

Animation Preview

Version 1.0

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Product Overview

Animation Preview for Unity allows you to get an idea about how a character looks like in your scene in different poses. You get an overview of all the animations available for a character or you could just mix a specific character with animations of another asset.

The Idea

Top quality assets like the ones from Malbers Animations have a 100+ animations. A demo scene can't possibly cover them all. So in order to get an overview of what's available this asset was developed. But it turned out to become more over time.

Once the preview was in I wanted to see how characters look in different environments. For example I created a desert racing scene in which I wanted to have a giant worm rise when the hover bike was driving by. Repeating hitting play, see how it looks, adjust transform (position, rotation scale), start the whole process again was getting tedious. I rather spend the time on working on a tool to reduce time and effort to get to my desired results. So it suggested itself to extend Animation Preview. It allows you to adjust a model's transform in the scene and play a clip of your preference to get an idea how it looks. Directly inside the Unity Editor without having to enter play mode.

And at some point I purchased the most awesome Kubold animations. I wanted to see how it is to have e. g. a humanoid dragon combined with fighting animations. In a desert scene. Without much time consuming effort on my own, just a quick and easy preview setup.

This is what you can do with Animation Preview.

Features

What Animation Preview is

The core features of Animation Preview

- Play animations in the Unity Editor scene without having to hit play
- Show a list of animations of the controller
- Step through each animation and visualize them
- Quickly open a clip in the project hierarchy, i. e. jump to the animation source
- Log the clips in the console to get a list of available animations
- ...

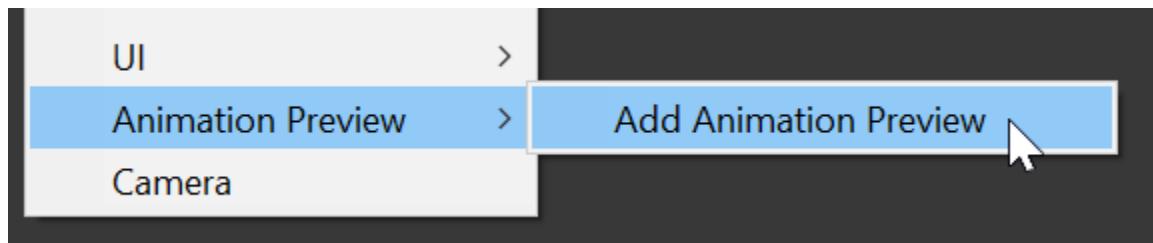
What this is not

Animation Preview works on models and the animations that come with them or with animations of other assets. Playing animations that contain eg blends and logic isn't in the scope of Animation Preview.

Getting Started

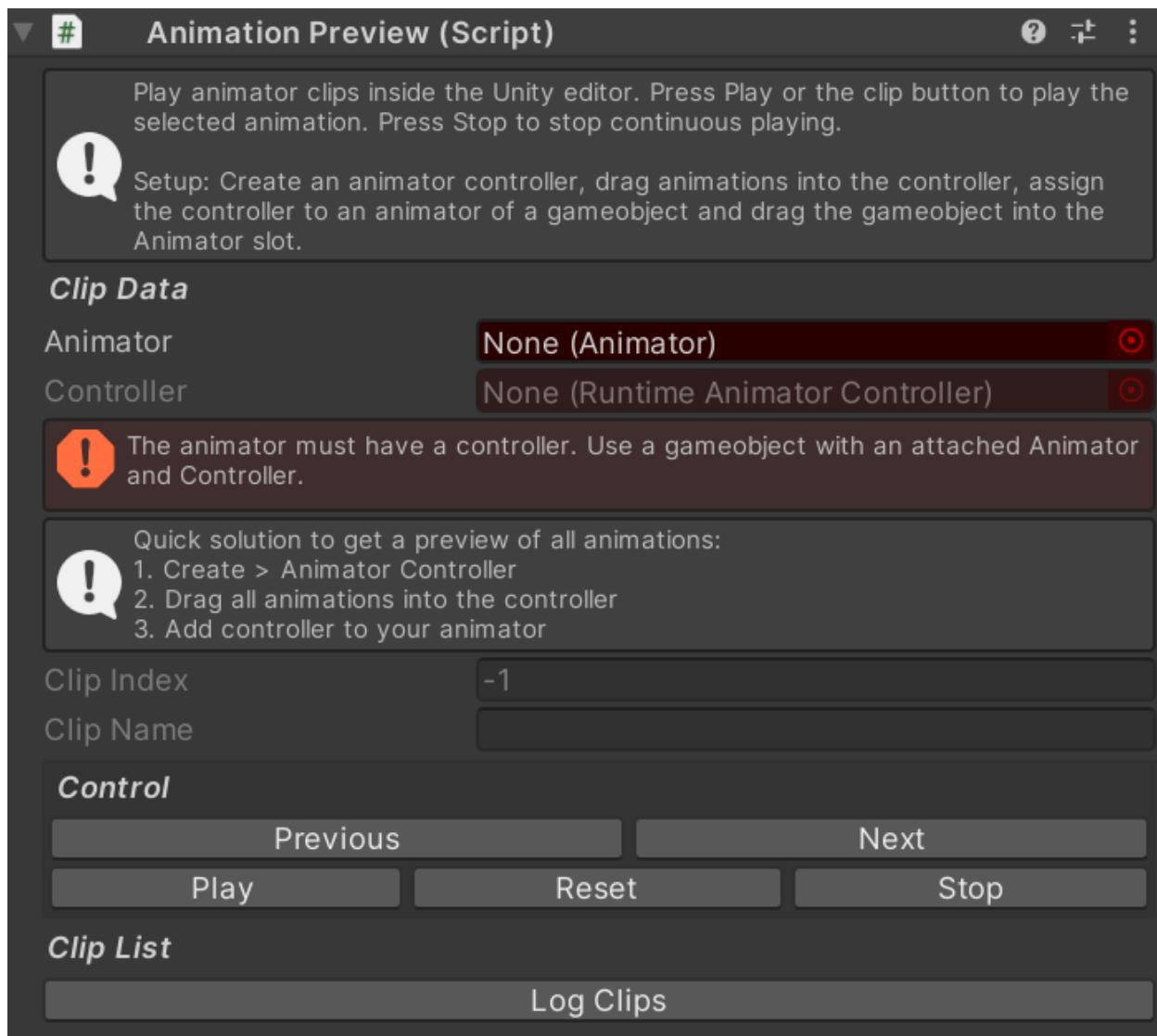
Quick Setup Steps

First add an Animation Preview gameobject via context menu in the hierarchy:



This creates a gameobject which you can name however it pleases you. Of course you can add the Animation Preview script manually as well to another gameobject.

This will give you an inspector like this:



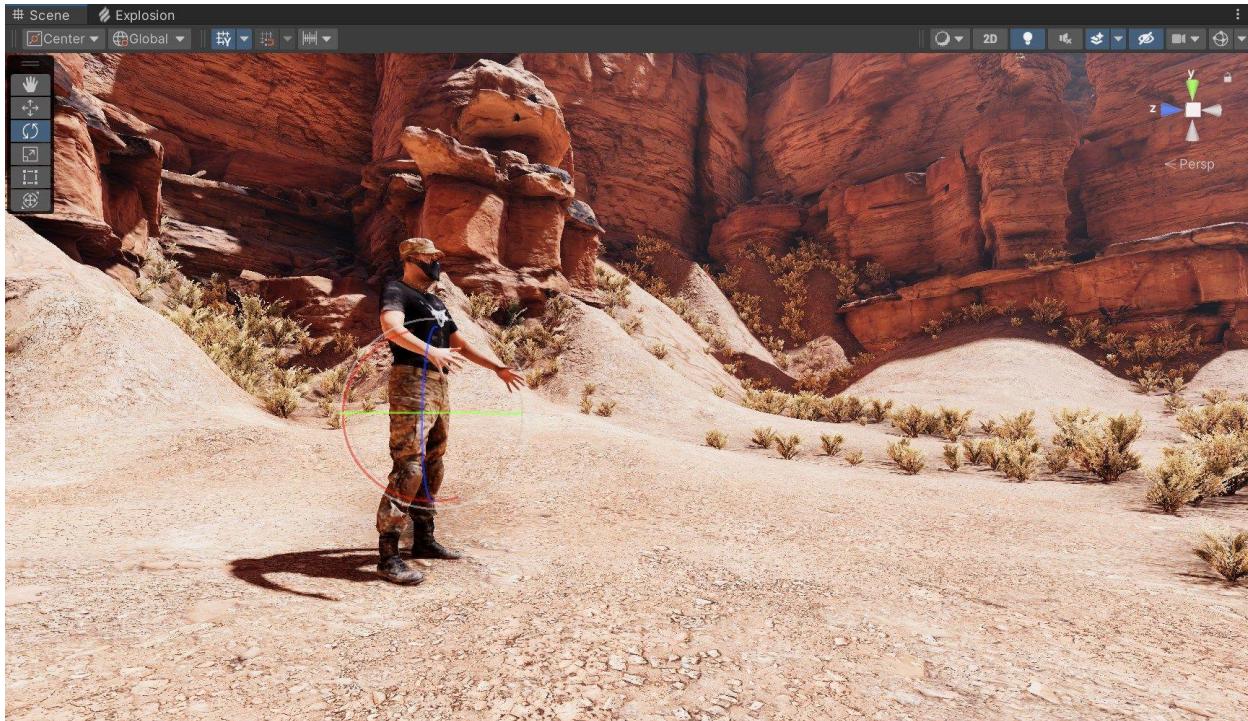
It indicates that the clip information is missing. You need to provide an animator and an animator controller.

At its simplest form just drag in eg a humanoid which has an animator. The animations will be listed and at the click of a clip the animation plays.

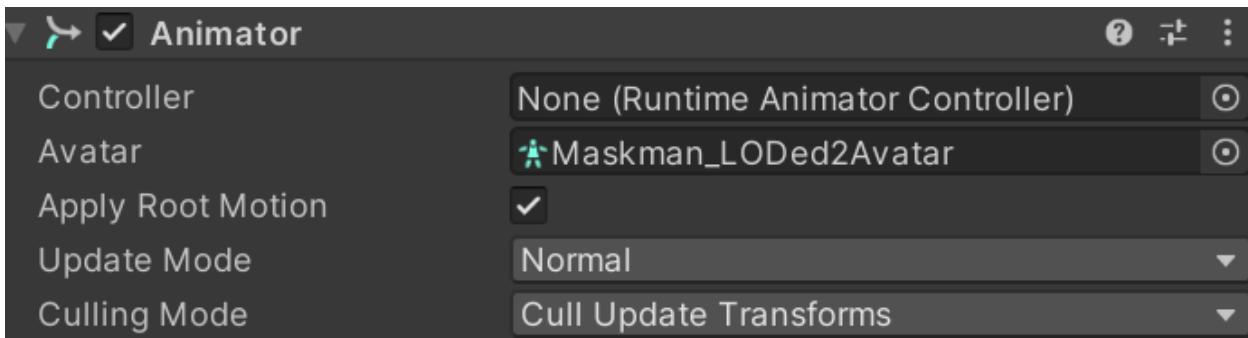
An Animator requires a Controller and an Avatar. You can read more about that in the official [Unity documentation](#).

Detailed Example with Kubold Animations

You can of course use any asset of your preference. I used the Kubold Animations here. If you drag in the Maskman from FightingAnimsetPro, you'd get a posed character like this:



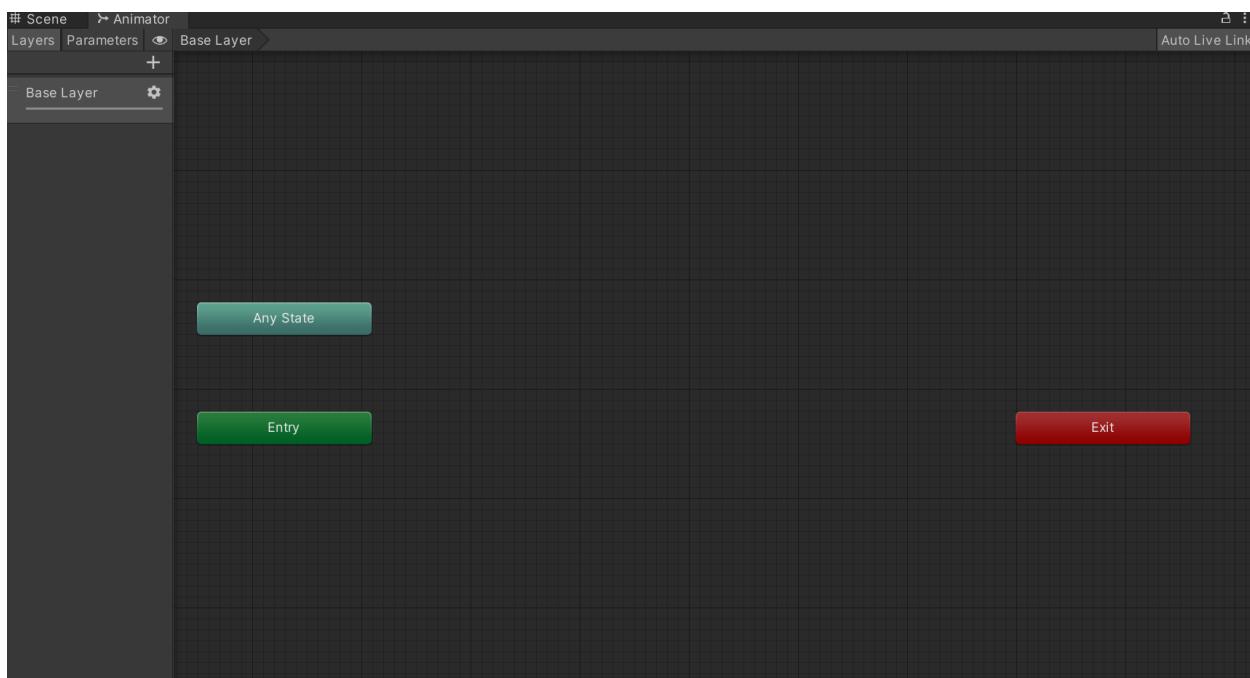
Clicking on the character reveals that the Animator is missing an Animator Controller:



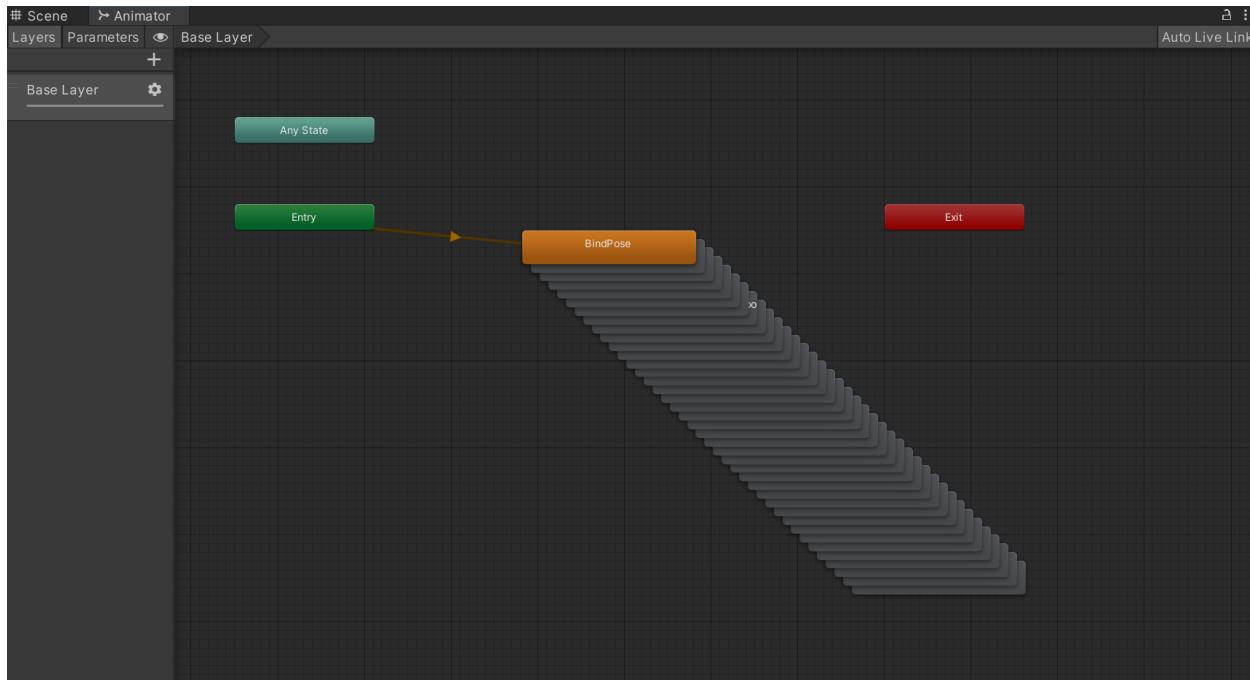
So all we need to do is create one via Unity's means for that. Context menu in project:

Create > Animator Controller

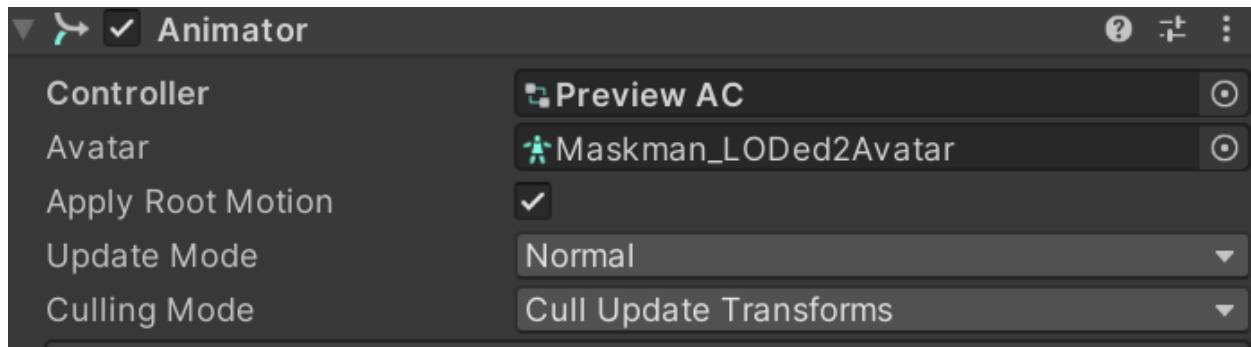
Let's name it Preview AC. If you open it, it'll be empty:



Now navigate to the animations (Kubold or other humanoid animations) in the project, let's say KB_Kicks and drag the object into the animator controller. It'll look like this:



Just a simple list of animations inside the Controller. That's all we need. Now assign the new Animator Controller to the Animator:



Clicking on the Animation Preview gameobject shows all is okay and we get a list of the available preview animations:

Animation Preview (Script)

Play animator clips inside the Unity editor. Press Play or the clip button to play the selected animation. Press Stop to stop continuous playing.

Setup: Create an animator controller, drag animations into the controller, assign the controller to an animator of a gameobject and drag the gameobject into the Animator slot.

Clip Data

Animator	Maskman_LODed2 (Animator)
Controller	Preview AC
Clip Index	0
Clip Name	BindPose

Control

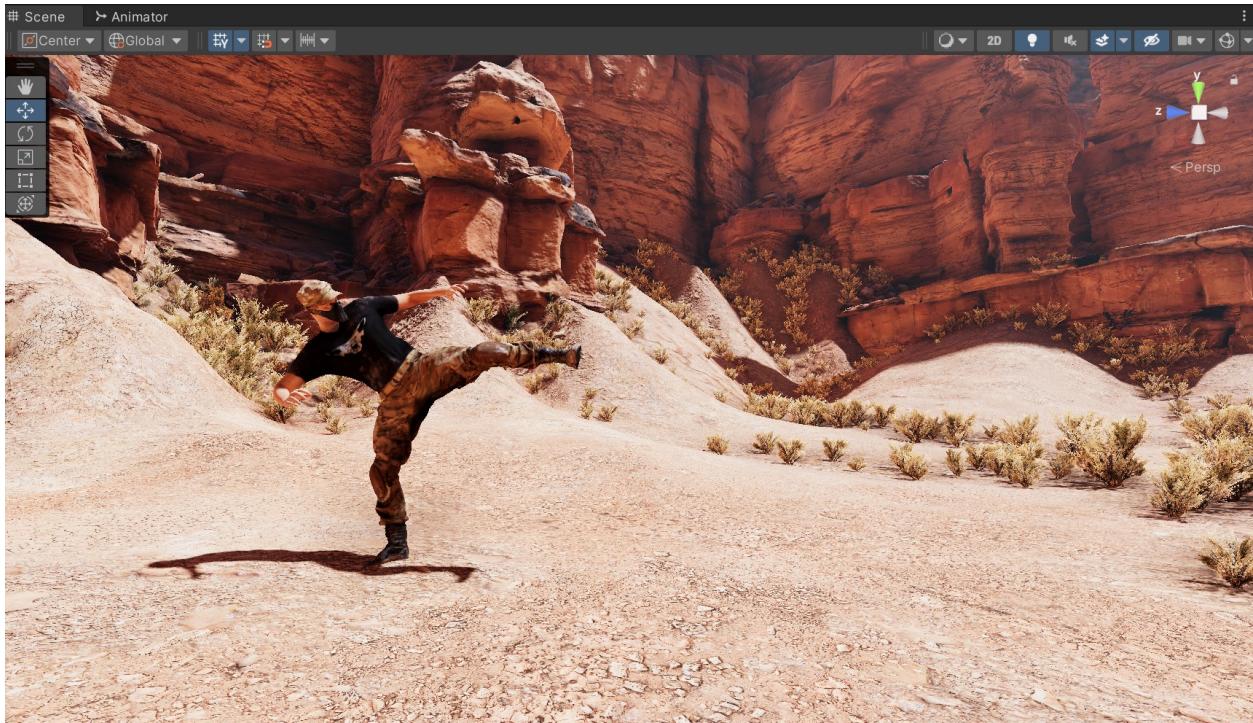
Previous Next

Play Reset Stop

Clip List

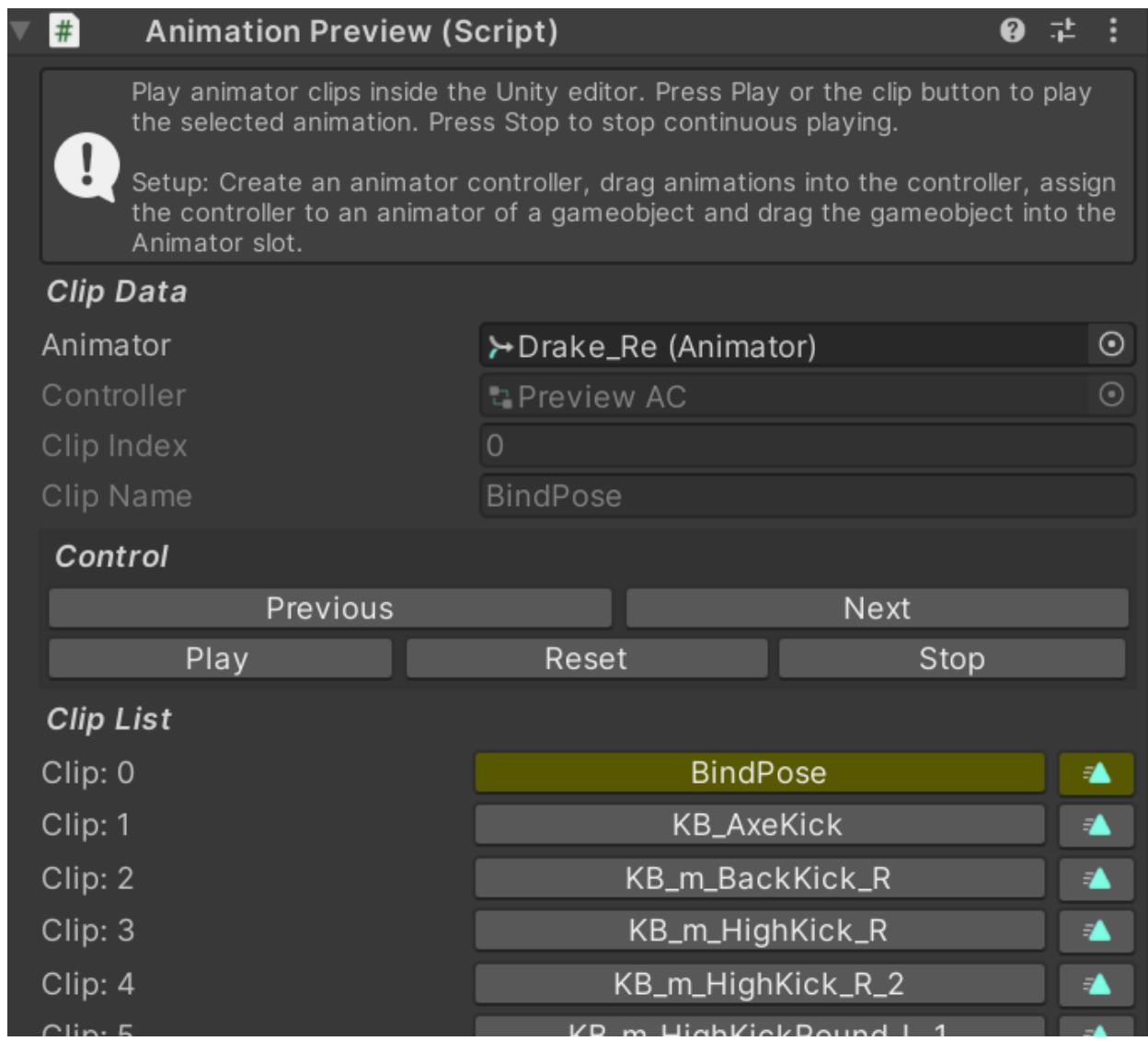
Clip: 0	BindPose	▲
Clip: 1	KB_AxeKick	▲
Clip: 2	KB_m_BackKick_R	▲
Clip: 3	KB_m_HighKick_R	▲
Clip: 4	KB_m_HighKick_R_2	▲
Clip: 5	KB_m_HighKickRound_L_1	▲
Clip: 6	KB_m_HighKickRound_R_1	▲
Clip: 7	KB_m_Jab_RLhookRMidKick_combo	▲
Clip: 8	KB_m_KickUppercut_R	▲
Clip: 9	KB_m_KneeLeft	▲
Clip: 10	KB_m_KneeRight	▲
Clip: 11	KB_m_LowKickL_Special	▲
Clip: 12	KB_m_LowKickRound_R	▲
Clip: 13	KB_m_MidKick_L	▲
Clip: 14	KB_m_MidKick_L_2	▲
Clip: 15	KB_m_MidKick_LL_2_combo	
Clip: 16	KB_m_MidKick_R	
Clip: 17	KB_m_MidKick_R_2	

Now you're good to go. Just click on the animations and step through them to have them played inside the Unity Editor. If necessary you can also jump to the animation file by clicking the button next to the animation.

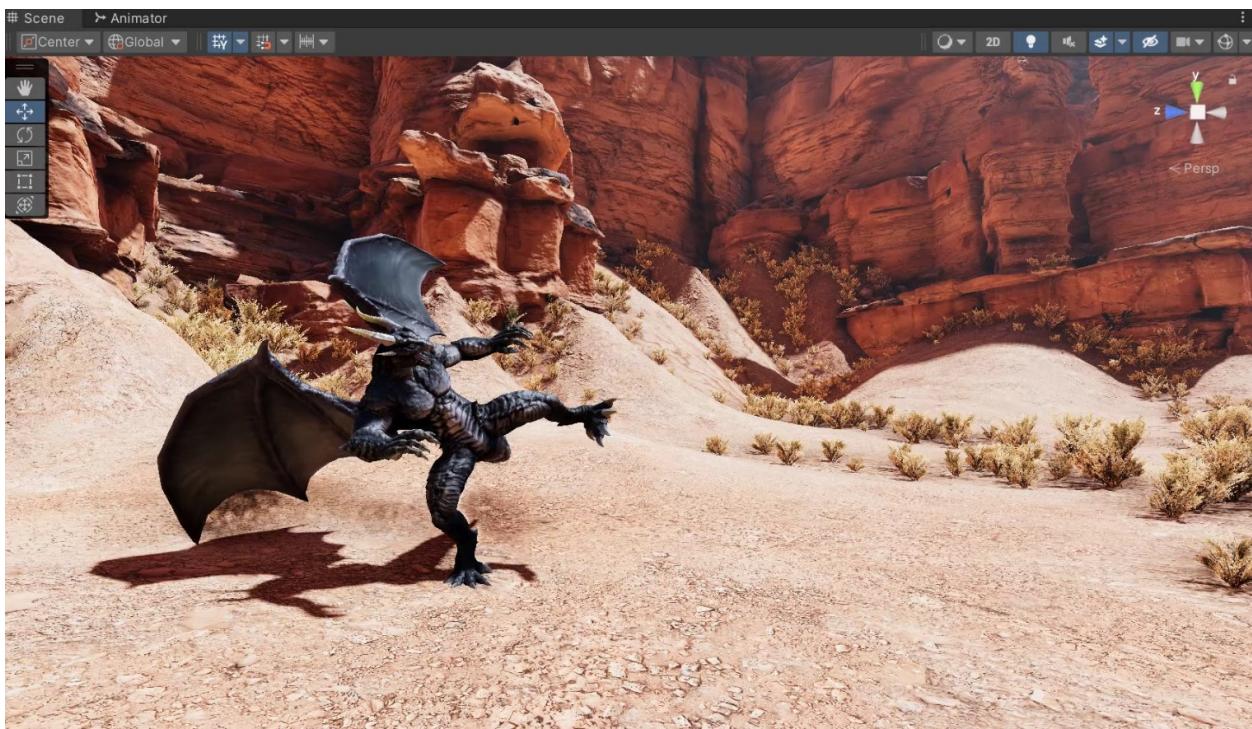


Replacing with the Malbers Drake

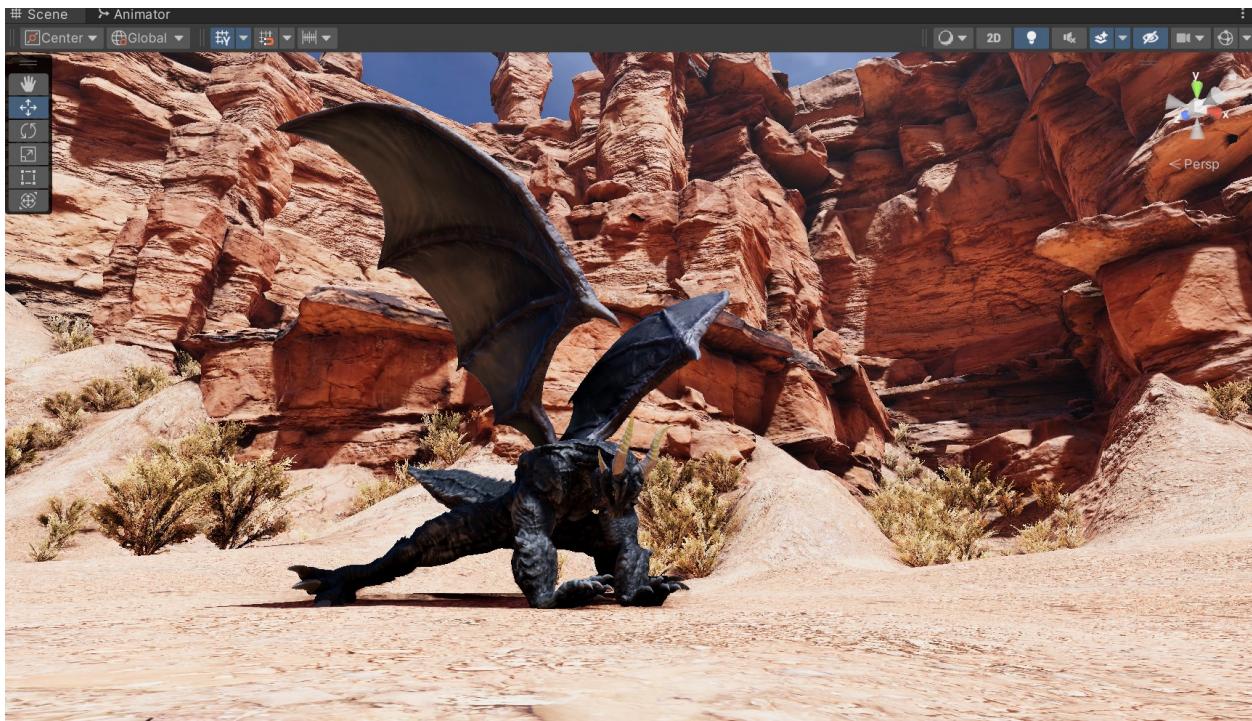
Out of curiosity let's just examine how eg a fighting Dragon looks like. In this example I just dragged in the Drake model to the same scene and assigned the Preview AC animator controller we created. Then the gameobject with the animator got dragged into the Animator slot of the Animation Preview gameobject.



And that's it. Just hit the clip buttons and see how a fighting Dragon looks like.



Or one that's stretching, those animations also come with the Kubold animations:



Or one that's firing up for a super punch:



You get the idea.

Frequently Asked Questions

Animation doesn't play, warnings in the console

Animation Preview doesn't work on logic. Quick solution: Create a dedicated gameobject with a simple Animator Controller and drag & drop the animations which you wish to preview.

The character moves while animating

This can happen if `Apply Root Motion` is selected in the Animator. Just disable it.