

GETTING INTO THE ANIMATION SCREEN

Scene view → select player

Select window → select Animation → Animation

↳ Animator = determines which animations to play

Animation = create animation

CREATING ANIMATIONS

1. Bottom of screen click **create**
2. Save creation 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 timeline (where the create button was on the bottom)
↳ change samples from 30 to 12 for all animations except jump(sample=2)

MAKING ANIMATIONS WORK

1. Assets > Animation folder > Double click on Player

