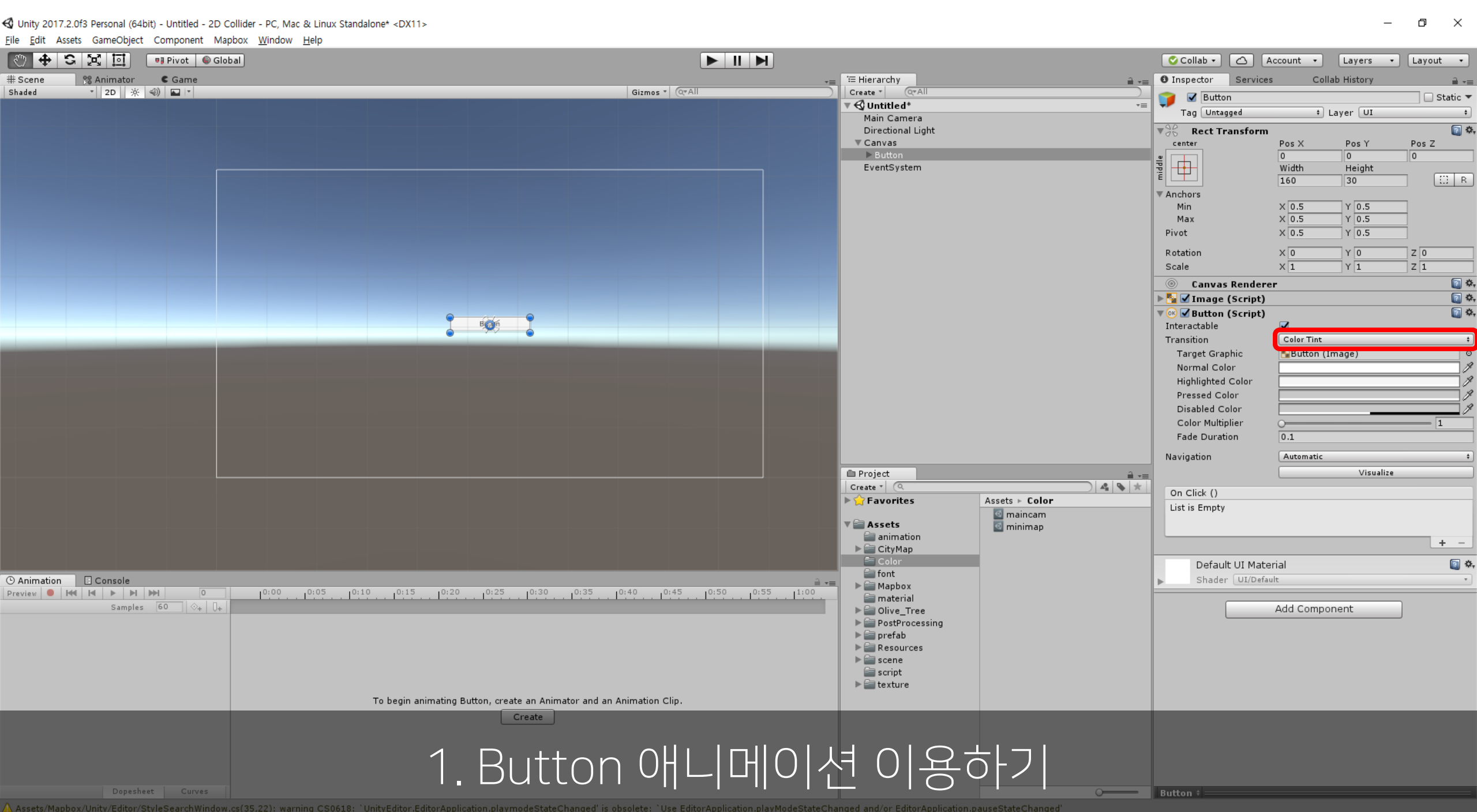


Animation

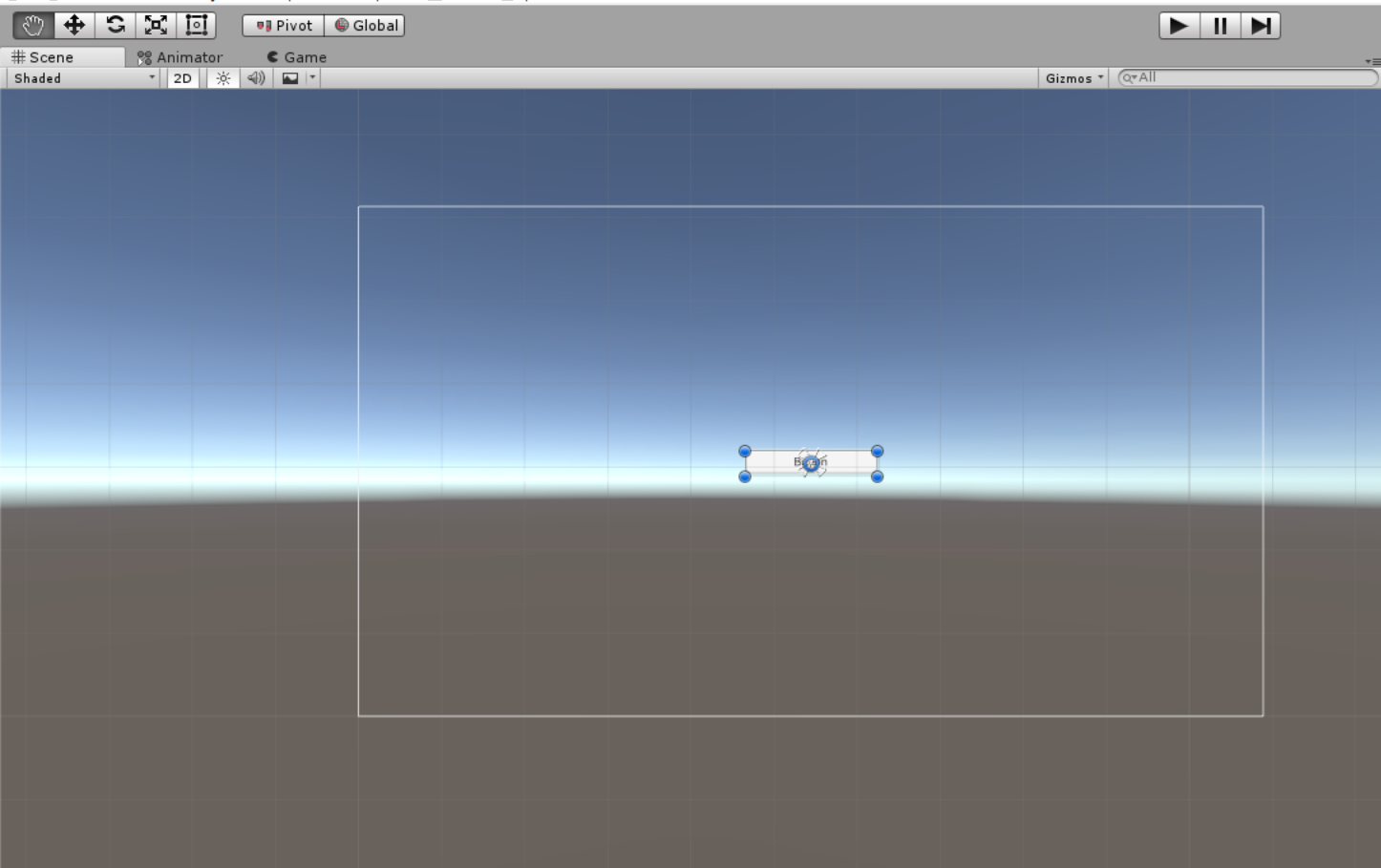
give liveliness

<https://unity3d.com/kr/learn/tutorials/s/animation>





1. Button 애니메이션 이용하기



- Hierarchy
- Untitled*
 - Main Camera
 - Directional Light
 - Canvas
 - Button
 - EventSystem

Inspector

Button

Tag: Untagged Layer: UI

Rect Transform

center

Pos X: 0 Pos Y: 0 Pos Z: 0

Width: 160 Height: 30

Anchors

Min X: 0.5 Y: 0.5

Max X: 0.5 Y: 0.5

Pivot X: 0.5 Y: 0.5

Rotation X: 0 Y: 0 Z: 0

Scale X: 1 Y: 1 Z: 1

Canvas Renderer

Image (Script)

Interactable

Transition

Normal Trigger: Normal

Highlighted Trigger: Highlighted

Pressed Trigger: Pressed

Disabled Trigger: Disabled

Navigation: Automatic

On Click ()

List is Empty

Default UI Material

Shader: UI/Default

Add Component

- Project
- Assets
- animation
 - CityMap
 - Color
 - font
 - Mapbox
 - material
 - Olive_Tree
 - PostProcessing
 - prefab
 - Resources
 - scene
 - script
 - texture
- Assets > Color
- maincam
 - minimap

Animation Console

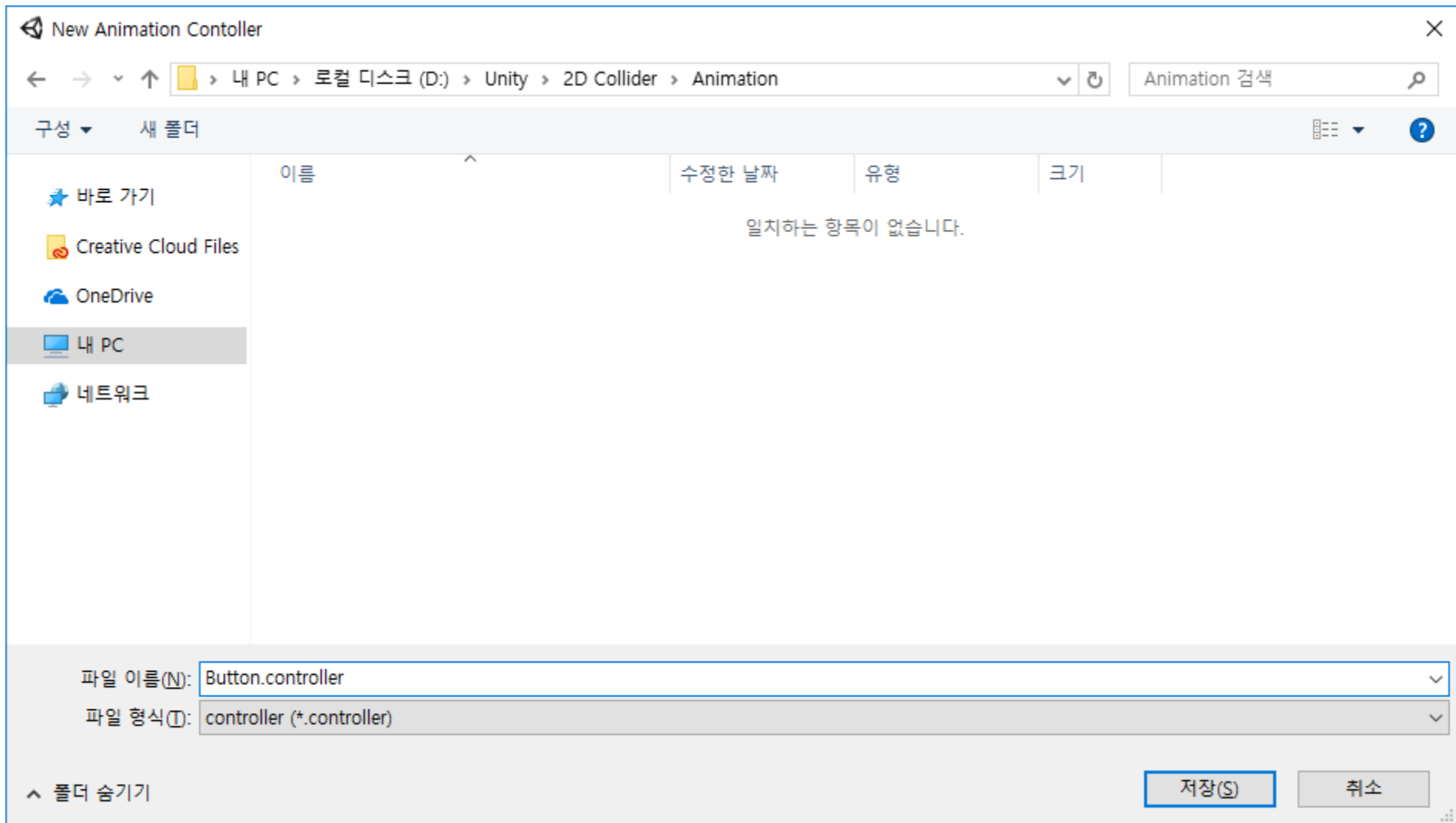
Preview

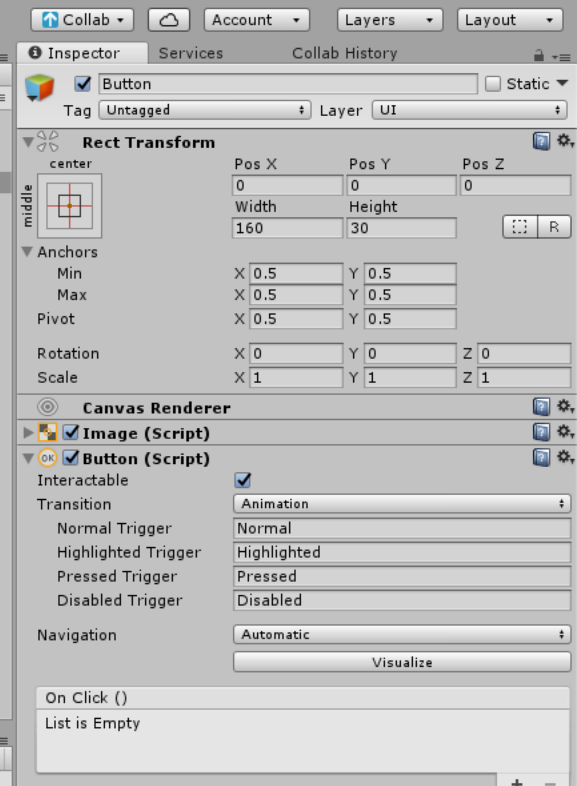
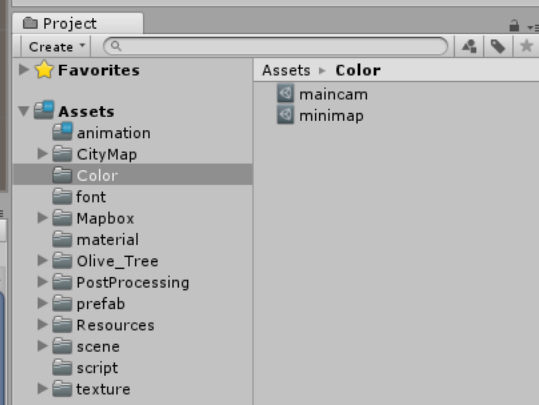
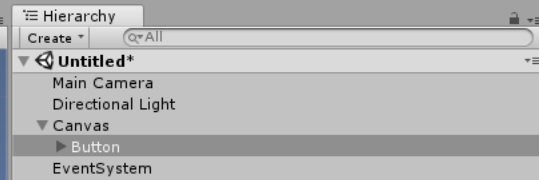
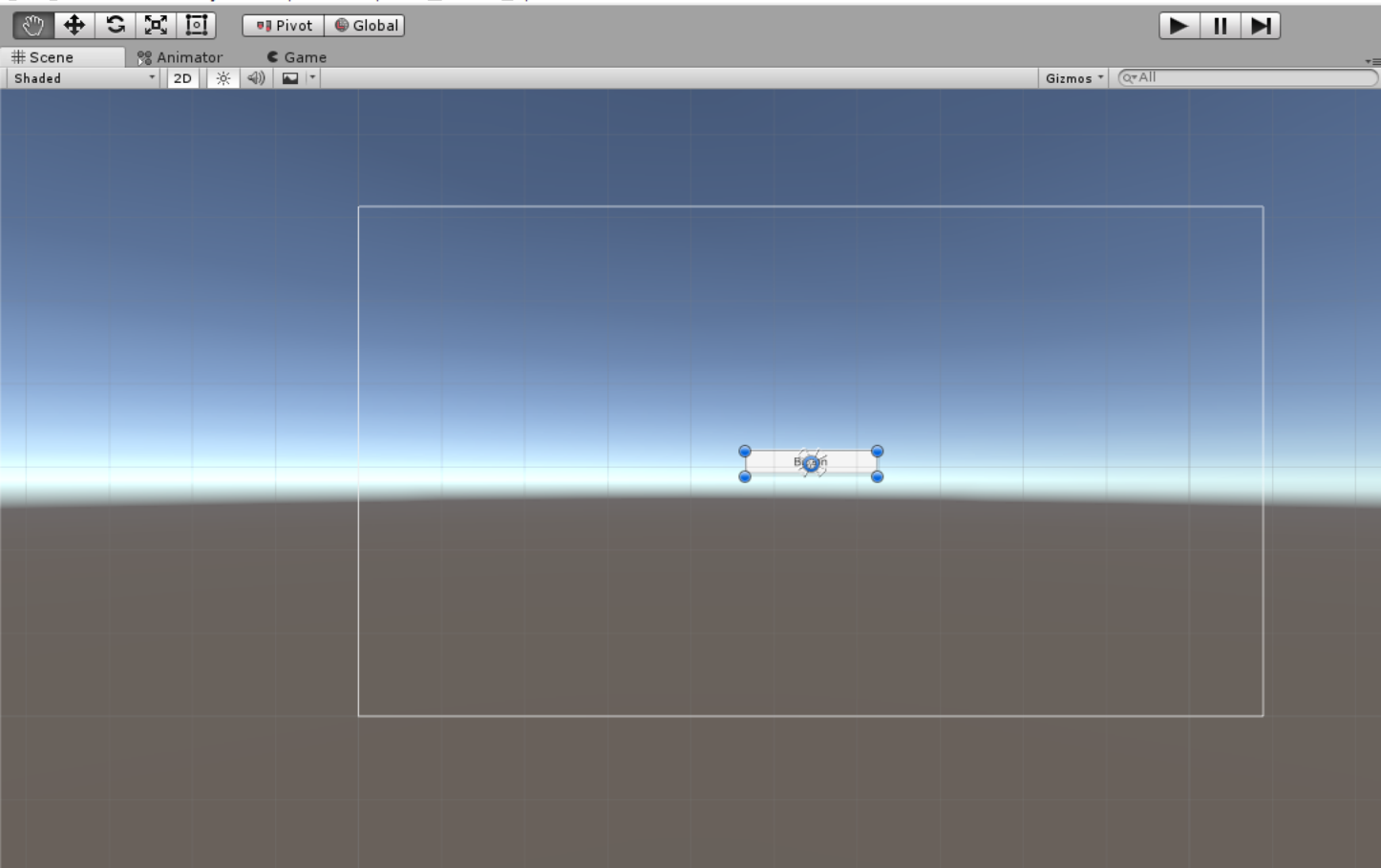
Timeline: 0:00 to 1:00

Samples: 60

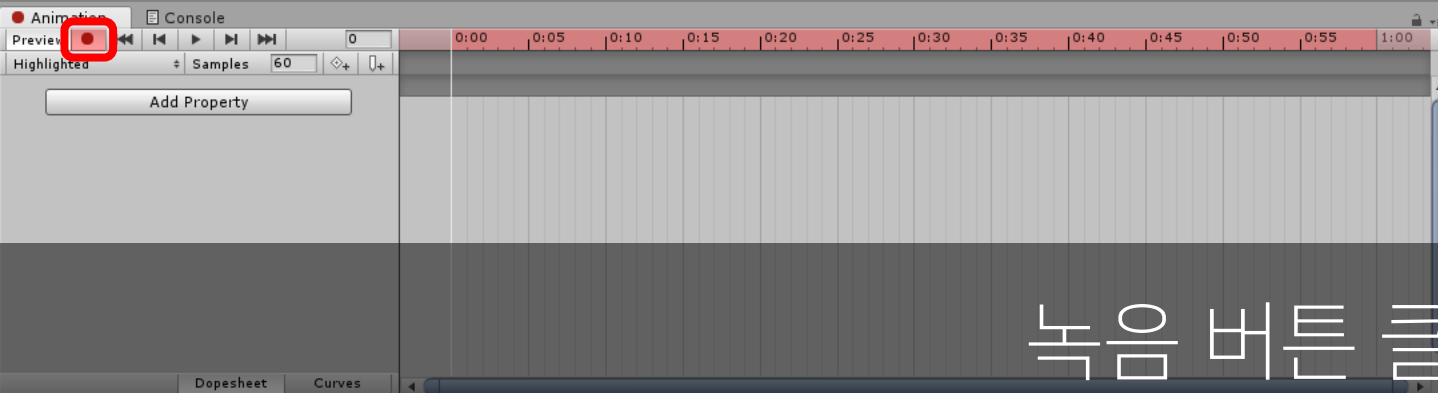
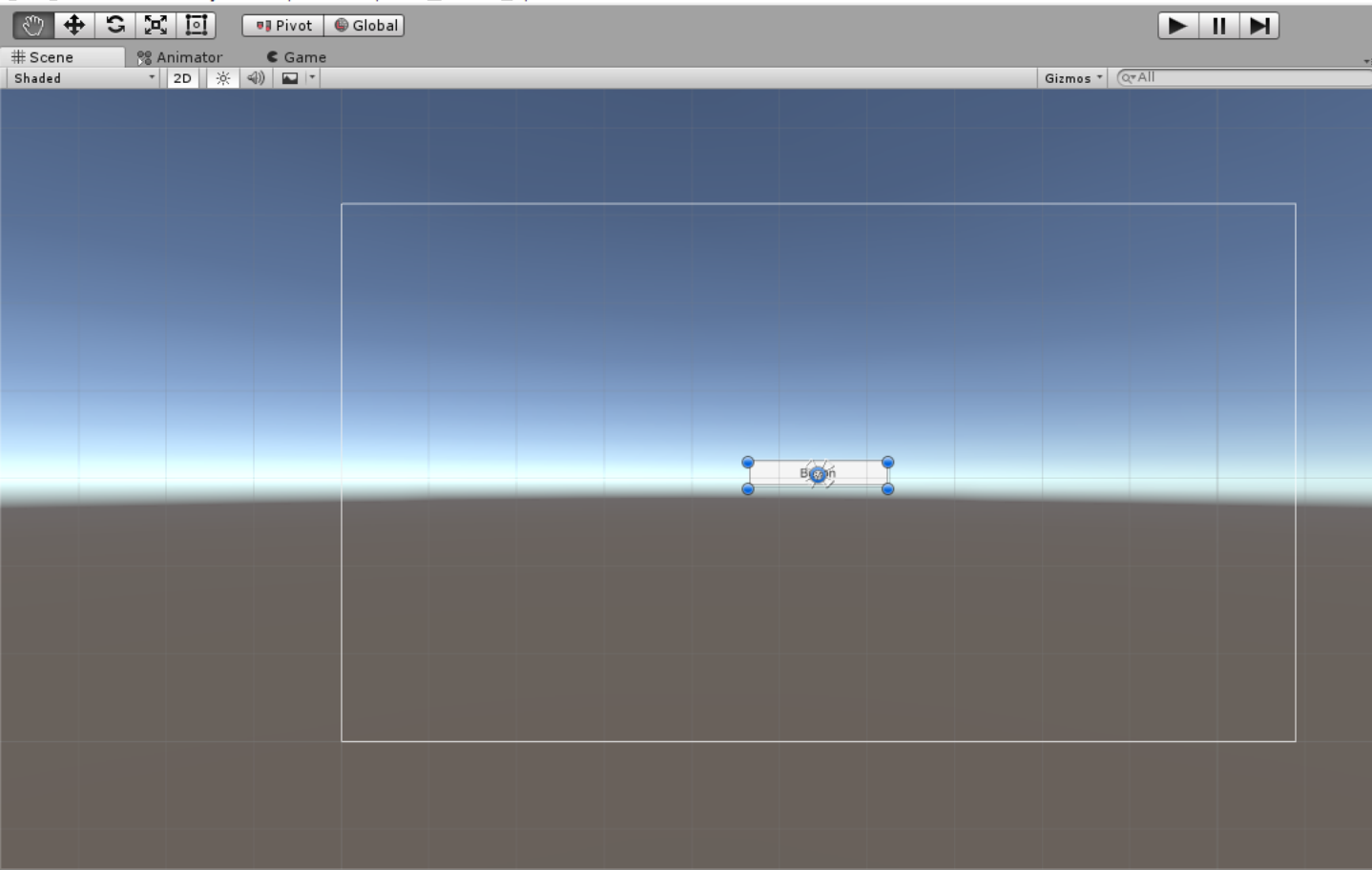
To begin animating Button, create an Animator and an Animation Clip.

Create

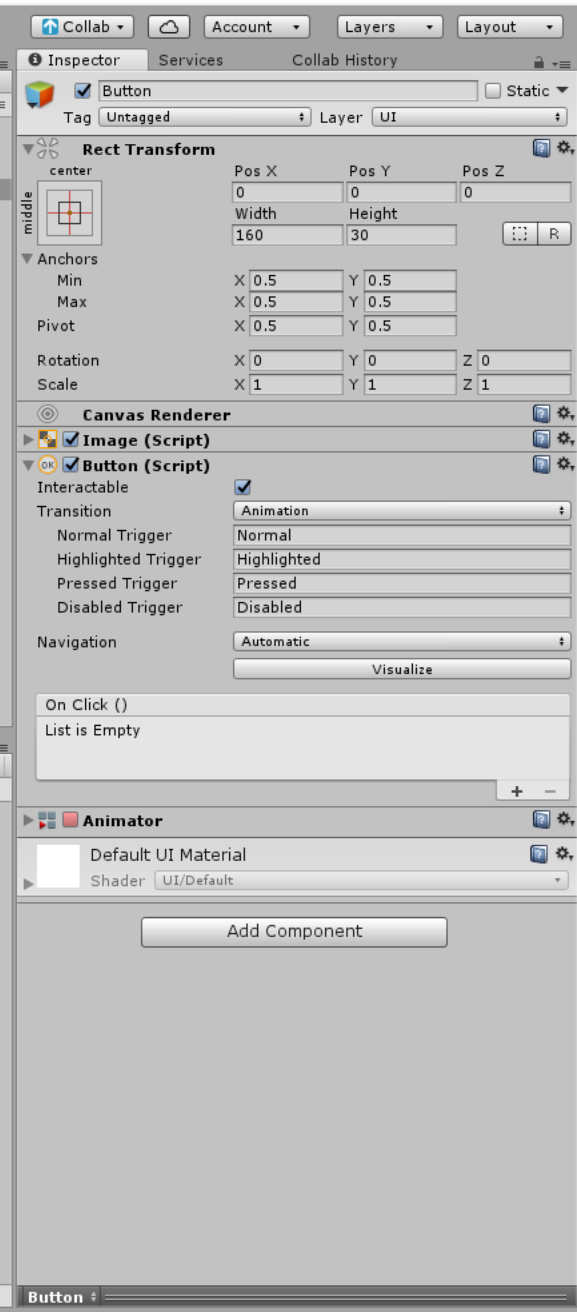
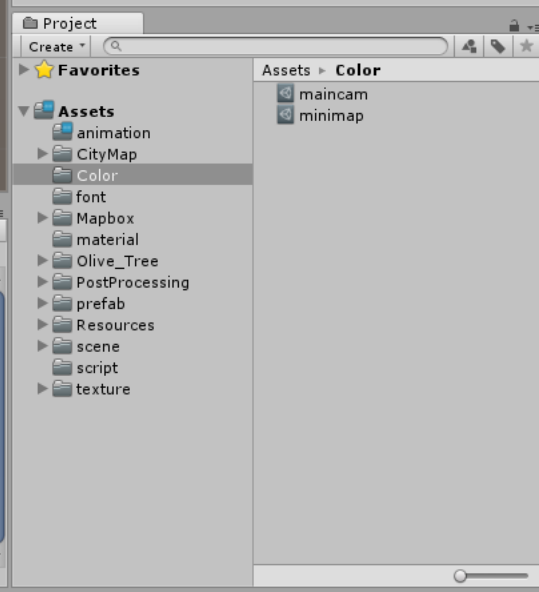
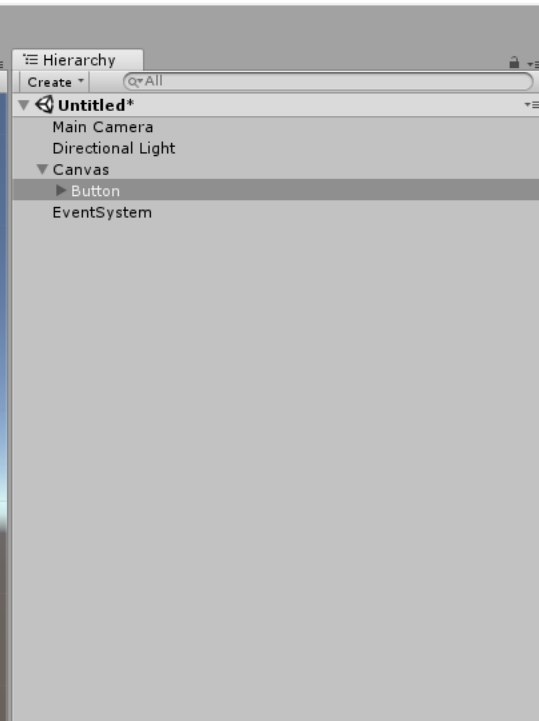
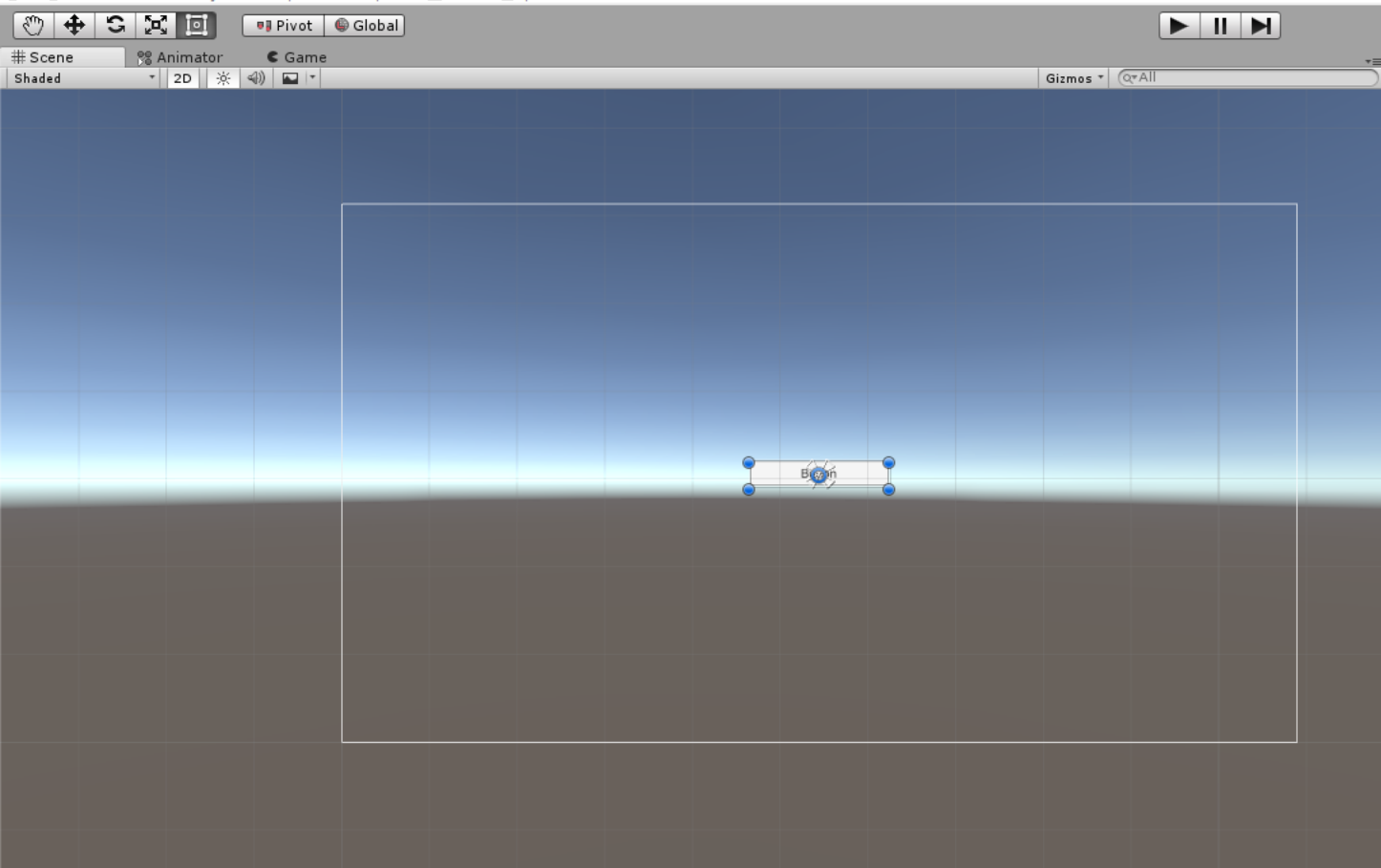


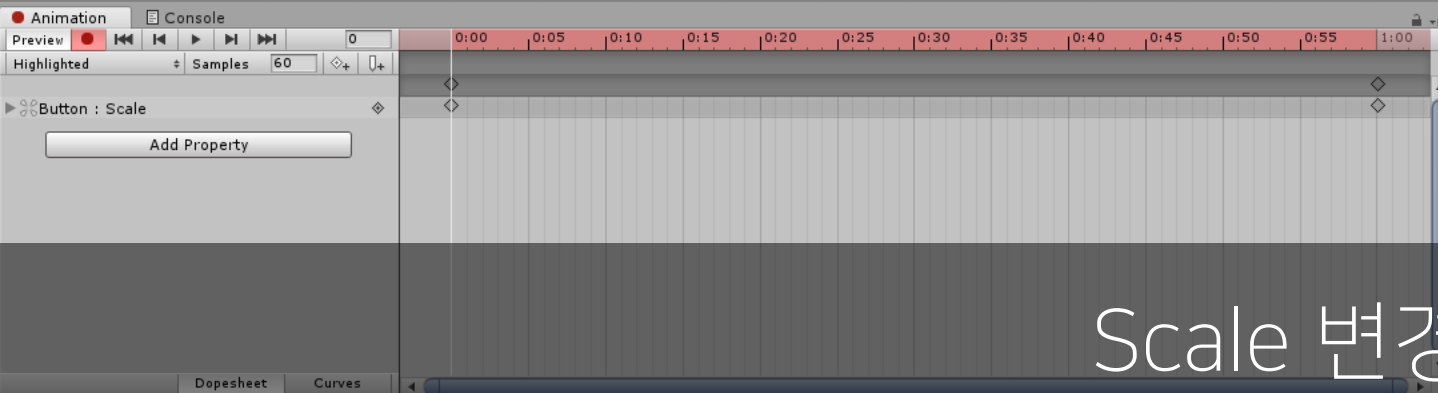
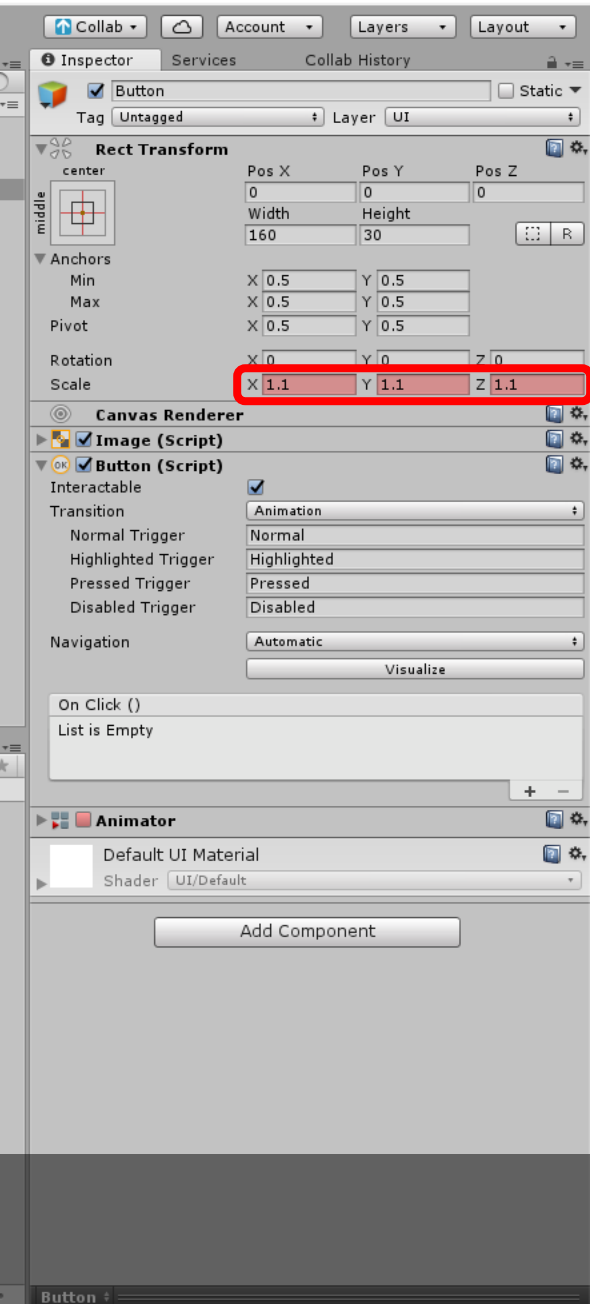
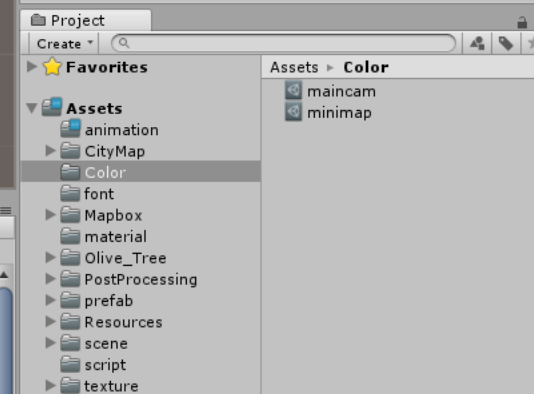
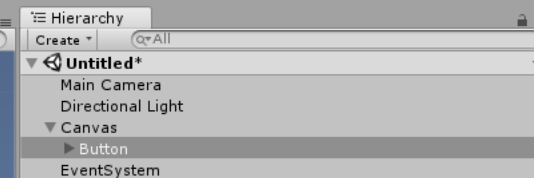
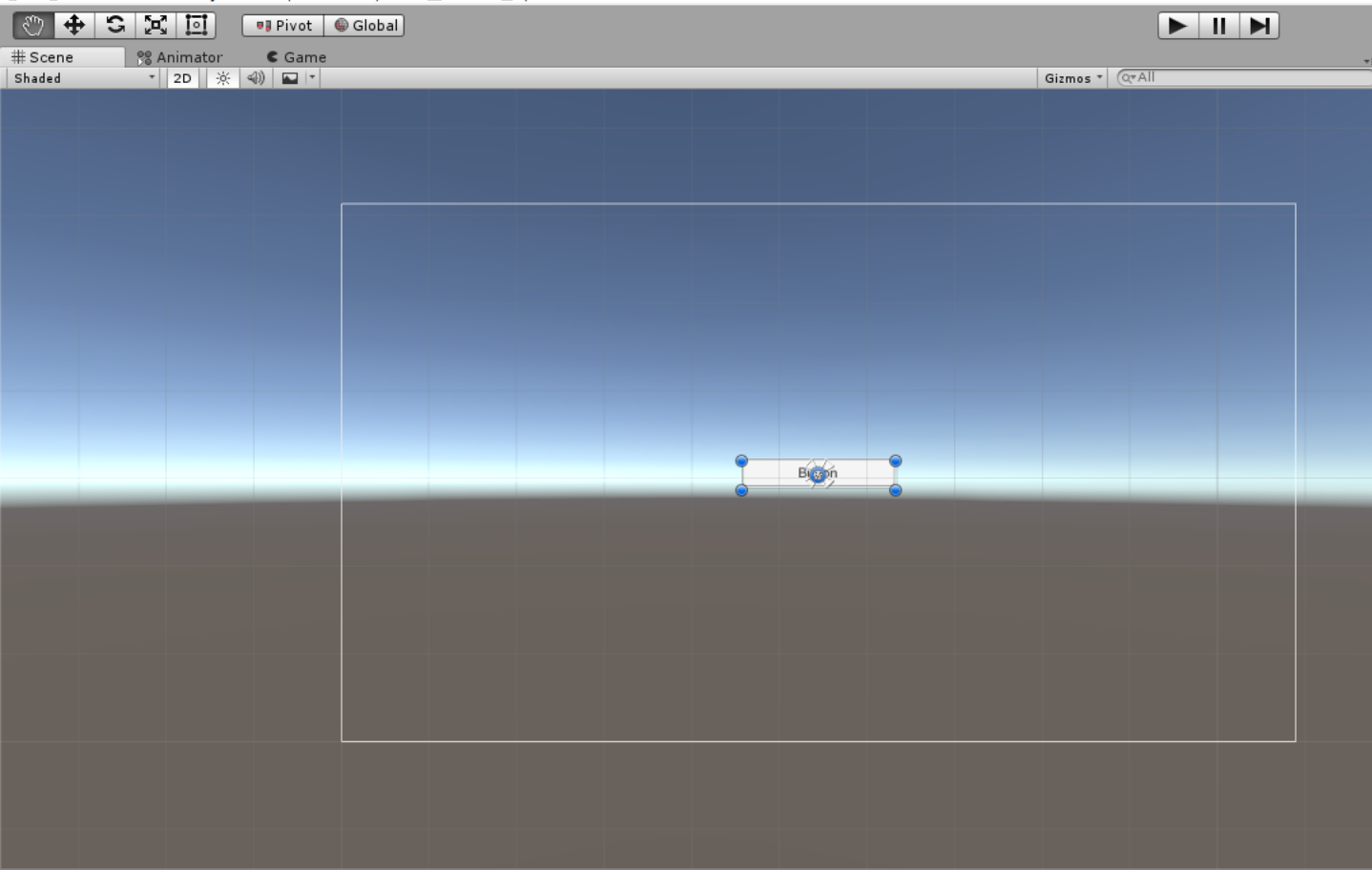


Highlighted

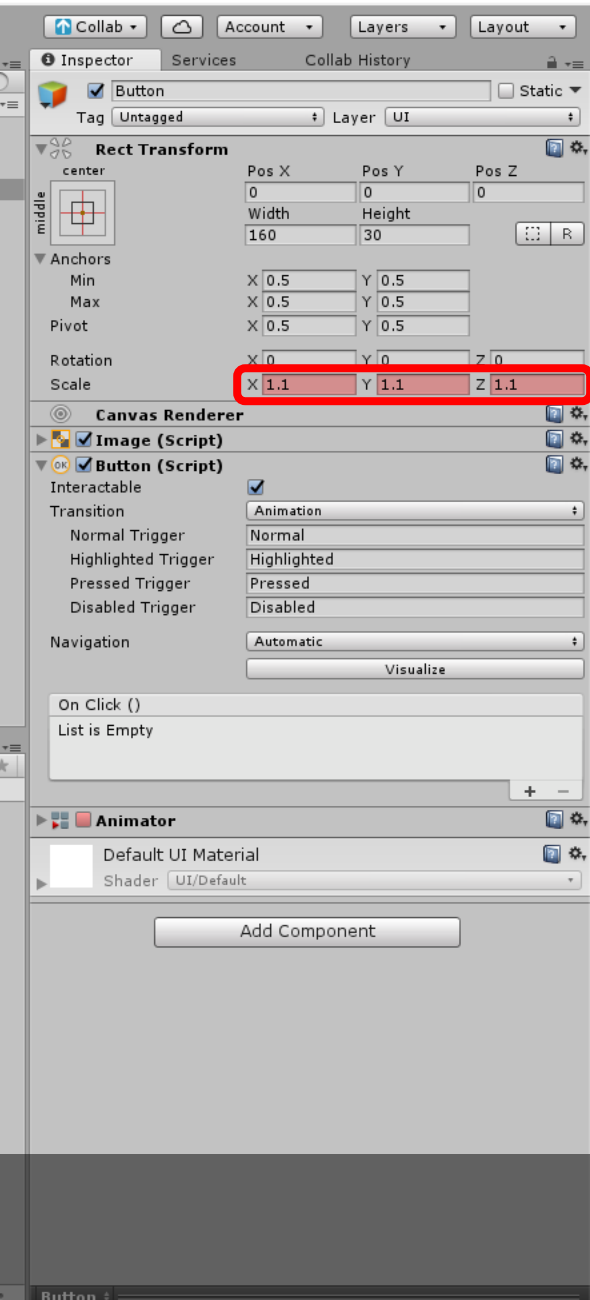
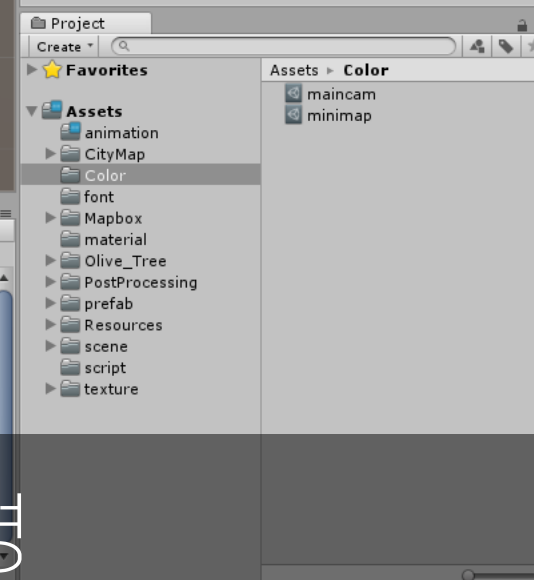
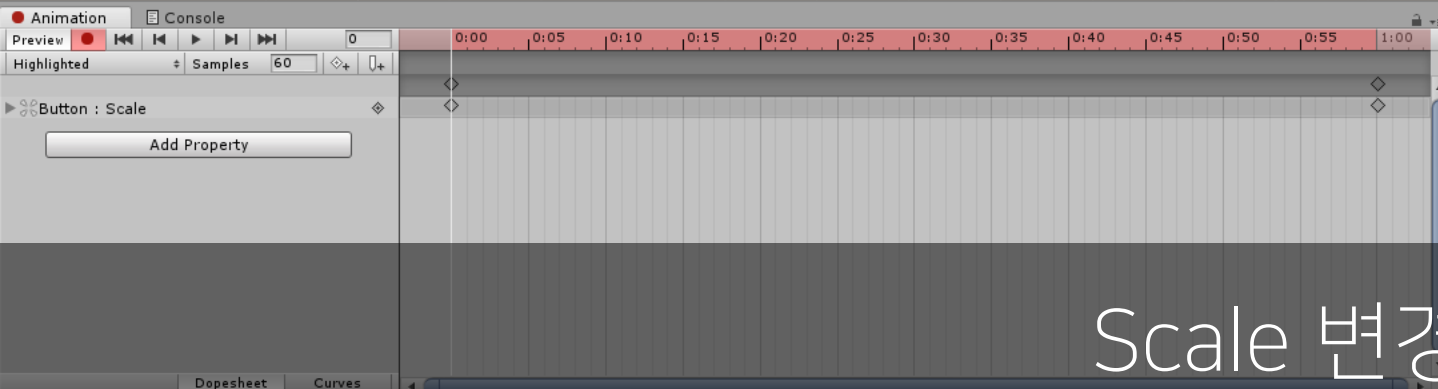
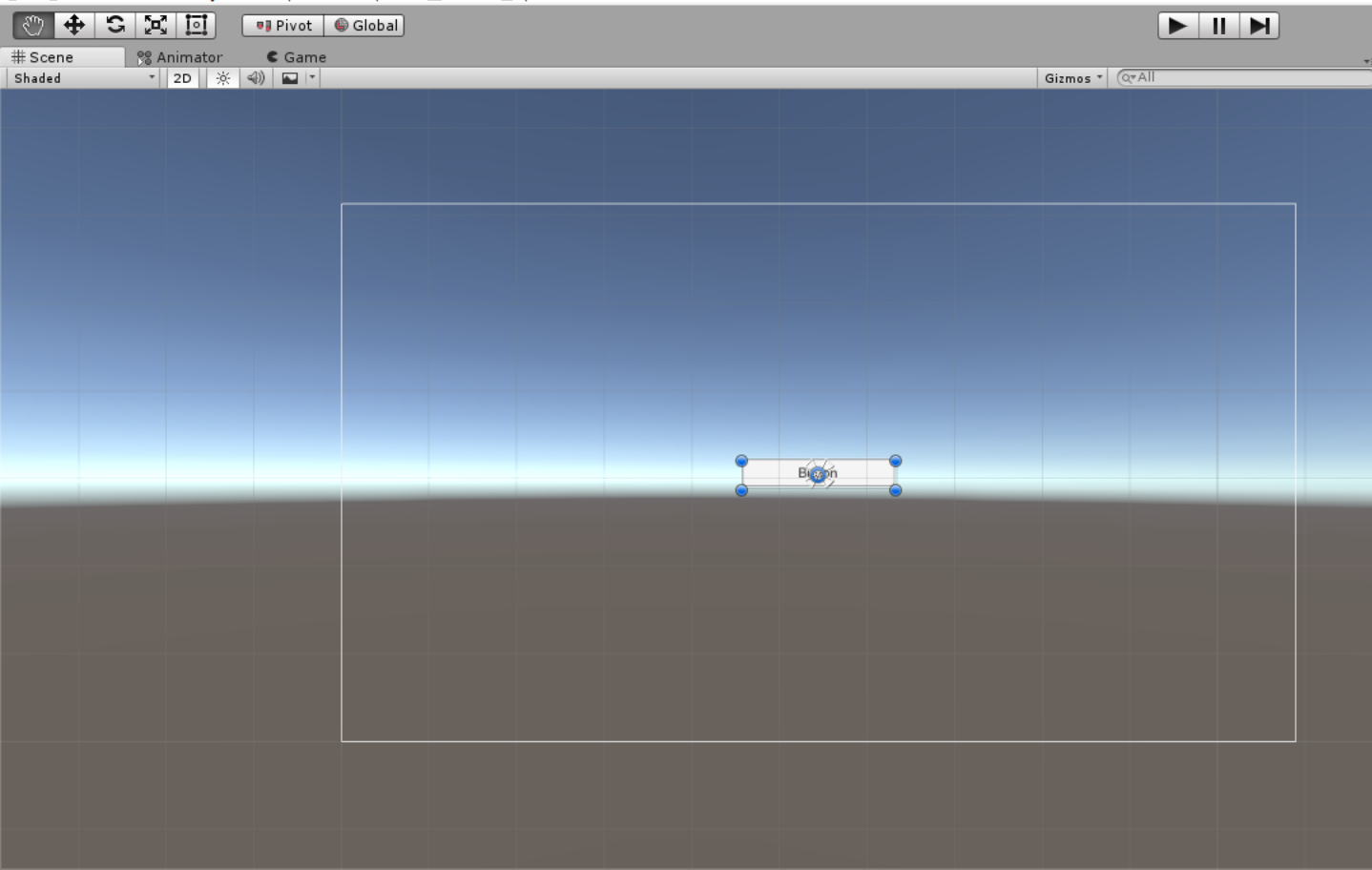


녹음 버튼 클릭

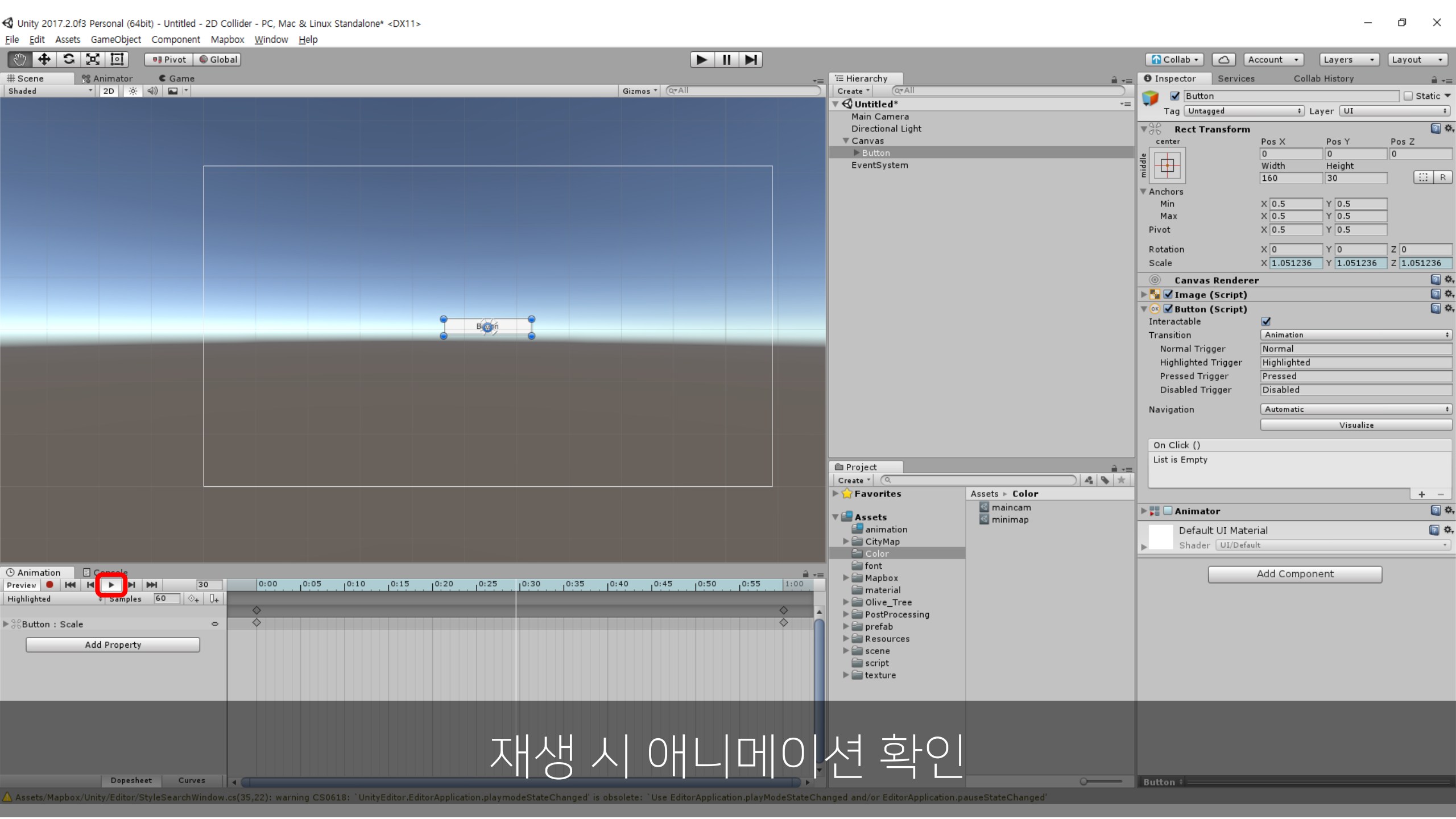




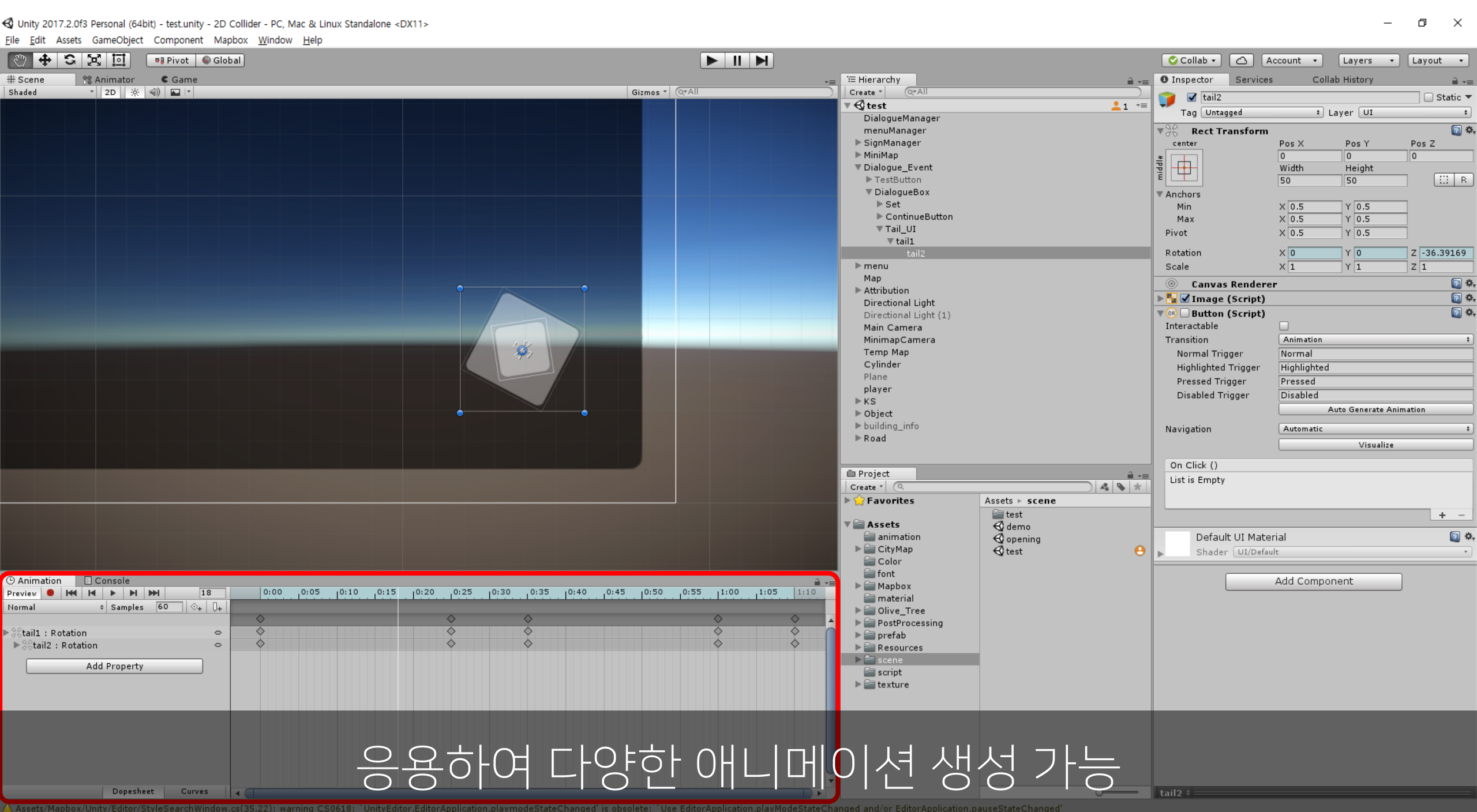
Scale 변경



Scale 변경



재생 시 애니메이션 확인



응용하여 다양한 애니메이션 생성 가능