This suite of screenshots from Blender and Unity encapsulates a deliberate technical exploration undertaken to overcome previous challenges with character animation and implementation of these animations in Unity. After encountering issues with animating multiple objects and armatures, I turned to Blender's NLA editor to experiment with and understand its capabilities. The Unity screenshots further depict the successful import of the model and the application of four animation controllers, aimed at testing and perfecting looping animations within the game's framework.