

# Adding Animations to a GameObject in Unity

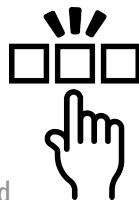
Repeat Steps 01 - 04 To Add More

**01**  
**STEP**



## Select GameObject in the Hierarchy

Notice that in the dropdown of Animation window, the default animation for selected gameobject is listed



**02**  
**STEP**

## Create New Animation Clip

In the Animation window, click the drop down and select Create New Clip. Create New Animation dialog will show up.



**03**  
**STEP**

## Save Animation Clip

Enter name of animation clip and save it in the Animations folder



**04**  
**STEP**

## Create The Animation

In the Assets folder:

- Select sprites for animation
- Drag them onto Animation window
- Set Samples
- Test animation in Play Mode



Before starting please ensure:

- GameObject should already have one or more animations
- Animation window should be open