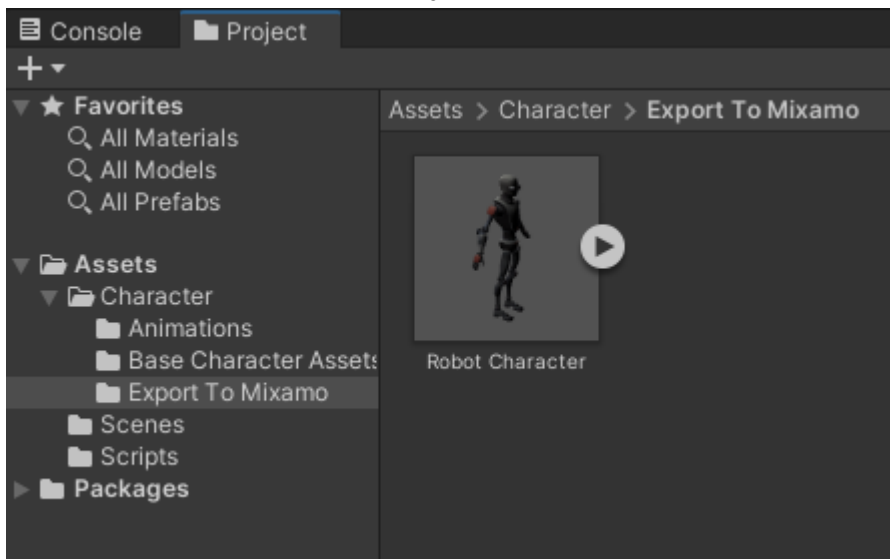# COMP2007 - Game Development

Session 5 - Art - Exercises

Create an animated character with movement

Download this session's project: **Animation in Unity** from the DLE to complete the exercises

Follow the instructions in the DLE video for Session 5 for creating an animated character
Use the provided asset in the project view below

NOTE: a completed version of the tutorial is inside of the **Animations** folder in the project

Steps to follow from the video
1. Create a free adobe account to use Mixamo
2. Upload the robot character to Mixamo
3. Setup the auto-rig (see video)
4. Select an idle animation
5. Download rigged character and idle animation
6. Check in Unity
7. Select a walk animation
8. Tick In Place to stop movement
9. Download walk animation only
10. Check in unity
11. Add Character to Scene
12. Setup Animator Controller with idle and walk animations
13. Setup transitions and parameter
14. Setup Animator component
15. Add MoveCharacter script and setup
16. Test movement and animation in game

Further research
- Add a run animation from mixamo
- Transition between the run and walk animations using the left shift key (see previous weeks script for first person controller)
- Increase the movement speed of the character while running