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Introduction

This add-on contains a collection of animation behaviors that allow VR Builder to display more complex animations than what is possible with the built-in tools.

When installed, the `Move Object` core behavior will be disabled in the menu, as its functionality is 100% included in the new `Animate Transform` behavior. To manually enable it, go to `Tools > VR Builder > Developer > Allowed Menu Items Configuration`.

Quick Start

The easiest way to get started with this add-on is to check out the included demo scene.

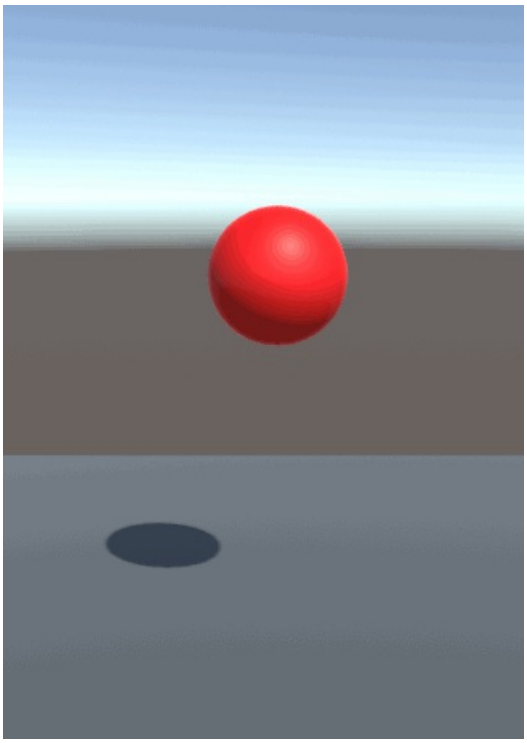
If it is the first time you open the demo scene, you will have to do it through the menu: `Tools > VR Builder > Demo Scenes > Animations`. This is necessary as a script will copy the demo course in the StreamingAssets folder. After the first time, the demo scene can be opened normally.

Press Play to try out the behaviors included in this add-on. The demo scene includes a station for every behavior. You can teleport there and check out some practical uses of the included behaviors.

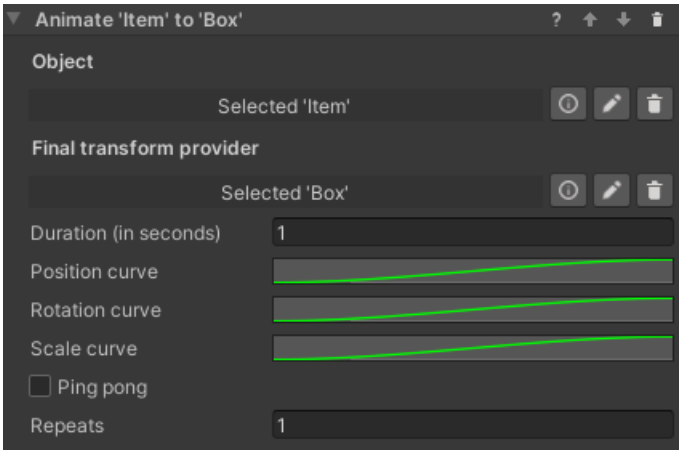
Animate Transform

Introduction

This behavior animates a game object by changing its position, rotation and scale over time until it matches those of a "transform provider" game object. It is possible to set how position, rotation and scale are animated over time through separate animation curves. The behavior can be found under `Animation > Animate Transform`.



Inspector



The **Animate Transform** behavior accepts the following parameters.

Object: The game object to be moved.

Final transform provider: The game object which provides the final position, rotation and scale of the animation.

Duration (in seconds): Duration in seconds of the animation.

Position curve, Rotation curve, Scale curve: These animation curves determine the object's transform at a given point in time. The curve can have values from 0 (the object's original position, rotation or scale) to 1 (the transform provider's position, rotation or scale). Note that the length of the curves is normalized: while it is possible to have the time axis greater or lesser than 1, this won't affect the duration of the animation - it is recommended to leave the time axis to the default length of 0 to 1.

Ping pong: If this is checked, the animation will play backwards after finishing, resulting in the object animating and then

returning to the original position. Note the total duration will be twice the value in the `Duration` field. This is similar to creating a symmetrical velocity curve, like for example a bell shape.

Repeats: The number of times the animation will repeat. Note that each repeat will increase the duration of the animation by its full amount. If ping pong is set, it will be included in every repeat.