Traverser 2.0

By Aitor Simona

Summary

Traverser is a free and open source player traversal toolkit featuring Locomotion, Parkour and Climbing. Includes procedural animation, physical animation, custom motion warping and root motion. It is self-contained in a set of scripts. Use the given abilities or expand the system through its shared ability workflow.

Set Up

I recommend downloading the demo project from my github, so you can see how I use the given functionality. If you have downloaded just the asset, you will need to do quite a lot of stuff to get it running. The demo project includes sample animations from 3rd parties, a ready to use character and demo scene. It is the best way to start working with *Traverser*.

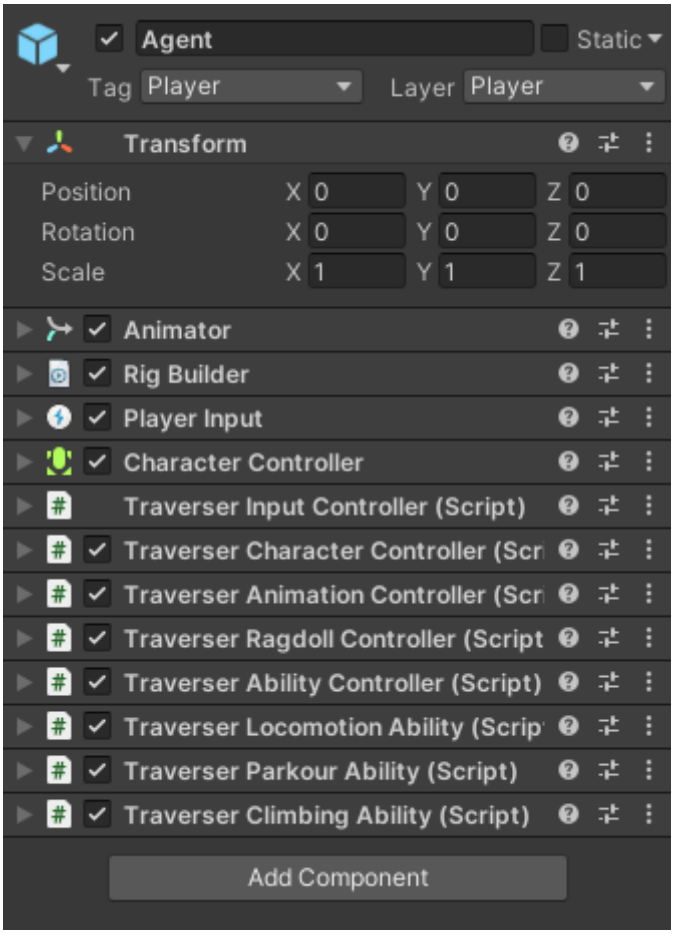
The package makes use of the following Unity packages:

- Cinemachine
- Input System
- Animation Rigging

Add the above packages, then add Traverser.

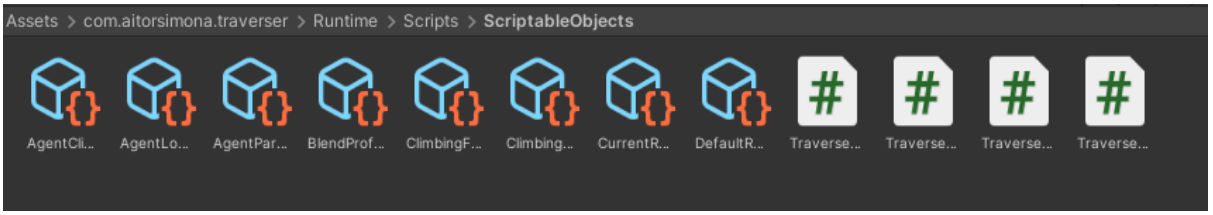
1. Get a rigged 3d model and add the following components to a parent object

Also create a Player layer and set it to the object. If you want to make use of the ragdoll controller, set all skeleton bones to a Ragdoll layer, and properly indicate the name of this layer to the ragdoll controller's Ragdoll layer inspector variable. This will prevent collisions between the ragdoll and the character controller.

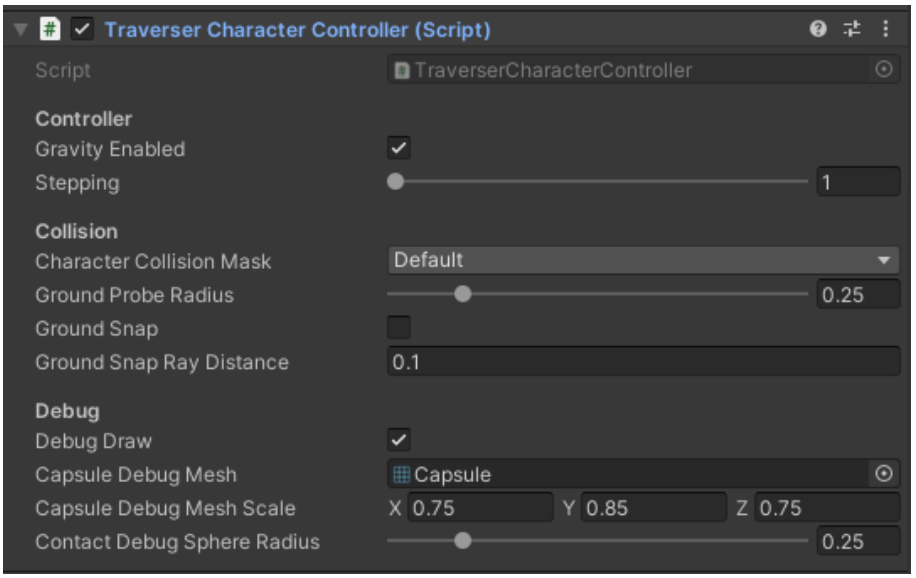


2. Create Scriptable Objects with data for Traverser Abilities

These contain animation transition information and ragdoll profiles. Assign them to locomotion, parkour, climbing and ragdoll controller components.

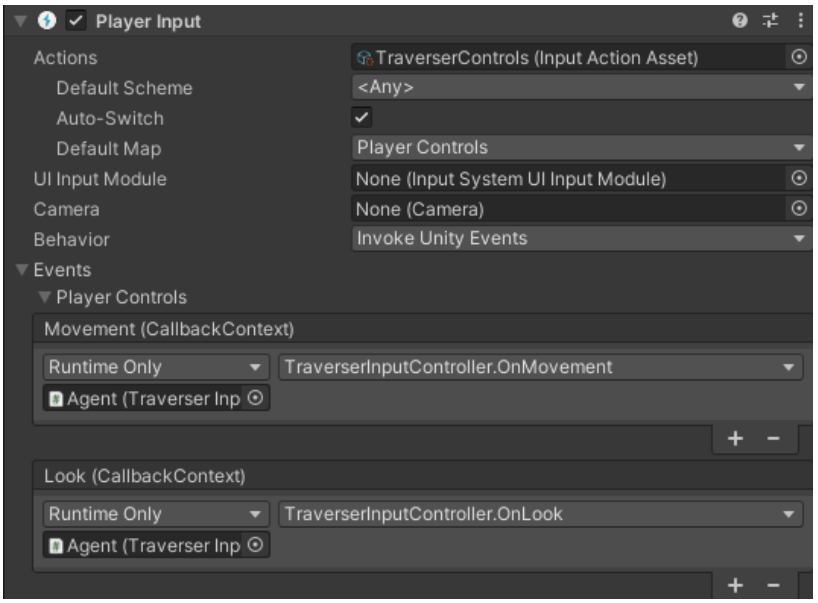


3. Set the controller's collision mask and capsule debug mesh

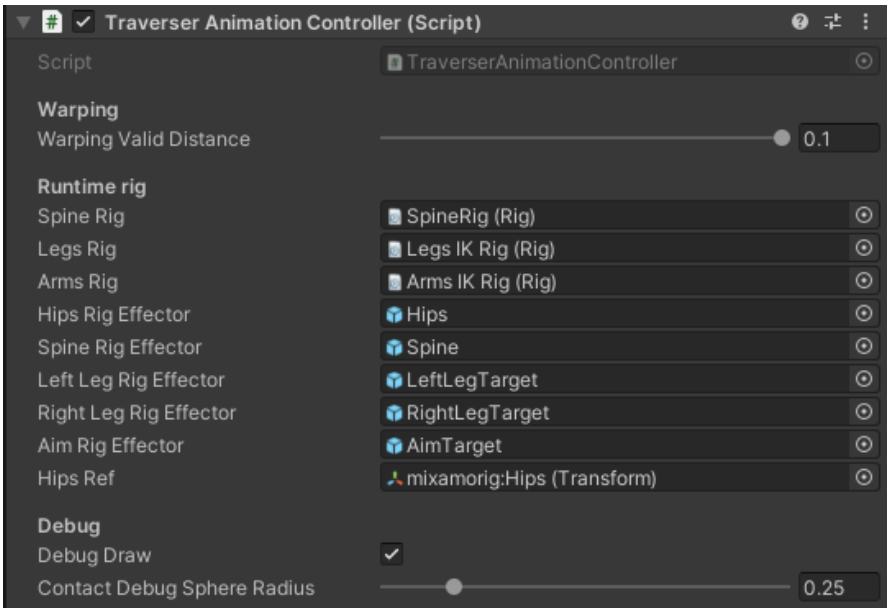


4. Set Input events through an Input Asset and Input controller

The input controller has callbacks that will obtain the needed input.

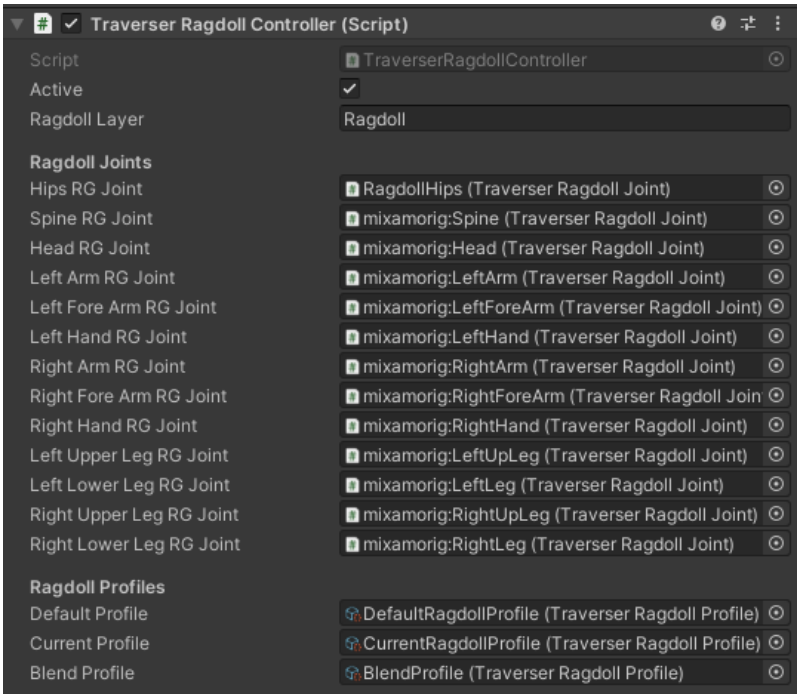


5. Build the rigs with the animation rigging package, and set them in the animation controller's inspector

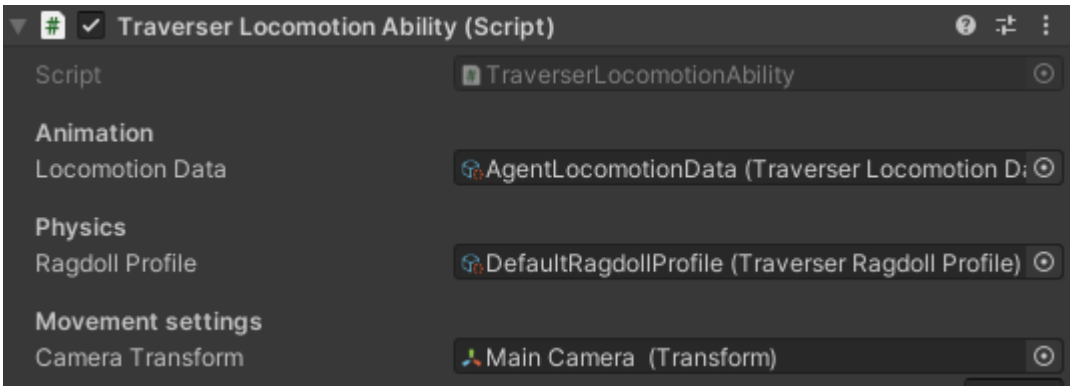


6. Build a ragdoll through Unity's Ragdoll Wizard

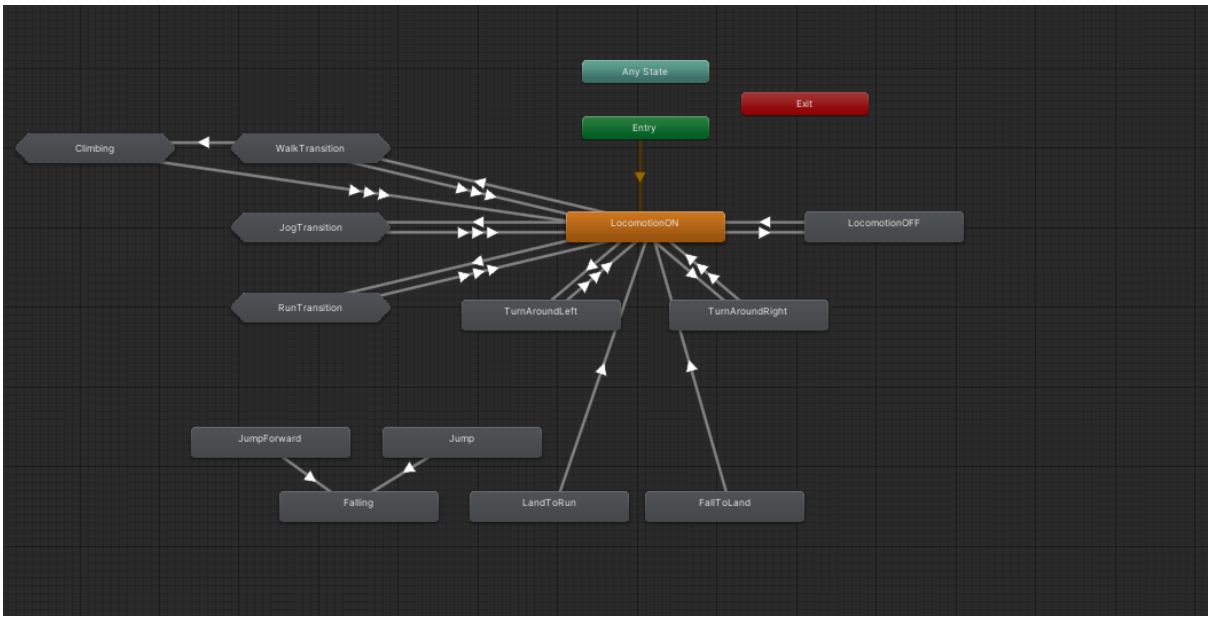
Replace character joints for configurable joints.



7. Assign a camera to the locomotion ability

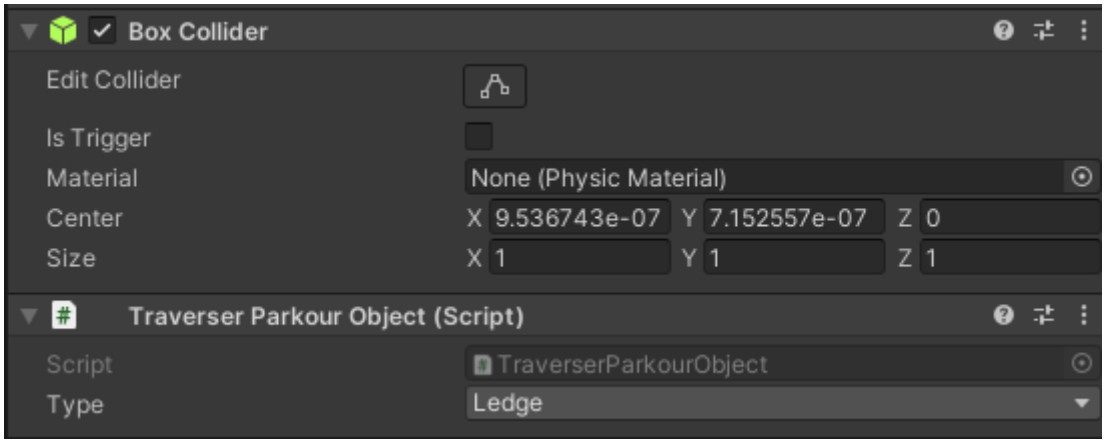


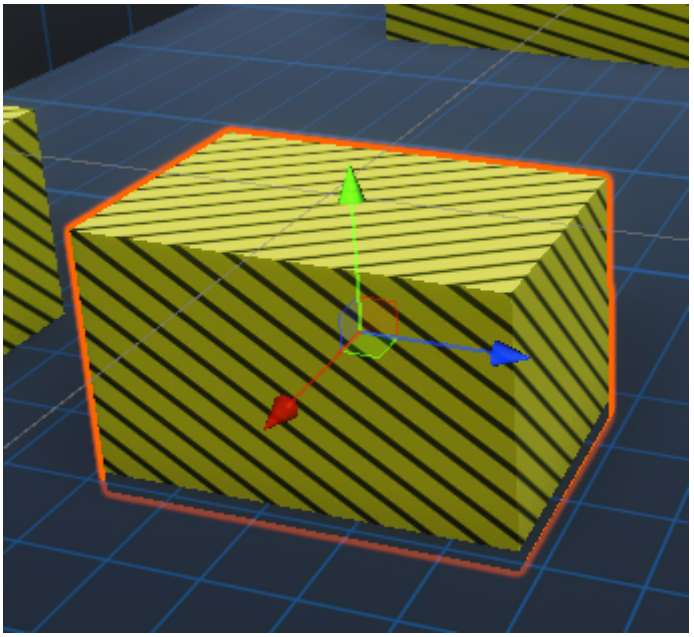
8. Build the animation controller



9. Create some boxes and add the relevant object component

   For example, a parkour object of the ledge type.



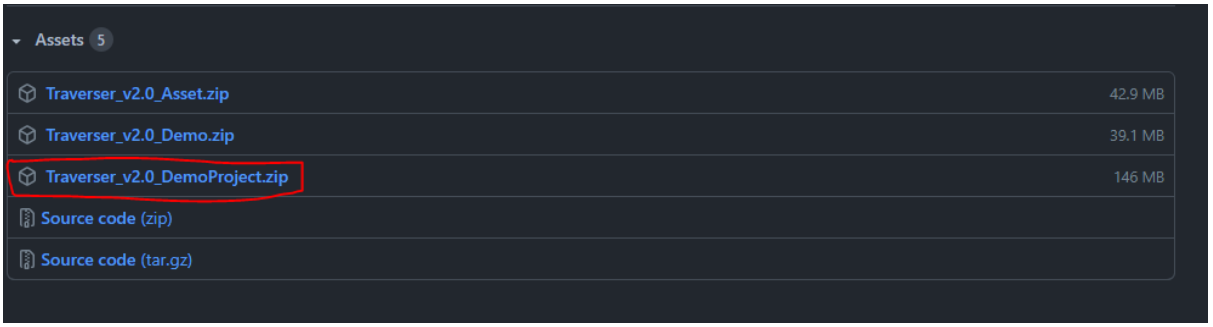


The Demo Project

Thankfully, you can skip the set up section by downloading the demo project where everything is set up for you. From there, you can just modify everything at will and eliminate any unneeded functionality, animation transition, etc. I insistently recommend downloading the demo project, otherwise it is a really complicated setup.

The following link will get you to github, where the project is hosted. Just scroll down towards the Assets section and download the demo project

https://github.com/AitorSimona/Traverser/releases/tag/2.0



Contact

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Issues: https://github.com/AitorSimona/Traverser/issues