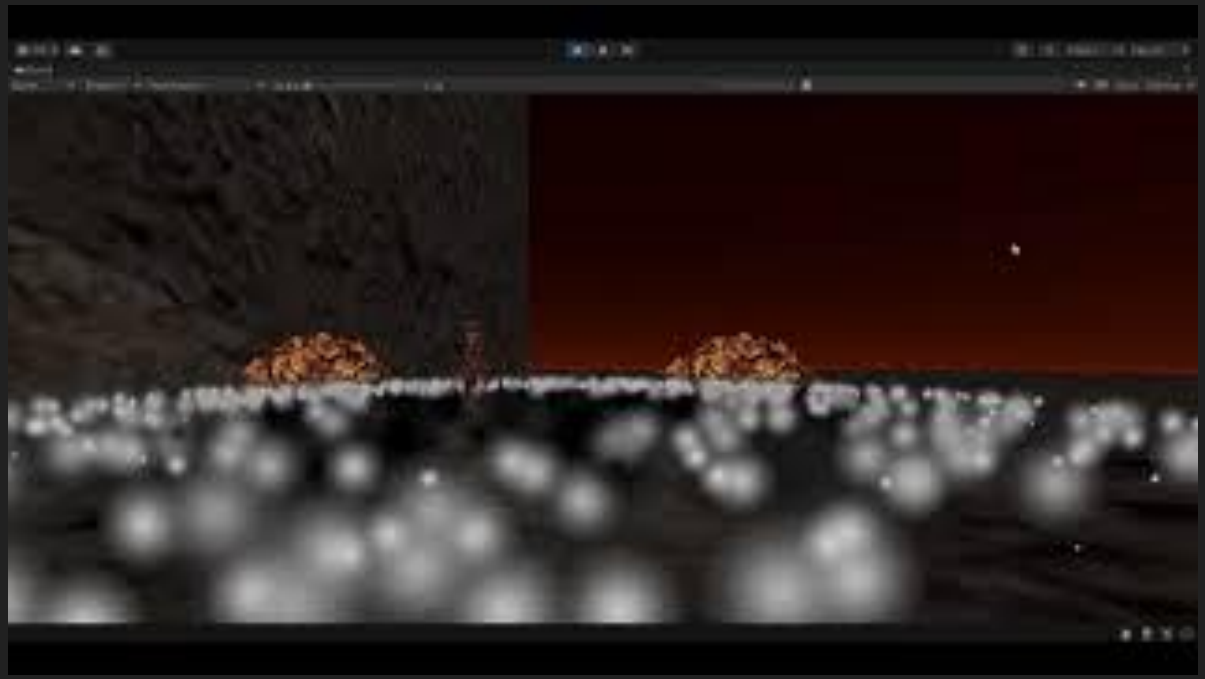
Homework 5 - Animation Audio Lighting Effects

End Goal

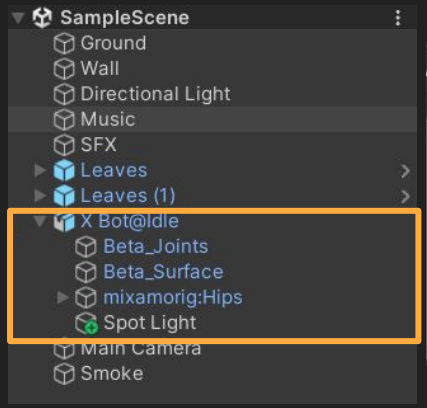
The goal of this homework is for you to practice working with animations, audio, lighting, and effects, creating an atmospheric scene ready for a horror game.

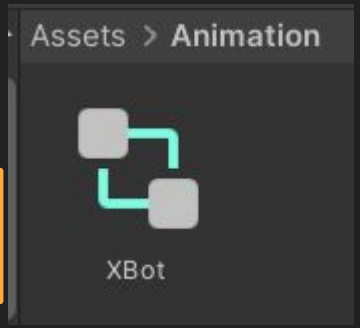


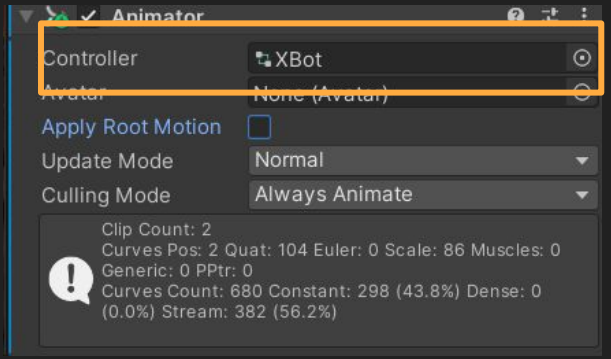
Animations

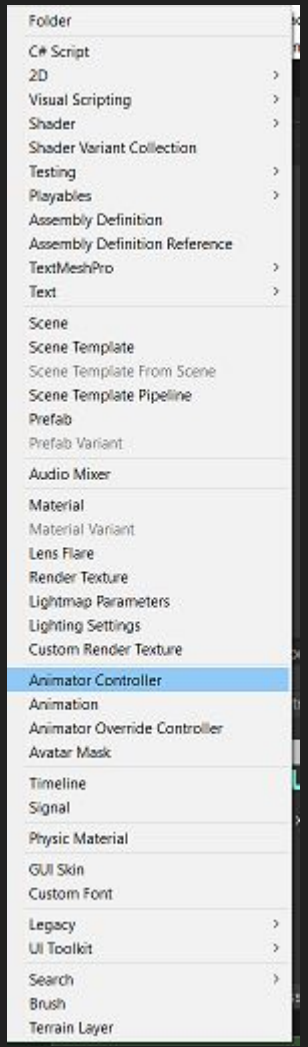
First, we will look at X Bot. We will animate them, giving them two animations: one for idle and one for walking.

When you click on the X Bot parent object, you'll see that the Animator Controller is empty. You have to create an Animator Controller game asset and then connect it to the component.





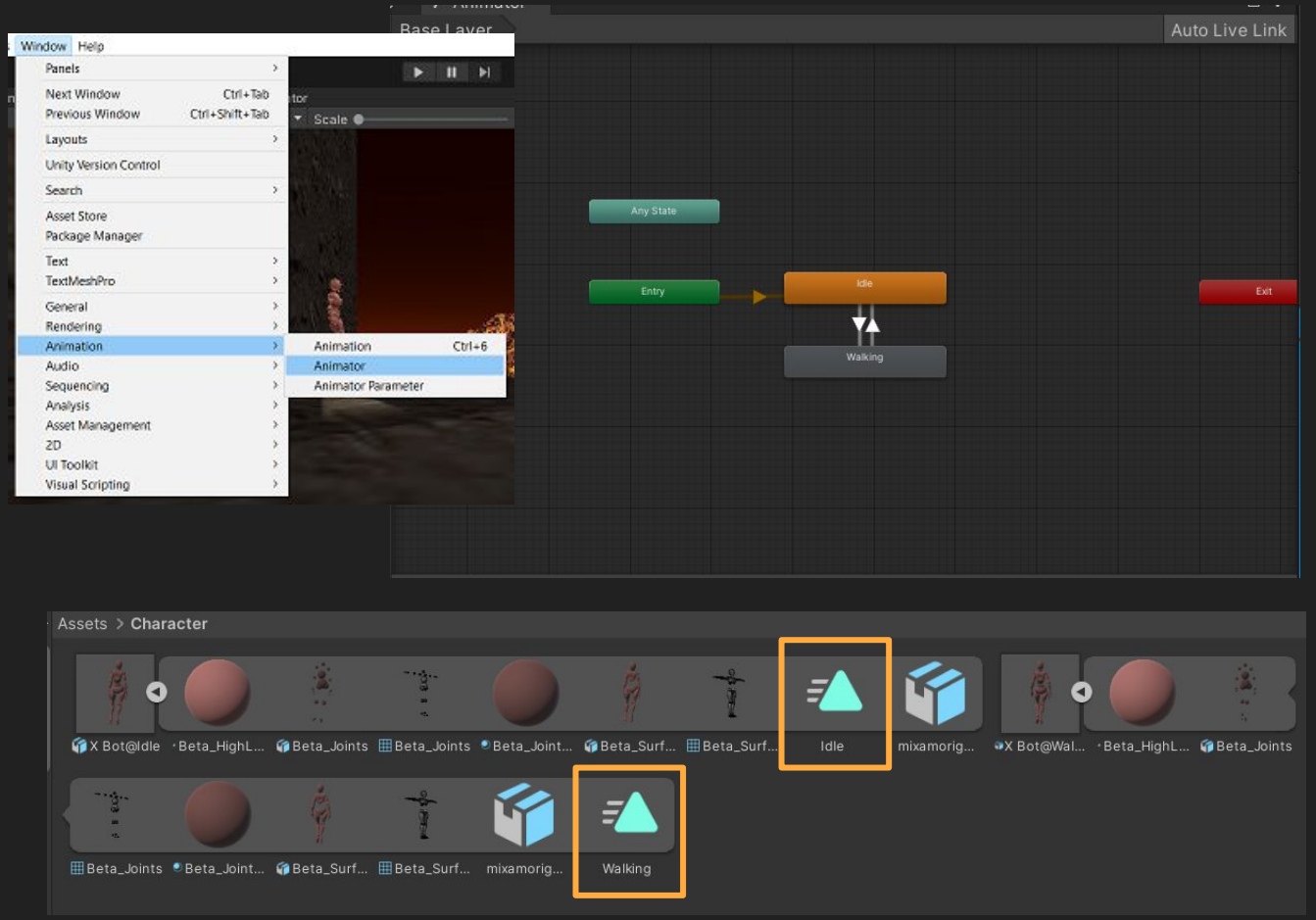




Animations

Next, you will open the Animator window. It should only have Entry, Any State, and Exit in it.

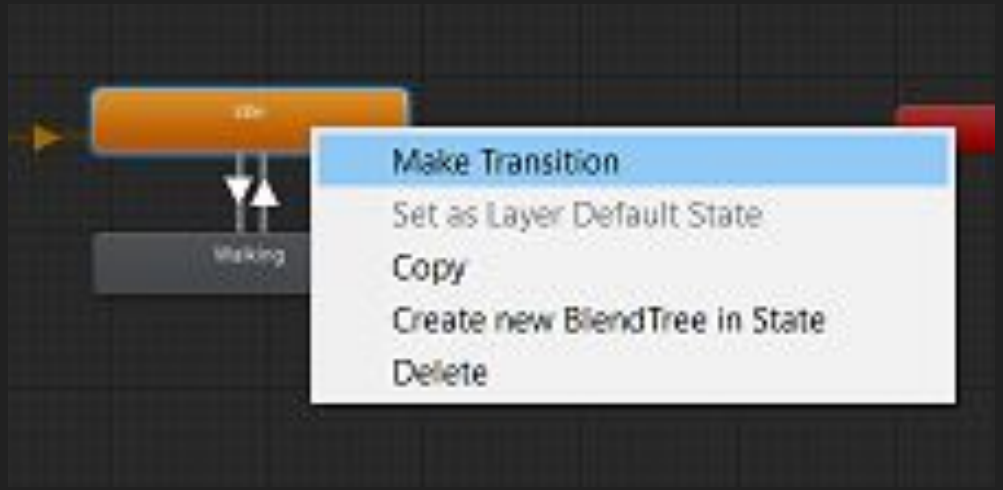
What we're going to do is drag the animations from the Project view into the Animator. Make sure that the Idle animation is set as the start animation (orange box).



Animations

Next, we're going to create transitions between the two states. Right-click on either box and select 'Make Transition,' then lead the arrow to the other.

You should have one arrow going down and the other going up.



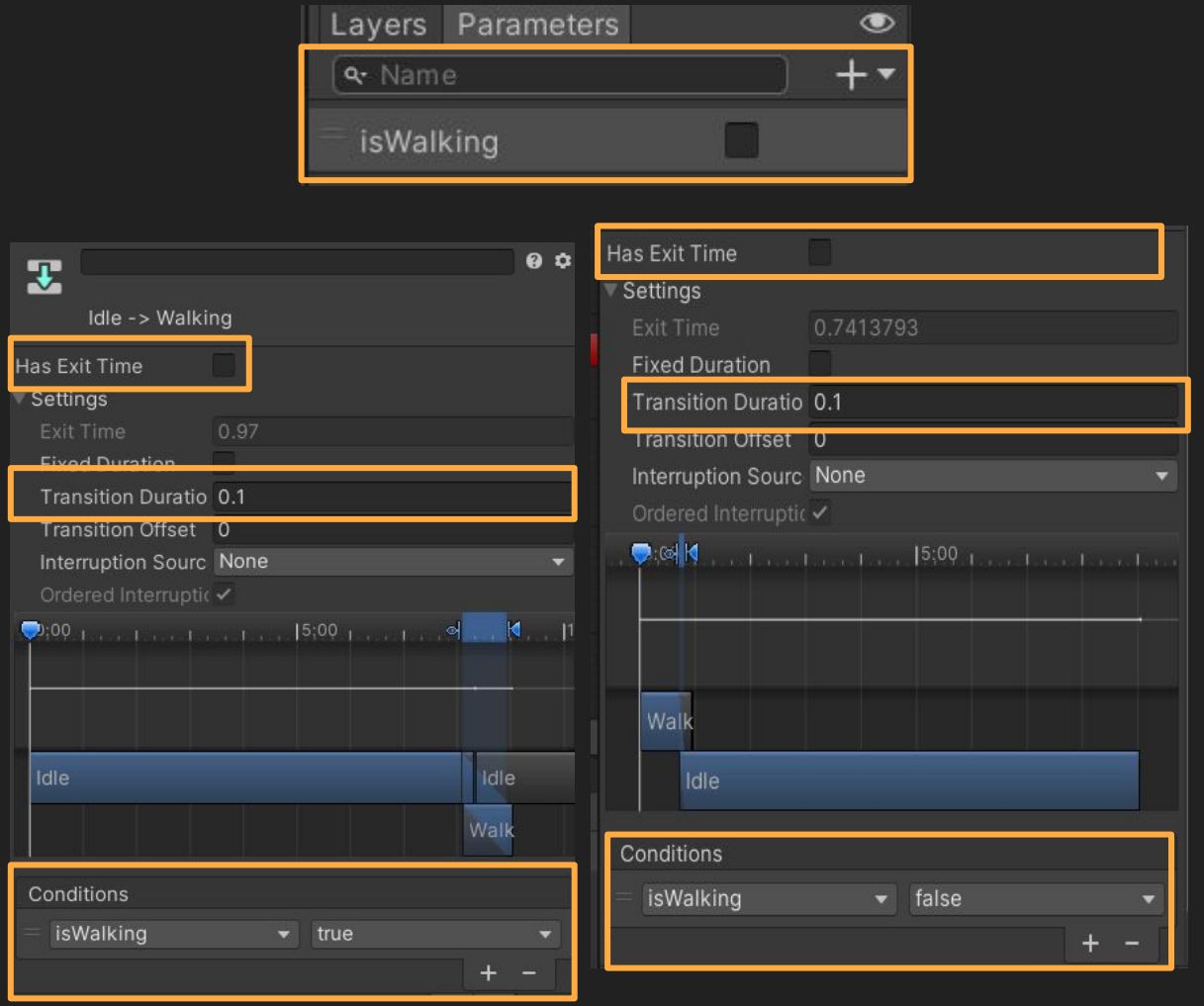
Animation

First, we will create a parameter. Call it 'isWalking.' A script will refer to this parameter to change the animation states. Make sure it's left unchecked.

Next, click on the arrows. For the arrow from idle to walking, add a parameter and set it to 'true.' For the other one, set it to 'false.'

Make sure to uncheck 'exit time' and change the transition duration to 0.1 on both; otherwise, it will take a long time to switch between the animation states.

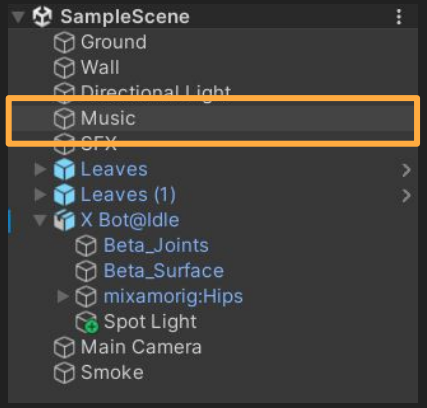
Now you should have a working animation.

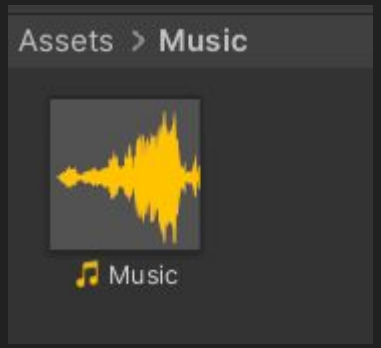


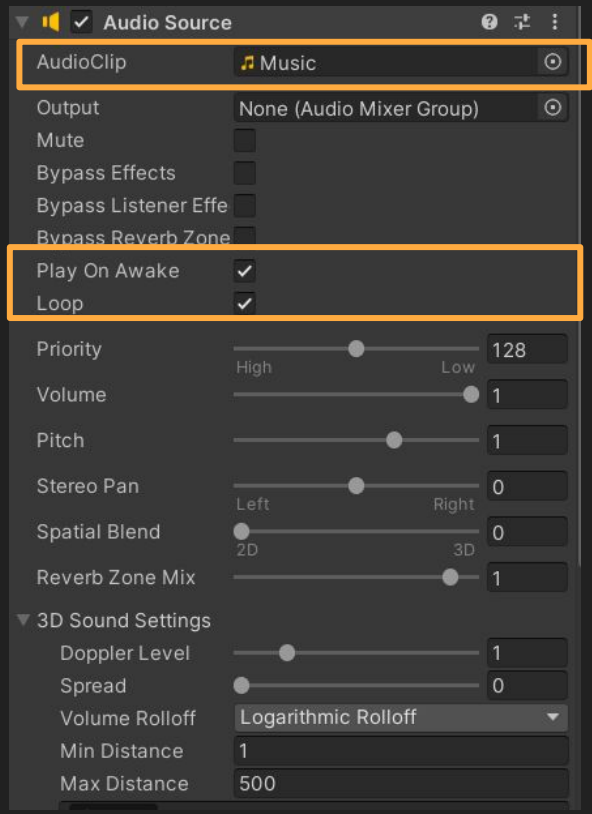
Music

For the music, find the music game object and add an Audio Source.

Inside the Audio Source, copy the Music Audio Clip, and make sure that 'Play On Awake' and 'Loop' are both checked. This will ensure it immediately starts playing on load and keeps repeating itself.



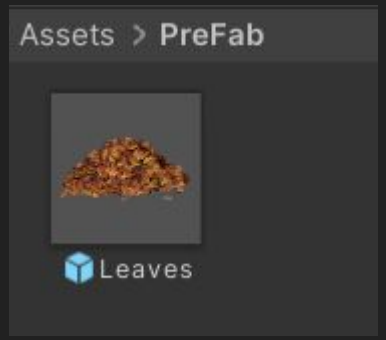


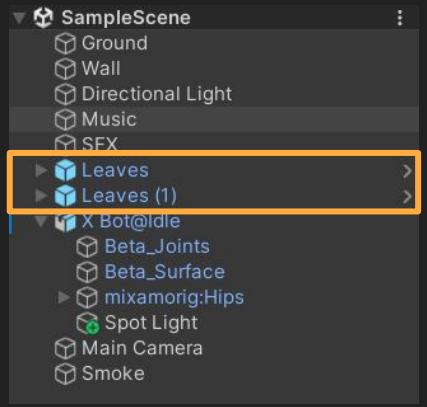


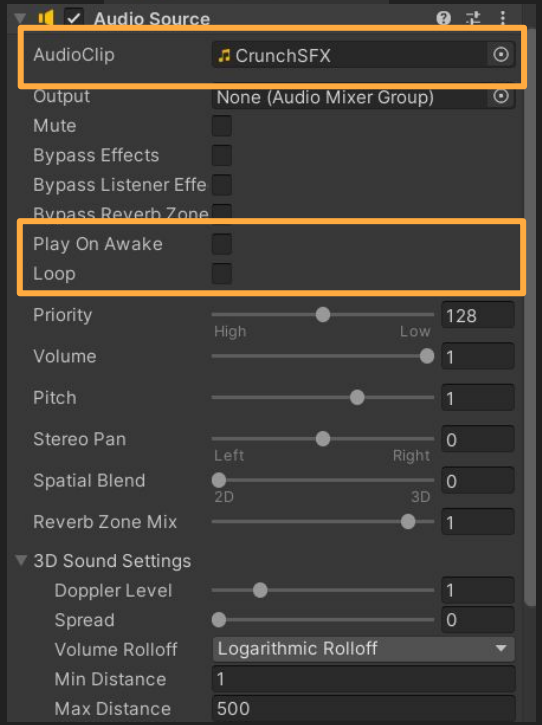
SFX

Now we're going to add an SFX to our leaves. There are two leaves on the map that are Prefabs. Go into the Prefab and add the Audio Source component.

Add the CrunchSFX and make sure 'Play On Awake' and 'Loop' are off so that it only plays when the player triggers it.



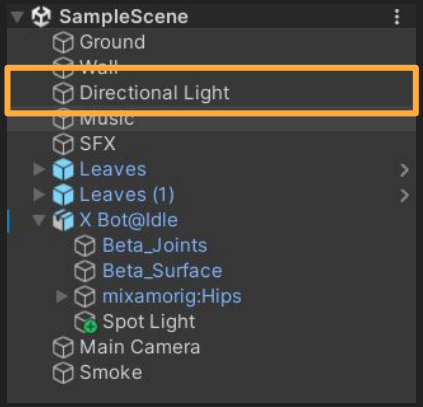




Lighting

We’re going to start by changing the Directional Lighting, this is the Sun of the scene and it will declare how everything looks.

We’re going to change the rotation so that light is facing away and make it’s look darker.

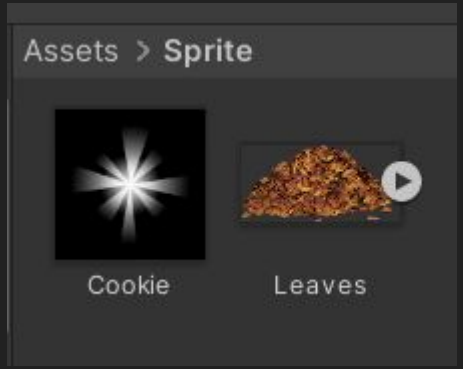


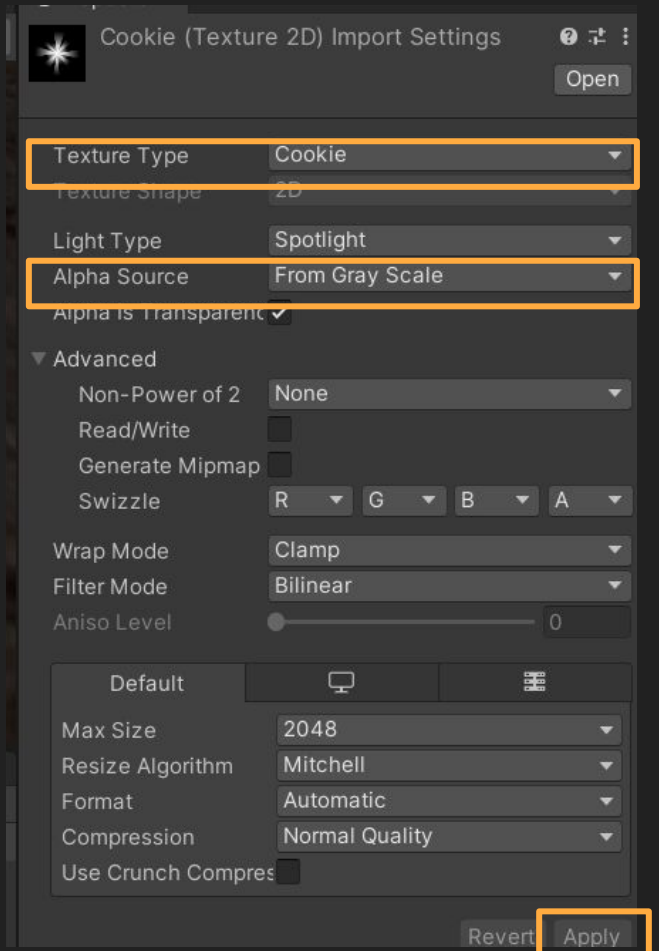
Format Cookie

The player has a spotlight on them, but we don't want just a circle around it, so we're going to use a sprite as a Cookie.

Go to Sprites, change the Texture Type to Cookie and set the Alpha Source to 'From Gray Scale.'

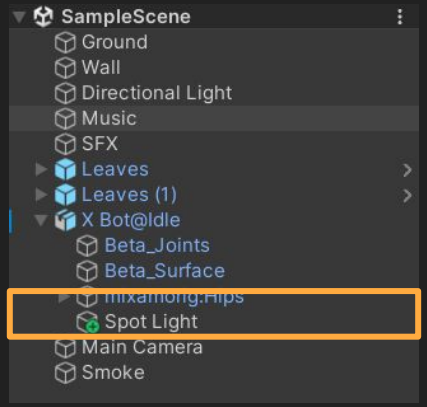
Make sure to apply the changes.

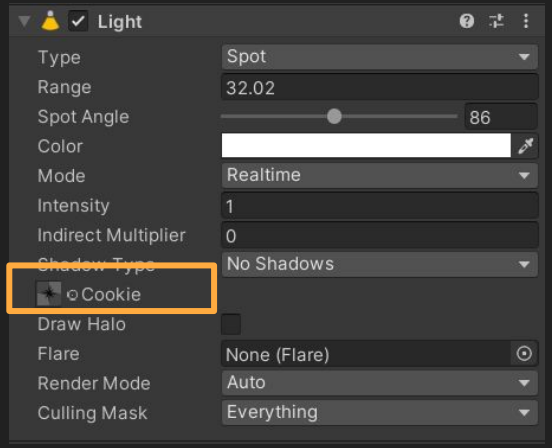


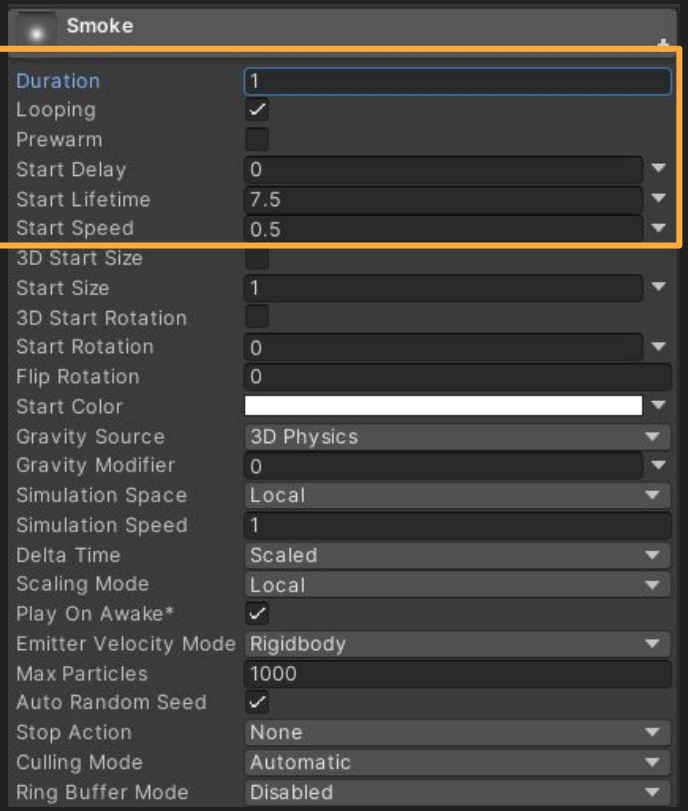
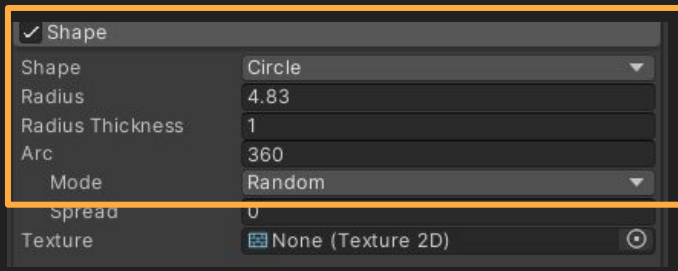
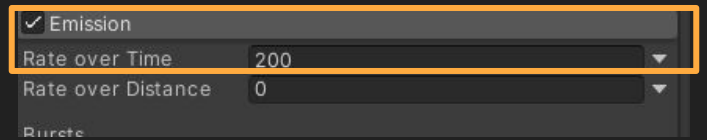


Lighting

Now that the sprite is set up, we're going to look for the Spot Light inside the X Bot. We're going to drag the image to the Cookie area, and it'll change the light settings.





Particle Effect

We want to create fog rolling on the ground, so we're going to select the smoke game object, and we'll edit the Particle Effect game component. Follow the highlighted changes, and you should have the same effect as seen in the video.