GETTING INTO THE AMMATION SCREEN

Scene view -> select player

Select window -> select A nimation -> A nimation

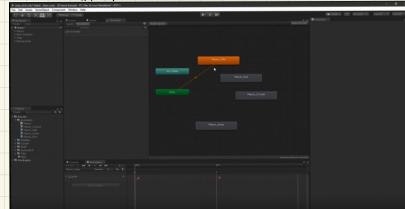
Description -> A nimation -> A nimation

Animator = defermines which animations to play

Animation = create animation

MAKING ANIMATIONS WORK

1. Assets > Animation folder > Double click on Player



OPERTING ANIMATIONS

- 1. Bottom of sureen click create
- 2. Save oreation to a new animations folder
- 3. Each animation should have its own file in the folder ex: jump = "player_Jump. anim"

 Idle = "Player_Idle.anim"
- 4. Assets > player folder > select a subfolder
- 5. In the subfolder, select all items
- 6. Drag all items to the time line (where the greate button was on the bottom)

 4. Ohange samples from 30 +>12 for all animations except jump (sample=2)