The animation I would like to draw reference from in fallout is the darkening of the buttons when clicked, making the user aware of when a certain button has been clicked and is still the currently selected option. This is in constrast to the button being lit when it is the option that is currently being hovered over, making it much brighter.

The use of this darkening is to draw the player's attention to it without leaving the monotone and classic theming of fallout itself

For the color zen, a similar setup is used for the buttons but instead of going from normal to smaller then back to normal, it inverts this and goes from normal to bigger then back to normal, another variation of this animation style.

For microsoft Solitaire & Casual Games, I would like to refer to the shrinking and whipping back into place when the button is clicked, this helps the user know when the button has been clicked in a non distractive but still interesting way, it is a very good use of a simple animation for the sake of the user experience.

This helps keep the screen light hearted and interactive without taking too much of the player's attention. It also goes in line with the game's other elements as they also use this simplistiv and effective way of signaling a change or an effect in the game.

For my third and final reference addition I will use createrria, inspired by a talk on designing simple UI for a great user experience, so I decided to check out the game itself and use it as a reference, as it combines points from two out of my three previous references, the changing of color of the UI element in fallout, and the whitening of margins used in microsoft solitaire and games

The video to my left shows the createrria UI in action lightening the current selection, and giving it an outline, as well as flashing and slightly increasing in size when selected. All these elements combine to help create an effective yet simplistic UI.

Call of duty anatomy ref

Valorant anatomy ref

Dead Space anatomy ref, turnaround

For the animation, I am going to try and replicate the procedural movement used in this showcase in unreal, maybe not exactly one to one, but as close as I can, using the minimal amount of key frames.

For my character's proportions I am going for a very classic anatomical look, simply nothing too out of the ordinary, my references are from other third person/first person games with basic human anatomy, like valorant, call of duty, and dead space

They all have anatomically average body lengths, arm lengths and generally normal human proportions, making them effective for performing action movements in the context of their games

The changes to my player UI can be encapsulated in me finding a very useful and intruiging reference from a 2014 GDC talk on the game overgrowth and how its animation was done, using keyframes that are interpolated through engine, using blending, rather than baked onto the object from the animation, instead the animations are created through poses, this helps make the animation line up with the code smoother as it is created by lerping through each pose at around the same speed the character is moving.

This may not be an improvement from my former reference, maybe an easier method of solving a complex problem, but if I can find a way of mixing this with IK further in the future post this project, then I can create a more powerful and smooth system later on, that can allow me to use the poses as a reference for IK movements that may not always be the smoothest, and use this with curves to further refine the smoothness.
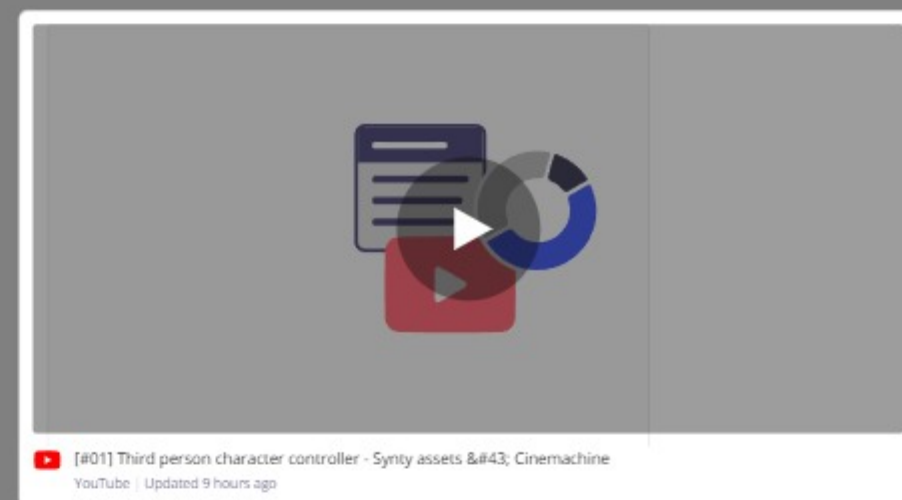
A very useful reference I must give a shoutout to is reddit user Untitled90 on R/Godot, who actually replicated the video first then offered an explanation in the comments of how he did it, since I have some experience working in godot, and their terminologies aren't too far off from unity's I was able to transfer the knowledge.

the link to this very informative reddit post:
https://www.reddit.com/r/godot/comments/1d7ttov/this_character_has_15_animation_keyframes_in/

[#01] Third person character controller - Synty assets + Cinemachine
YouTube | Updated 9 hours ago

I also used this tutorial series to figure out how to implement certaim things, such as third person character strafing, IK head, body and aiming functionality, as well as camera shake and gun feedback on shots

A more specific look at what I am referencing, this is how the animator used two different keyframes and mirrored them to create a walk cycle, by blending from one pose to another when needed
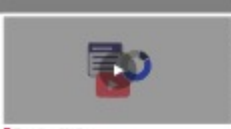
The first dynamic object I will be incorporating will be the deady body, the character will have the ability to drag this body with them, and move it around to help complete missions

As this very helpful video below has now informed me, a spider walk goes:
A. the first two legs walk like normal legs
B. the second set of legs counteract, or go in the opposing motion of the first
C. The third set go in tune with the first set
D. The fourth go in tune with the second

The second dynamic object will be the monster, who will mostly be controlled mostly by AI, but the animation will also be slightly procedural if I am able to properly implement the animation for the character using a few keyframes, then I will do the same for the monster.

My old reference outlined my plan to use the pose method from the GDC talk as my reference and animation method for the monster, but my plan has infact changed, I would now like to use purely procedural Ik for the monster's movement, and to achieve this I will use this playlist of youtube videos starting with the one below as reference

Using this new method also means new references for how the monster should look move and feel, above is a reference for how an arthropod, specifically a spider stands and below, how it should move. Moving one leg then the other, like humans, but with even more gives what has been described by many as a zig-zag movement pattern, very effective for the character's movement.

Using this method rather than the player's allows me to test and understand further how I can use Ik to move a character , starting first with an arthropod rather than a biped will give me greater room for error while learning, as I would have to adjust and change many little things to understand how to use the IK system properly for a biped, I hope that with time I can figure it out and blend both methods to create a truly spectacular Animation system, second to, like, motion matching I guess.

YouTube
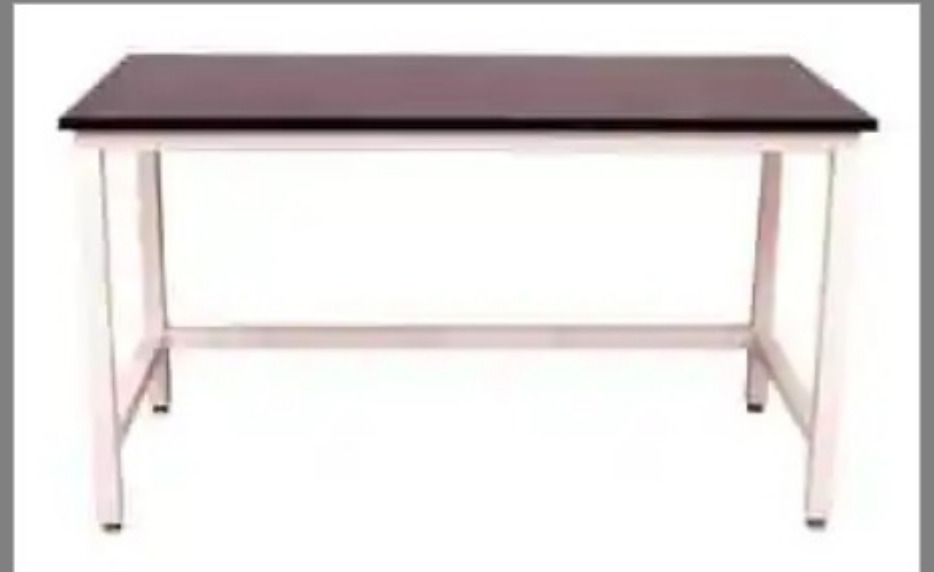YouTuber : Updated 09-12-2024 @ 20:00 GMT 06:00

spider walking
YouTuber : Updated 09-12-2024 @ 20:00 GMT 06:00

YouTube

YouTube | Updated a minute ago

For my static objects they will be more simple things, like a table and a chair which can be encated upon by physics, so not direct animation.

Fallout 4 How to Open the Sliding Door to the Vault Door of Vault 111
Updated 10-10-2024 @ 16:51 GMT-04:00

For my environment objects there will be a sliding door that will open to either let the player or the monster in, this will let me use this to initiate a kind of second act, as after the player drags the body, the door will open to the monster chasing the player. The light will just be its own set animation flickering on and off with certain time intervals

YouTube