Squash and Stretch

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Animation in unity.

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Animation in maya.

Animation in unity is commonly done with unity’s internal animation system, animation clips.   
Animation clips are fairly simple, with arbitrary attributes being definable for an object for change over time.  
Changes are tracked through the use of curves, which are made up by several points, with tangents both going into and coming out of each point’s location, which define the curve.  
The challenge was to take an animation and attach it to any object by using a component. There are many issues with this programmatically, the most notable of which is that the curve data is not openly accessible by code. This means that curve data must generally has to be define before run time.  
Thus, the various curves related to the scale of the object are set in the editor before runtime.

Importing a squash and stretch animation from maya turned out to be far trickier as a new animator needed to be created in order for the animation to play. In the end we utilised a standard key frame animation imported from maya in conjunction with an animation manager from unity. Thusly we managed to get the ball bouncing on screen. However it took us several iterations to get this to work, including deformer based ball animations and control lattices, however we now understand how keyframe animation in maya works.