**Intro to Game Assets Essay**

**Purpose:** Short essay describing the assets and where they were used in the game/project.

Assignment 2 of the Intro to Game Asset course features a short unity animation project that involves three assets carefully created by the time. These include a character in the form of a mushroom man created in gimp that is short in stature and features a mixture of a red, pink and a light yellowish color palette. Next is a simple 2d chair created in gimp that is black and white in color along with a 2d cloud that is of course white and has a bit of a cartoony appearance. The character asset was adjusted multiple times in gimp to create various animation postures that would later be imported in unity to create said animations. These animation postures were packaged in TexturePackerGUI to create the sprite sheet which was then imported into unity. This sprite sheet was set to multiple in the inspector panel and then spliced automatically via the sprite editor. After that had been done, each animation was named respectively to ensure for a smooth animation process. Once the run, walk, etc. animations were created a game object was added to the scene and one of the sprite stances was added to said game object which we would now refer to as character. This characters animations were set up in the animater and various transitions and conditions under which the character would operate were created. A script to manage the characters movement was created and attached to the character object and both the cloud and chair were added to the scene. Once all assets were added and the script was tested it resulted in a smooth unity animation project involving a character and the two static assets.