

FIMPOSSIBLE GAMES

TAIL ANIMATOR USER MANUAL

- 1. BASE KNOWLEDGE**
 - 2. USING TAIL ANIMATOR**
 - 3. COOL FEATURES**
 - 4. OTHER OPTIONS**
-

INTRODUCTION:

TAIL ANIMATOR IS PACKAGE OF BEHAVIOURS SIMULATING *ELASTIC TAIL MOVEMENT* WITH PROCEDURAL ANIMATION GIVING MANY NEW CAPABILITIES TO YOU!

**IT REACTS WITH CHANGES ON OBJECT'S POSITION / ROTATION / SCALE.
JUST ADD COMPONENT TO OBJECT YOU WANT TO ANIMATE ELASTIC, DEFINE START TRANSFORM (OR BONE) AND PLAY WITH PARAMETERS.**

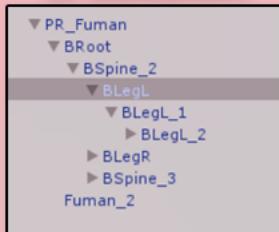
IF YOU WILL LIKE THIS PACKAGE PLEASE VISIT PAGE ON ASSET STORE AND RATE THIS OR WRITE REVIEW :)

TAIL ANIMATOR USER MANUAL

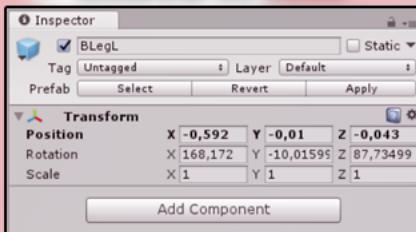
1 / 4 - BASE KNOWLEDGE:

TAIL ANIMATOR IS DEDICATED TO WORK ON MODEL'S BONES, BUT WHEN YOU IMPORT SKELETAL MODEL TO UNITY, BONES ARE JUST SIMPLE TRANSFORMS (GAME OBJECTS)

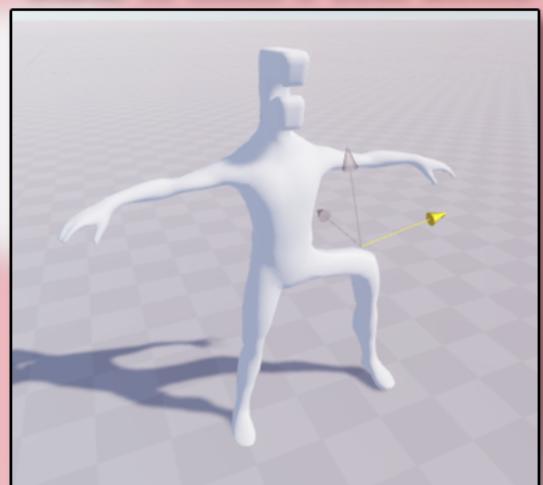
SKELETON BONES IN HIERARCHY



INSPECTOR WINDOW OF BONE



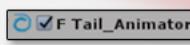
MOVING BONE IN SCENE WINDOW IN ORDERED TO CHECK IF BONE WORKS



**SO FINDING BONES YOU WANT TO USE IS PRETTY EASY.
THAT ALSO MEANS YOU CAN USE TAIL ANIMATOR ON GAME OBJECTS CHAIN,
NO NEED FOR THEM TO BE BONES.**

WHEN YOUR MODEL IS ANIMATED, YOU SHOULD KNOW FEW THINGS. UNITY'S ANIMATORS () ARE CHANGING BONES ROTATIONS **EVERY FRAME, THAT'S WHY YOU CAN'T MOVE BONES IN PLAYMODE ()**

TO CHANGE BONES POSITIONS YOU NEED TO USE **LATEUPDATE() INSTEAD OF **UPDATE()** METHOD IN CODE.**

SO YOU CAN ADD  SET



TO OVERRIDE UNITY'S ANIMATORS MOTION OR USE WHICH WORKS ONLY ON **LATEUPDATE() AND PROVIDE MORE POSSIBILITIES.** 

TAIL ANIMATOR

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2 / 4 - USING TAIL ANIMATOR

TO USE TAIL ANIMATOR FIND FIRST BONE OF GAMEOBJECTS CHAIN YOU WANT TO ANIMATE ADD TAIL ANIMATOR COMPONENT



TAIL ANIMATOR WILL AUTOMATICALLY GET ALL CHILDREN BONES AND ANIMATE THEM

BE SURE YOU ADD COMPONENT ON TRUE FIRST BONE OF CHAIN, WHEN YOU ADD WRONG IT CAN PROVIDE ERRORS.



OF COURSE YOU CAN ADD TAIL ANIMATOR TO OTHER GAME OBJECT AND DEFINE FIRST BONE FROM IT, JUST CHECK INSPECTOR WINDOW

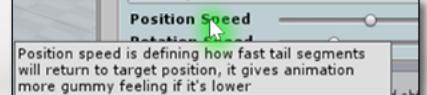


YOU CAN DEFINE TAIL CHAIN IN MANY WAYS AND INSPECTOR WILL GUIDE YOU WHAT WILL HAPPEN. IF YOU WANT TO BE SURE WHAT BONES WILL BE INCLUDED CLICK AUTO

TO TWEAK TAIL'S ELASTICITY BEHAVIOUR PLAY WITH THIS TWO CONTROLS



IF YOU CAN'T FIGURE OUT WHAT VARIABLES ARE DOING JUST HOVER MOUSE OVER IT TO VIEW TOOLTIP (NOT WORKING IN PLAYMODE)



TO USE TAIL ANIMATOR WITH UI / 2D / ANIMATED MODELS CHOOSE CORRECT COMPONENT WHICH IS DEDICATED TO BEHAVIOUR YOU WANT TO ACHIEVE.

TAIL ANIMATOR

USER MANUAL

3 / 4 - COOL FEATURES

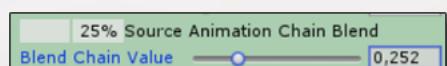
- [1] TAIL ANIMATOR BY DEFAULT ENABLES OPTION WHICH GIVES YOU SMOOTH WAVING ROTATION FOR FIRST BONE IN CHAIN, YOU CAN TWEAK IT TO YOUR NEEDS OR DISABLE IT AND USE OTHER OPTIONS.**
- [2] WHEN YOU HAVE ANIMATED MODEL CAN GIVE YOU COOL EFFECTS WHICH WILL COOPERATE WITH KEYFRAMED ANIMATION THIS OPTION CHANGES 3 VARIABLES - HOVER ON BUTTON FOR TOOLTIP YOU CAN ADD IT EVEN TO ARMS OR SPINE OF YOUR MODEL, IT WILL MAKE ANIMATIONS MORE SMOOTH AND RESPONSIVE WITH ELASTICITY FOR OBJECT'S MOVEMENT AND ROTATIONS.**



- [3] WHEN YOUR MODEL'S TAIL ISN'T ANIMATED OR YOU WANT FULLY REPLACE IT'S ANIMATION, YOU CAN JUST ADD F Tail_Animator Blending AND TWEAK BEHAVIOUR WITH Use Waving**

- [4] WHEN YOU WANT SAVE HOURS OF WORK ON KEYFRAMING SMOOTH TAIL MOTION, SO YOU'LL WILL HAVE MORE TIME FOR POLISHING ANIMATION OVERALL, YOU CAN USE CHAIN BLENDING WITH THIS FEATURE YOU CAN USE FIRST BONES' ROTATIONS TO DEFINE TAIL'S MOTION FOR EACH ANIAMTION.**

FOR EXAMPLE WITH THIS SETTING, FIRST TWO BONES WILL BE ANIMATED BY KEYFRAMED ANIMATION AND REST BY TAIL ANIMATOR!



IT WORKS SIMILAR TO "USE WAVING" BUT SOMETIMES YOU'LL NEED DEDICATED TAIL MOTION DIRECTION FOR CERTAIN ANIMATIONS.

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4 / 4 - OTHER OPTIONS

[1] OPTION **IS NOT RECOMMENDED TO USE BUT IT SOMETIMES HELPS MODELS TO ANIMATE CORRECTLY, CHECK CAPE AND BIG TENTACLES OF MEDUSA OBJECT INSIDE DEMO SCENE.**
IT'S DISCONNECTING BONES TRANSFORMS FRO MAIN GAMEOBJECT MAKING IT'S UPDATE CLOCK INDEPENDENT FROM ROOT GAME OBJECT.

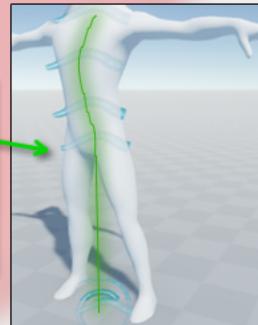
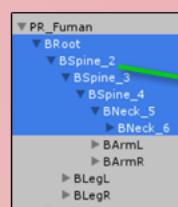
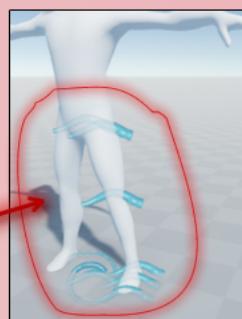
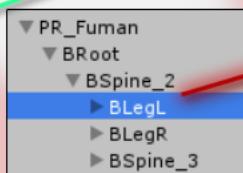
[2] OPTION **IS ADDING COMPONENT TO EACH TAIL SEGMENT AND THANKS TO THAT YOU CAN ACCESS MAIN TAIL COMPONENT FROM ANY TAIL'S TRANSFORM**
IT'S USEFUL FOR EXAMPLE WHEN YOU ADD COLLIDERS TO TAIL SEGMENTS AND NEED TO ACCESS TAIL COMPONENT IN ORDER TO CHANGE VARIABLES THROUGH CODE.

[3] **IS OPTION AVAIABLE IN**  **F Tail_Animator Blending**
IT'S ENABLED BY DEFAULT BECAUSE IN MOST CASES KEYFRAMED ANIATION IS NOT ANIMATING POSITIONS, JUST ROTATIONS, LEAVING THIS OPTION DISABLED CAN PROVIDE SOMETIMES ERRORS.

[4]  **THIS IS TOGGLE TO VIEW PREDICTED OR DEFINED TAIL CHAIN IN SCENE VIEW, THANKS TO THAT YOU CAN CHECK IF YOU NEED TO CHANGE CHILDREN HIERARCHY**

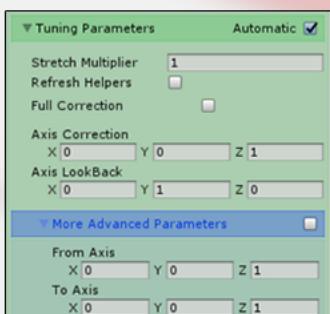
TAIL ANIMATOR 'AUTO GET' GOES UP THROUGH FIRST CHILD IN HIERARCHY

BLegL IS FIRST CHILD OF BSpine_2



[5]

TUNING PARAMETERS CONTAINS OPTIONS FOR MORE COMPLEX TWEAKING, SOME OF THEM WAS DESCRIBED ON PAGE 3.



USING **VARIABLE, WILL TRY TO COMPUTE MATH TRANSLATIONS SO COMPONENT WILL WORK PROPERLY ON ANY SKELETON AXIS STRUCTURE. YOU CAN HIT PLAY AND SAVE THIS VARIABLES THEN DISABLE AUTOMATIC VARIABLE FOR SOME ADDITIONAL TWEAKS.**

NOW YOU'LL BE ABLE TO MAKE YOUR TAIL BE BEND IN ALTERNATIVE WAY, JUST PLAY WITH ALL VARIABLES,