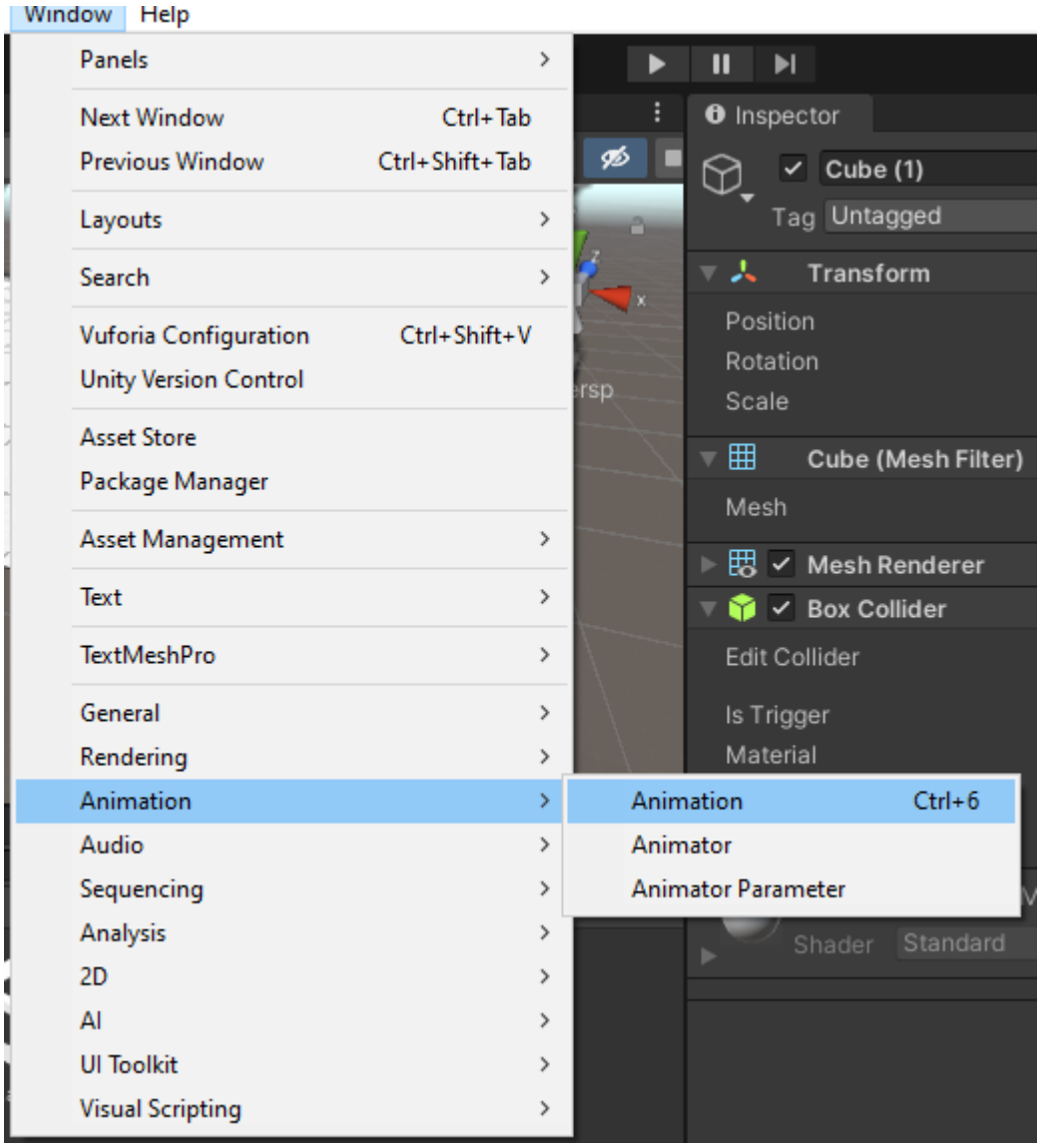
LAB 2: Create an application that animates characters in the real world, triggered by user interactions

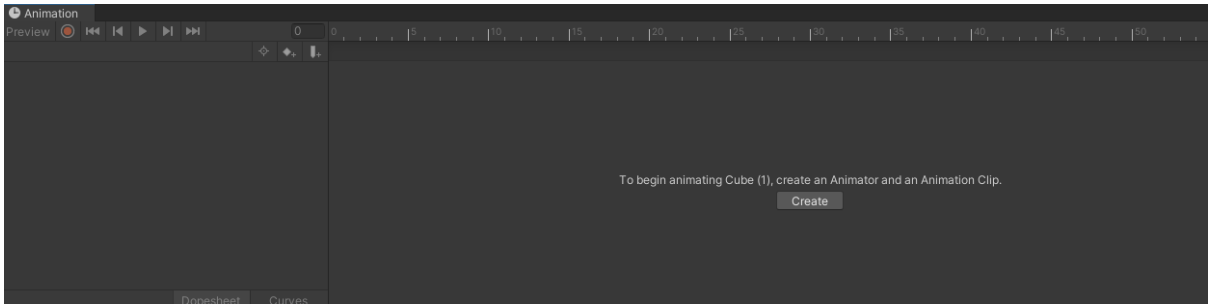
Step 1: Create 3D environment Like Ground

Step 2: Create Animation:

- Right Click and Add Cube
- Select cube and go to Windows->Animation->animation



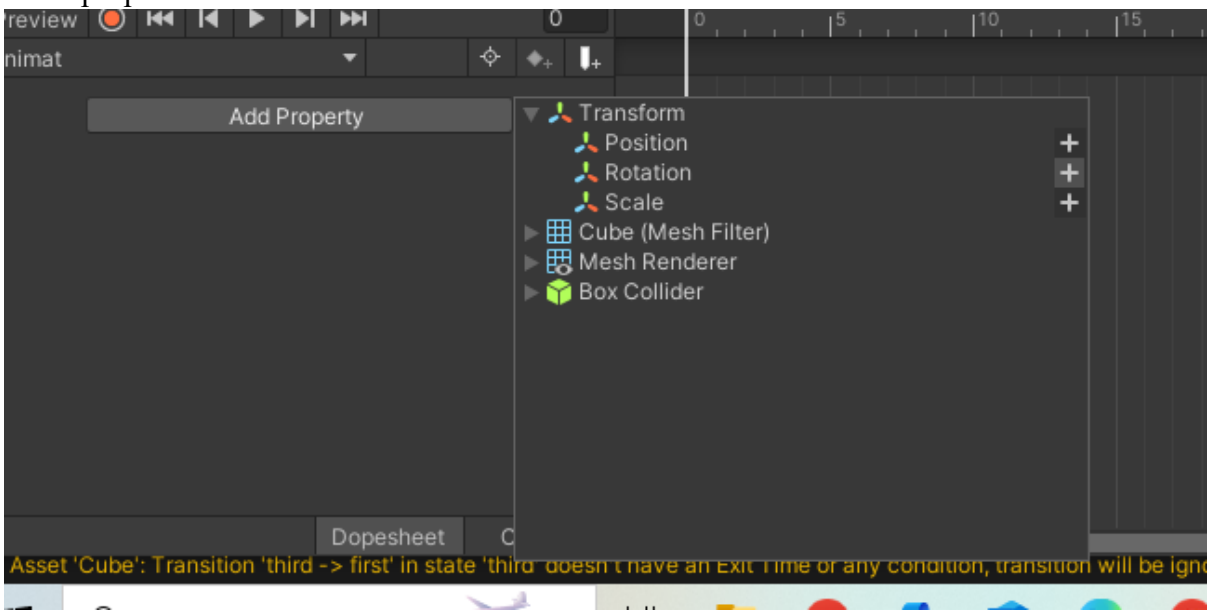

- Click Create



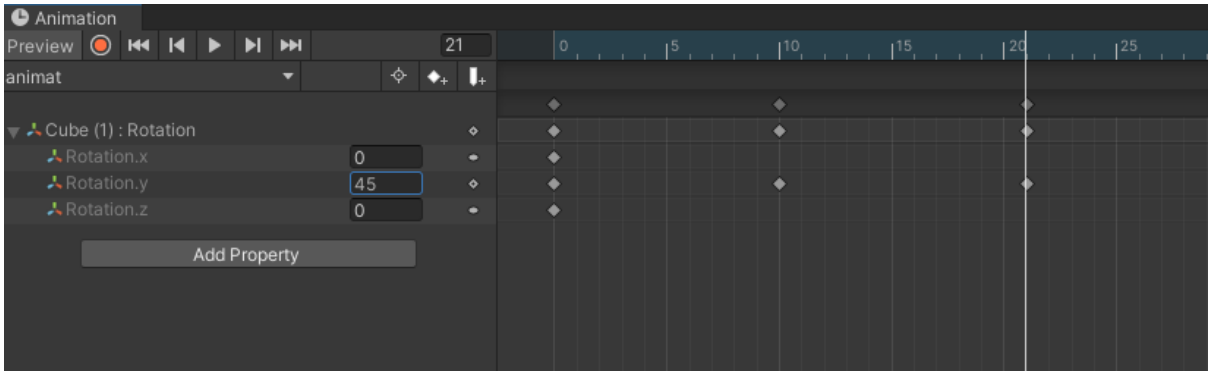
- Save First.anim

Step 3: Create Frames

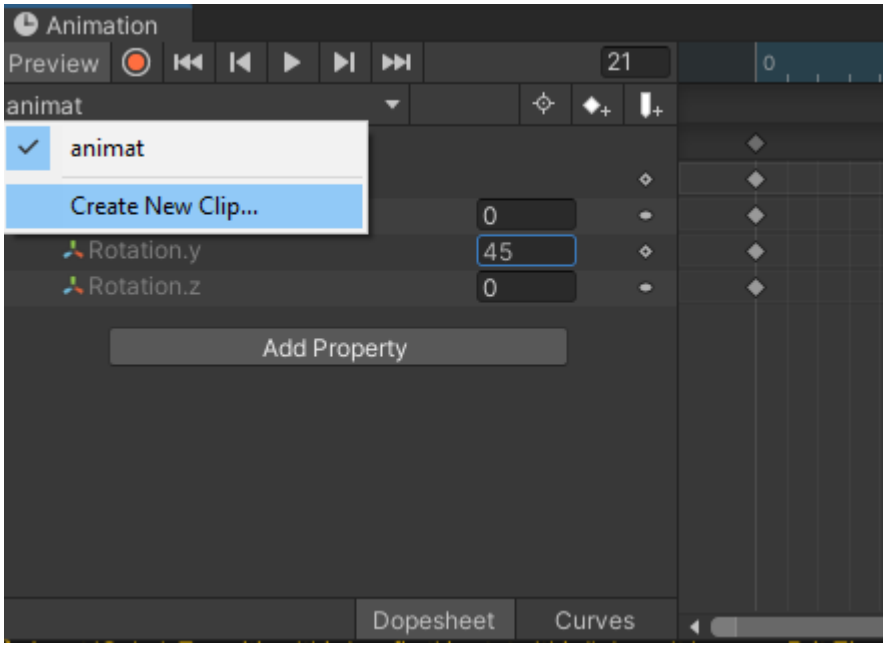
- Click properties->Transform->Rotation




- Move white line to 10 and add rotation in y 30, again move line to 20 and add 45 and so on



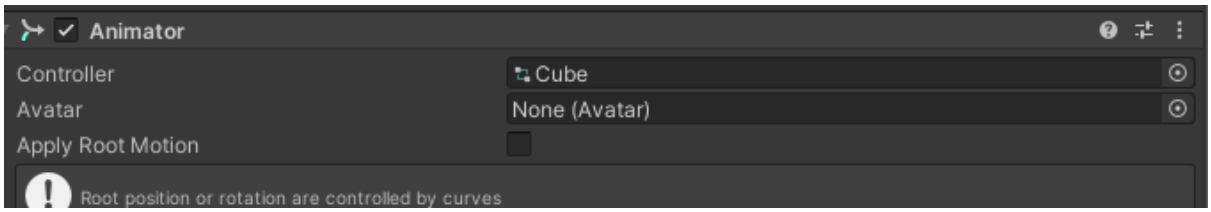

- Click on new clip and save animation second and repeat for four animation same



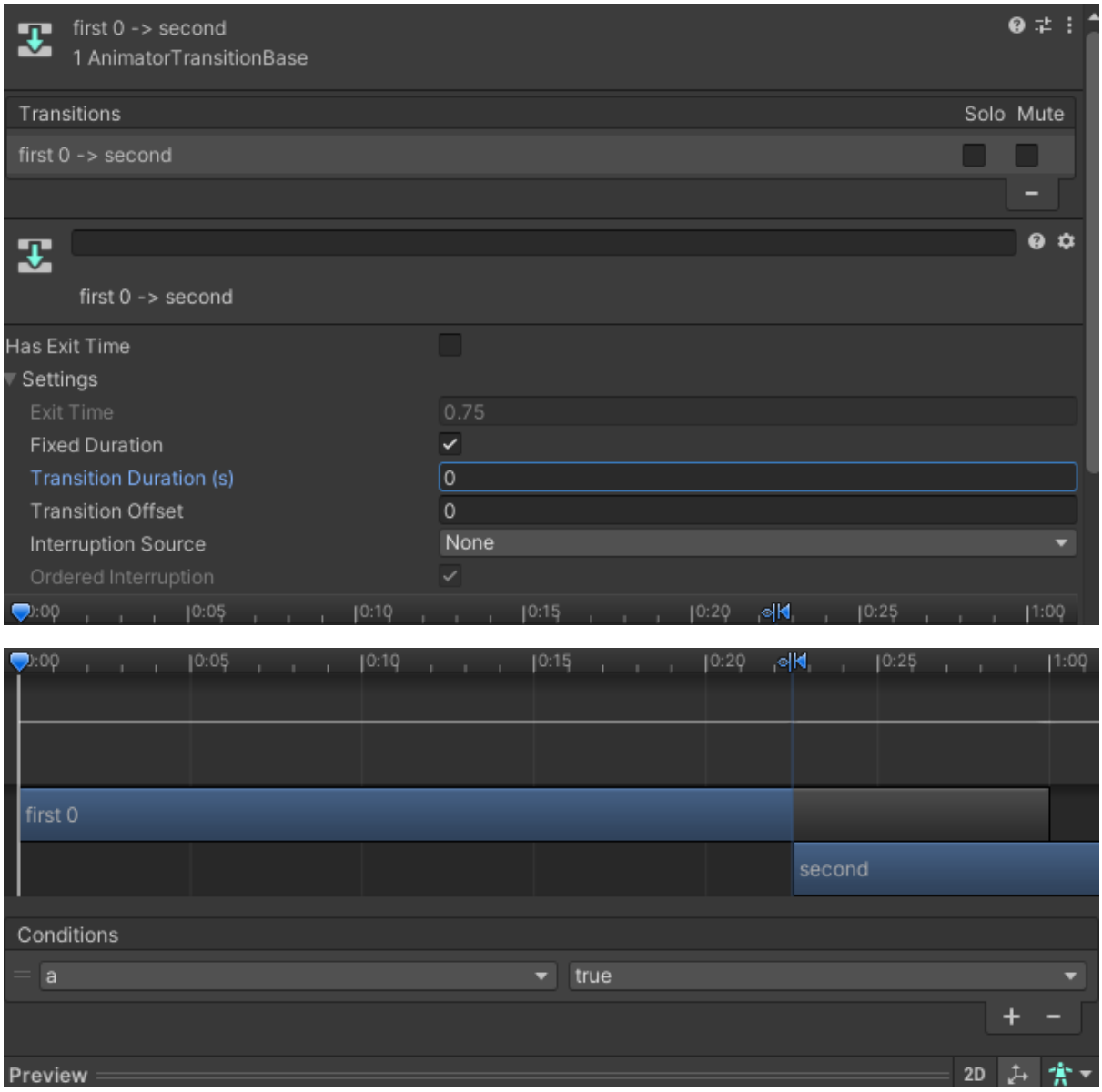

Step 4: Create Animation Graph

Note: it works  like Finate automata

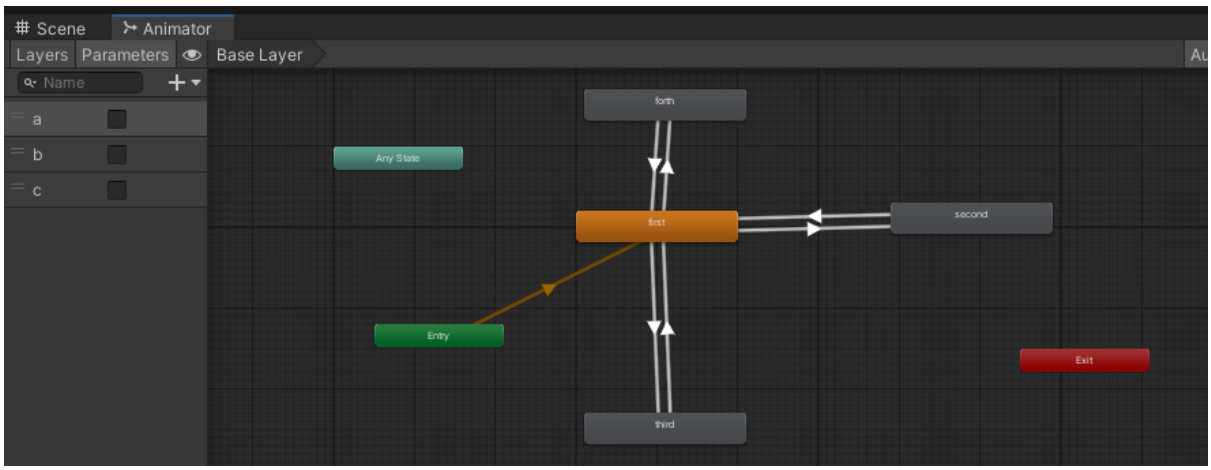
- Check u get animator in cube




- Open cube animator and connect transition
    - Create parameter as bool
    - First to second if a is true and second to first is a is false
    - Connect all animation same
    - Select each transition and perform setting as below

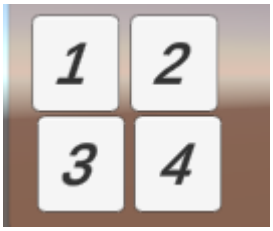



Create state diagram for all animation and add parameters




Step 4: Create UI by adding Button

- Right Click->UI->Add Panel
- Right Click-> UI->Button->Add Textmesh pro
- Click Import essentials
- Buttons are child of Panel

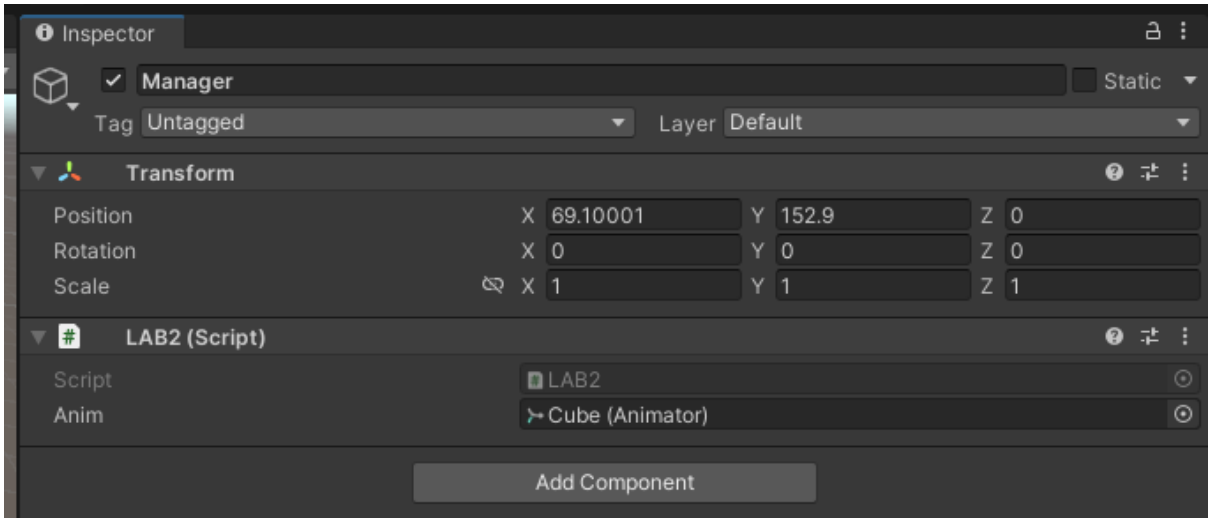



Step 5: Create c# script Lab2

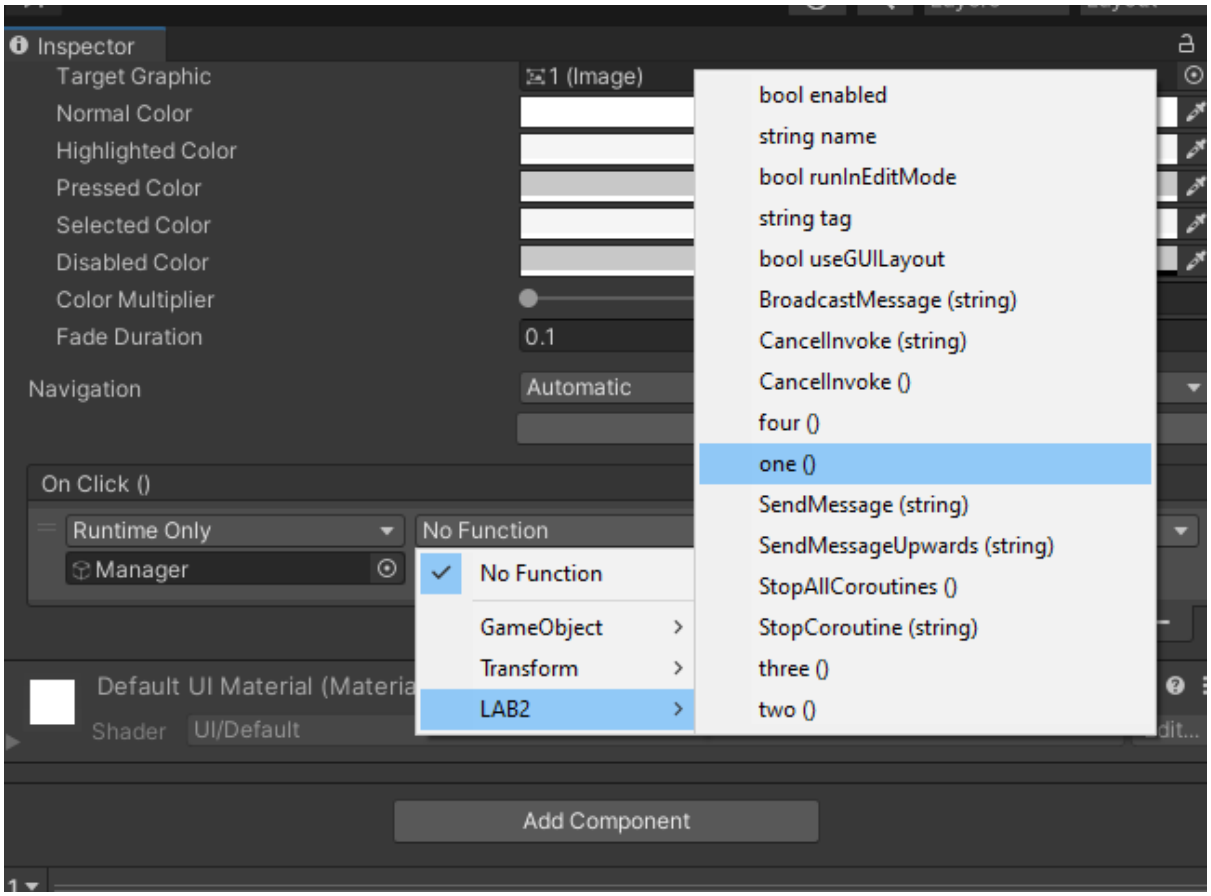
```
using UnityEngine;
public class LAB2 : MonoBehaviour
{
   public Animator anim;
   public void two()
   {
         anim.SetBool("a",true);
   }
   public void one()
   {
      anim.SetBool("a",false);
      anim.SetBool("b",false);
      anim.SetBool("c",false);
   }
   public void three()
   {
      anim.SetBool("b",true);
   }
   public void four()
   {
      anim.SetBool("c",true);

   }
}
```

Step6: Attach script

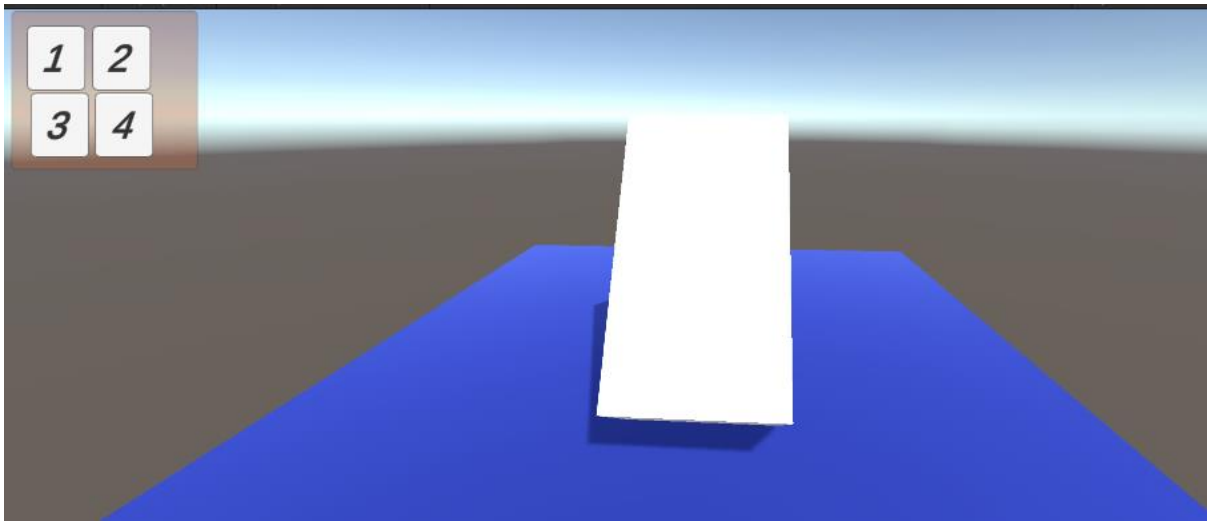
- Create empty game object name it manager
- Attach script to this and drag cube in place of animator

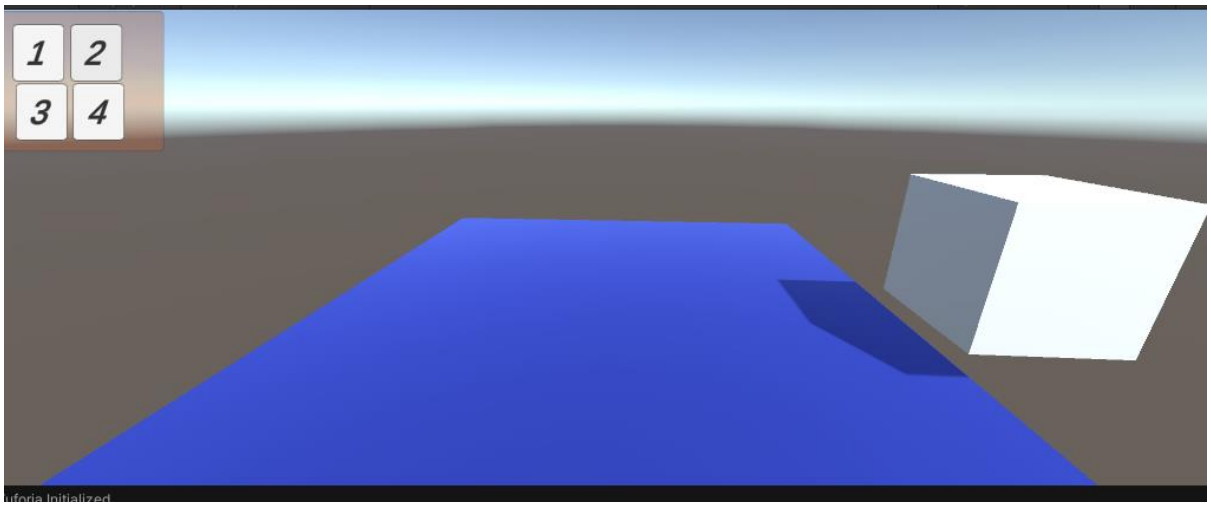



Step6: click button and attach function




Output:


1
2
3
4


1
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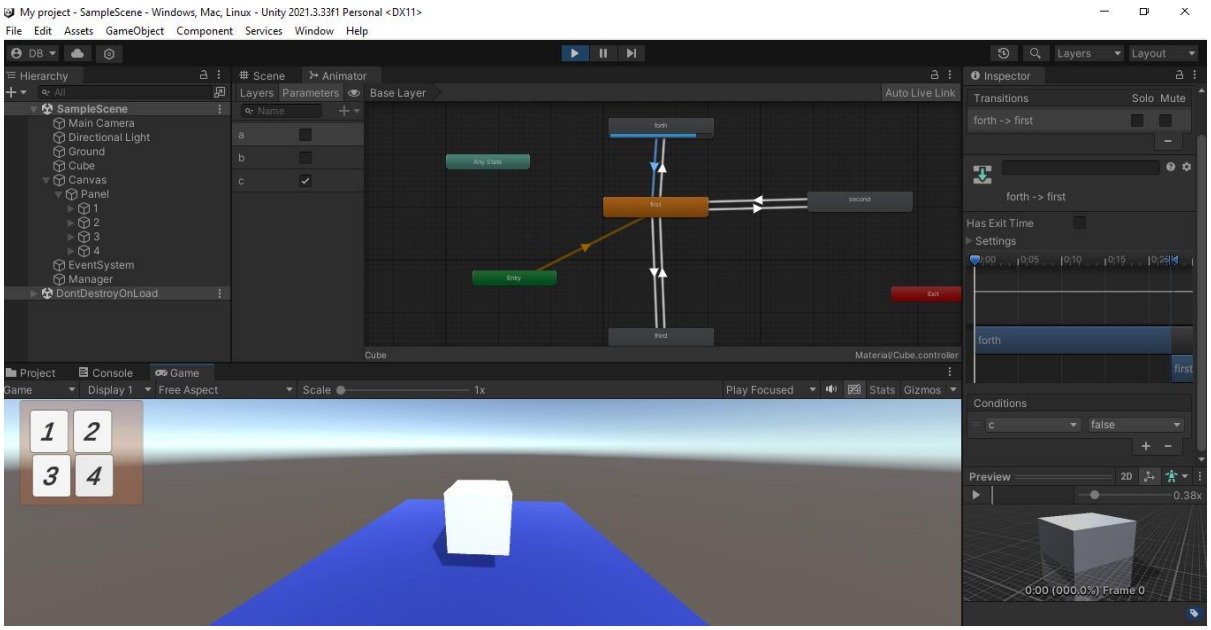
My project - SampleScene - Windows, Mac, Linux - Unity 2021.3.33f1 Personal <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Ground
Cube
Canvas
Panel
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EventSystem
Manager
DontDestroyOnLoad
Scene
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
Entry
forth
first
second
Exit
third
Cube
Material/Cube.controller
Inspector
Transitions
Solo Mute
forth -> first
Has Exit Time
Settings
Conditions
c
false
Preview
0.38x
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Project
Console
Game
Display 1
Free Aspect
Scale
1x
Play Focused
Stats
Gizmos
1
2
3
4