

FIMPOSSIBLE GAMES

LOOK ANIMATOR USER MANUAL



- 1. BASE KNOWLEDGE**
- 2. USING HEAD ANIMATOR**
- 3. EFFECTIVE TWEAKING**

INTRODUCTION:

LOOK ANIMATOR IS COMPONENT WHICH **ANIMATES PROCEDURALLY** HEAD AND SPINE BONES TO SIMULATE **REAL ANIMATION** OF BODY FOR LOOKING AT CHOOSSED POSITION OR OBJECT.

COMPONENT WORKS WITH ALL THE RIGS IN UNITY, NAMELY GENERIC, HUMANOID AND LEGACY. VISUAL FRIENDLY INSPECTOR HAS FUNCTIONS WHICH WILL **SAVE YOUR TIME** YOU WILL SETUP COMPONENT IN **FEW CLICKS!**

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

LOOK ANIMATOR

USER MANUAL

1 / 3 - BASE KNOWLEDGE:

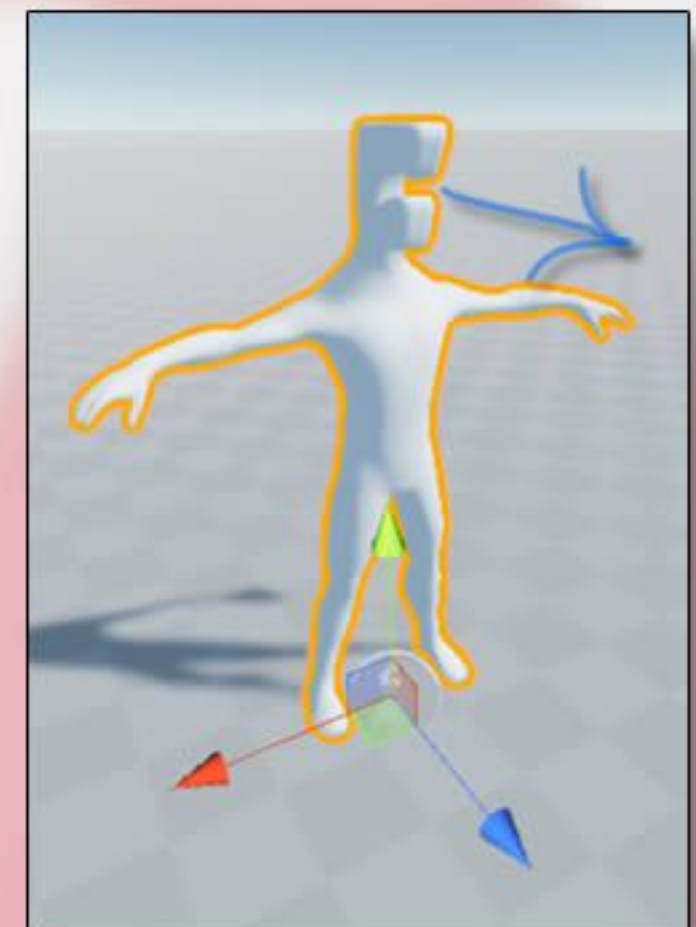
THERE ARE 3 **MOVEMENT AXES** EACH FOR DIFFERENT **DIMENSION** INSIDE UNITY

X CALLED "**RIGHT**"

Y CALLED "**UP**"

AND **Z** CALLED "**FORWARD**"

IT'S **RECOMMENDED** TO ALL OF YOUR CHARACTERS TO FACE **Z AXIS**



EACH **SKELETONAL CHARACTER** IMPORTED TO UNITY CAN HAVE **OFFSETTED ROTATION** **INSIDE BONE'S HIERARCHY** WHICH SOMETIMES IS PROBLEM WHEN YOU ANIMATING BONES.

LOOK ANIMATOR PROVIDES ALGORITHMS TO **SOLVE THIS PROBLEM**, IF DEFAULT PRESET CALLED '**PARENTAL**' WILL WORK WRONG ON YOUR MODEL (THIS PRESET SHOULD WORK ON ALL MODELS ANYWAY) YOU CAN USE OTHER PRESET **OR DO IT MANUALLY**, BUT IT'S ADVANCED SUBJECT, CHECK VIDEO ON **FIMPOSSIBLE GAMES'S YOUTUBE CHANNEL** ABOUT MANUAL AXES TWEAKING WITH LOOK ANIMATOR.

ANIMATIONS FOR YOUR CHARACTERS SOMETIMES CAN HAVE **NOT ANIMATED SINGLE BONES**.

FOR EXAMPLE WHEN YOU HAVE NECK CONTAINING 10 BONES, SOME OF THEM ON SOME ANIMATIONS CAN NOT BE ANIMATED BECAUSE THEY DON'T NEED TO.

THIS WILL **CAUSE ERROR** WITH HEAD ROTATING **CONTANTLY AROUND**, THAT'S BECAUSE COMPONENT IS ADDING ROTATION VALUE EACH FRAME, AND EACH FRAME UNITY'S ANIMATOR COMPONENT IS REFRESHING ROTATIONS, SO IT COOPERATING WELL WITH LOOK ANIMATOR.

TO **SOLVE IT** YOU CAN USE "**BONES NOT ANIMATED**" COUNT UNDER "**OPTIONAL PARAMETERS**" TAB OF COMPONENT OR ADD SIMPLE KEYFRAMES INSIDE ANIMATION FOR THIS BONES.

LOOK ANIMATOR

USER MANUAL

3 / 3 - EFFECTIVE TWEAKING:

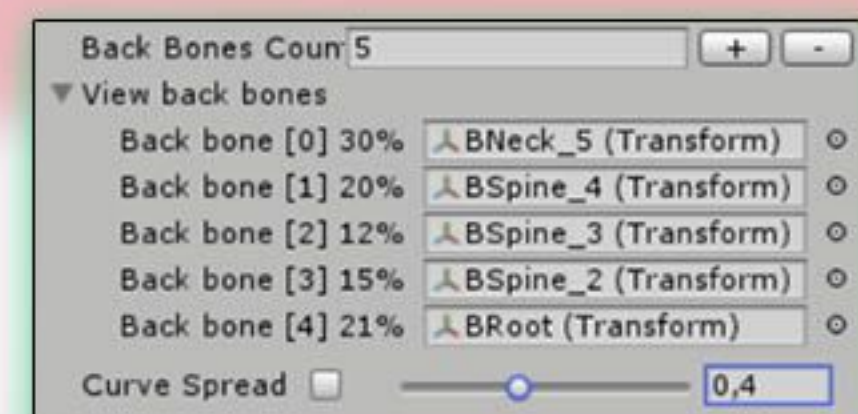
IT DEPENDS WHAT TYPE OF GAME YOU ARE MAKING, SOME SETTINGS CAN LOOK IN ONE GENRE BETTER IN OTHER WEAKER.

FOR EXAMPLE IN THIRD PERSON CAMERA ULTRA SMOOTHER CAN MAKE ANIMATION MORE NOICABLE.

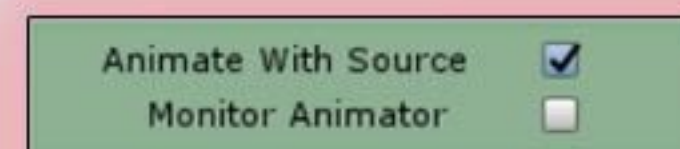


IT'S RECOMMENDED TO **USE BACKBONES** WHEN YOU HAVE SOME SPINE BONES, BUT BE SURE YOU DON'T FINISH ON ROOT BONE, SO WHOLE MODEL WILL ROTATE INSTEAD OF ONLY SPINE. THIS FEATURE WILL MAKE ANIMATION LOOK MORE ORGANIC AND DETAILED.

SPREAD VALUE IS UP TO YOU TO TWEAK, IT WILL DEFINE HOW SPINE BONES WILL BE AFFECTED BY ROTATIONS.



ANIMATE WITH SOURCE IS IMPORTANT FEATURE, IT IS KEEPING WHOLE ANIMATION MOTION WHEN ANIMATING LOOK ROTATIONS.



IT'S MAKING ANIMATION LOOK MORE **CONNECTED WITH KEYFRAMED ANIMATION**, ALSO IT CAN BE USED FOR ROTATING SPINE AS AIMING TO REACH HITTING POSITION.

MONITOR ANIMATOR WILL TRY TO FIT WITH BONE'S OFFSETS TO CURRENTLY PLAYED ANIMATION, IT CAN BE USEFUL IN EXTREMAL SITUATIONS FOR STRANGE CREATURES.

COMPENSATION BONES CAN MAKE YOUR ANIMATION LOOK MUCH NIGER. MOST NOTICABLE DURING BIG SPINE ROTATIONS IN VERTICAL AXIS. **BLEND VALUE** SETTED TO 0.5 IS JUST RIGHT.



YOU CAN USE COMPONENT ALSO **ON ANIMALS**, WHEN YOU USE HERE SPINE BONES THEY WILL **ROTATE LEGS ALSO**, SO YOU CAN **USE COMPENSATION BONES**, PUT HERE FIRST LEGS AND SET **COMPENSATION WEIGHT SET TO 1**

DRAGON MODEL IS FROM PACKAGE "HEROIC FANTASY CREATURES FULL PACK Volume 1" MADE BY PROTOFACTOR, INC

