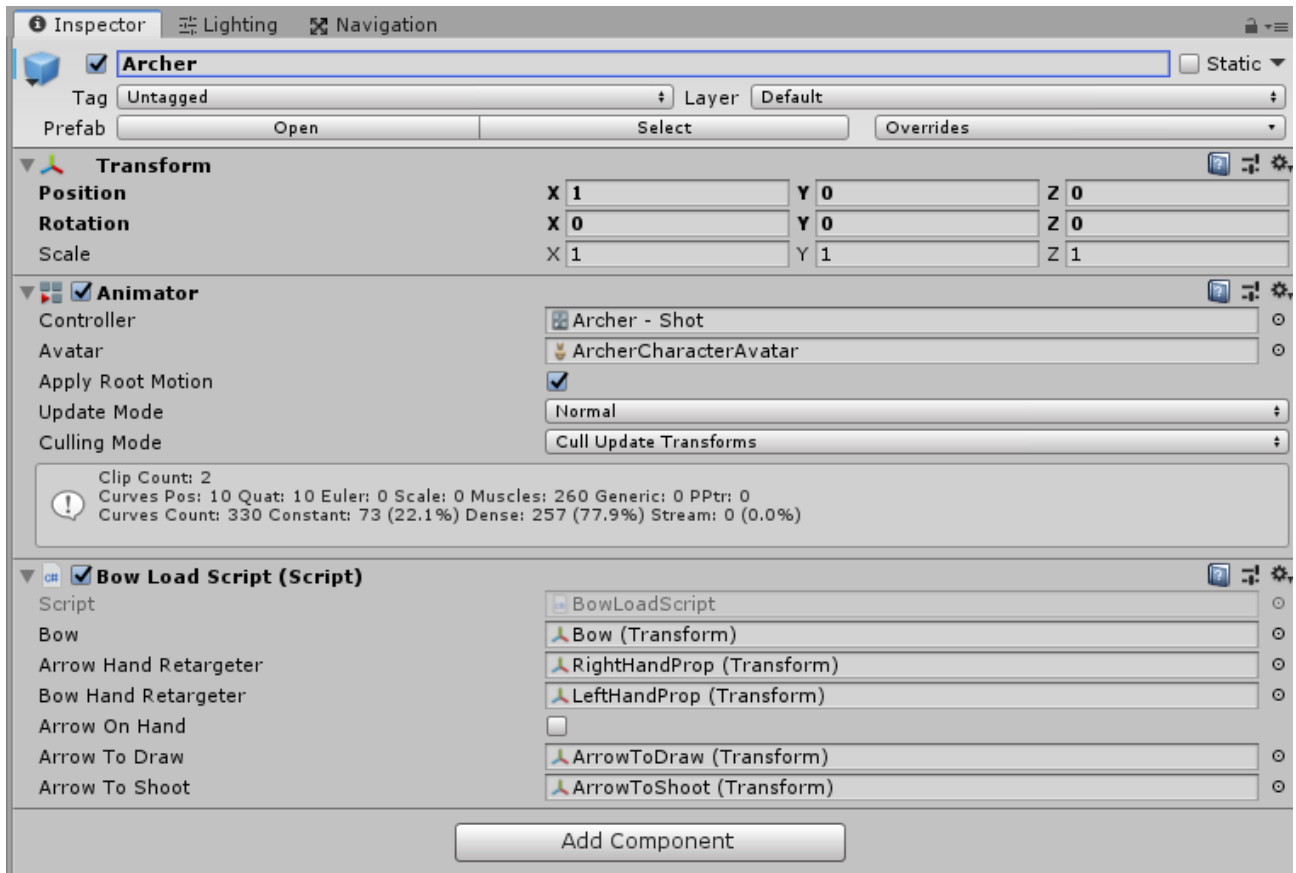# Archer Animations - Retargeting bow animation guide

'**BowLoadScript**' is a script that allows you to bend the bow and to draw arrows from a quiver. You will find it in the 'Scripts' folder of the asset. This script must be attached to the root of your character.

Retargeters: After attaching the script to your character, we need to add some empty GameObjects first. These will be the retargeters and are used for making this script working. For example, when the left hand retargeter moves to some position the script detects it and does a function like getting an arrow to hand.

All you need to do is create the empty GameObjects, set position and rotation to 0 and rename them as following inside your character:
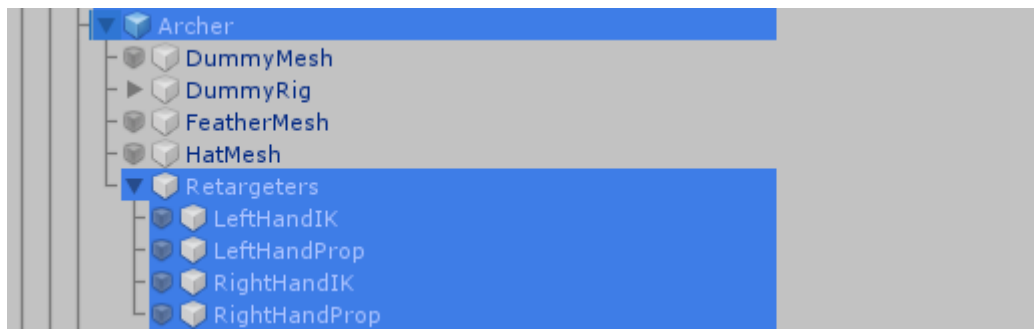
Image of the retargeters. Our character root here is called 'Archer'.

The default dummy prefab and the ones in the example scene are already configured with the retargeters created. It is important to maintain the same GameObject hierarchy and name or else the animation won't be able to move them.

Bow field: Our bow gameobject. The bow needs a blendshape called **'Load'**. You have bow models Blender source files under the 'Models' folder of the asset. Edit or use those bows as reference for creating or adding the needed blendshape to your custom bow.

Arrow Hand Retargeter field: From the retargeters created before, the same side of the hand that will get the arrows from the quiver. (**LeftHandProp** or **RightHandProp**).

Bow Hand Retargeter field: From the retargeters created before, the same side of the hand that is holding the bow. (**LeftHandProp** or **RightHandProp** different from **Arrow Hand Retargeter**).

Arrow On Hand field: This field is only informative. You can use it for checking if the arrow has been already drawn from the quiver so you can skip the draw animation for the next bow attack.

Arrow To Draw field: This is the arrow when it is drawn from the quiver. This GameObject will be activated by the script when the drawing animation happens. The position and rotation needs to fit the quiver position and rotation.

<u>Arrow To Shoot field</u>: This is the arrow when it is about to be shooted with the bow. The script will deactivate (make invisible) the Arrow To Draw gameobject and activate this one. The position and rotation of this arrow needs to fit the final position and rotation before being shooted.

Both arrow GameObject states (from **Arrow To Draw** and **Arrow To Shoot** fields) must be child of our character's hand bone (the one that is getting arrows).

Additional information:

LeftHandIK and **RightHandIK** retargeters are not used by this script but it may be used by other scripts from other of my assets that involve using IK (inverse kinematics).

This script only works with animations that have the Retargeters data keyframed.
If you want to use the script with other animations different from the ones from this asset it is possible by editing the animation in Unity (duplicating them to make them writable, and then manually adding keyframes to the Retargeters (**LeftHandProp**, and **RightHandProp**) in the desired frame. If you need more information about this write me an email to: support@keviniglesias.com

Contact support:
support@keviniglesias.com

www.keviniglesias.com