Character Animation Tutorial

***This tutorial details how to get the sprite’s running and jumping to look as realistic as possible within my game.***

1. Select the character within the hierarchy and add the *animator component.*

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1. Create an animator controller after making an animation folder and drag the animator controller into the controller field of the player. Then open the *Animation* and *Animator tabs*.
2. After opening the animation timeline, drag different variations of the character (in my package they were called idles) onto the timeline at different points in time until you have a set number of keyframes that will produce motion when the amination timeline is run through.
3. Create a new clip and repeat for running and jumping: A screenshot of a computer

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4. In the Animator window, right click on the default state to create a transition, then click on the animation you want to happen when the character’s no longer in an idle state (running). To enable the running to stop, do the same thing vice versa.
5. Create boolean parameter and click a transition link, setting the ‘condition’ to true.
6. Make a reference to the animator by creating another private in the script for it like so: A screen shot of a computer program

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7. After doing the jumping animations, connect it to the *any state* box and set another boolean parameter for it, but making the condition false. Then turn off the loop time so the jumping doesn’t persist.

A computer screen shot of a program code

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