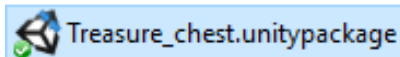# Unity & PlayMaker: Animation

Set up
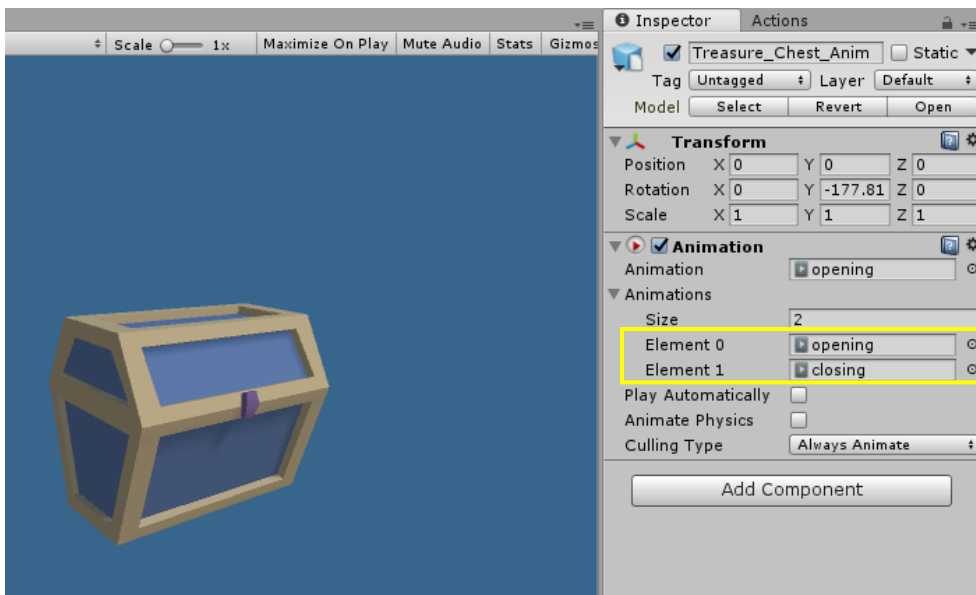
Import the treasure chest asset, from the folder.
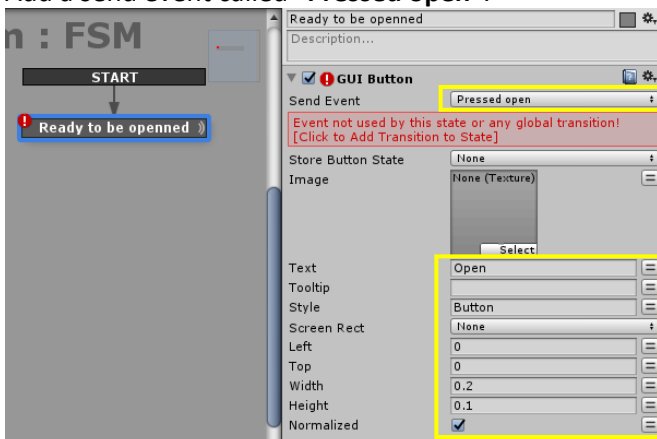
Treasure_chest.unitypackage

Place it into the scene.
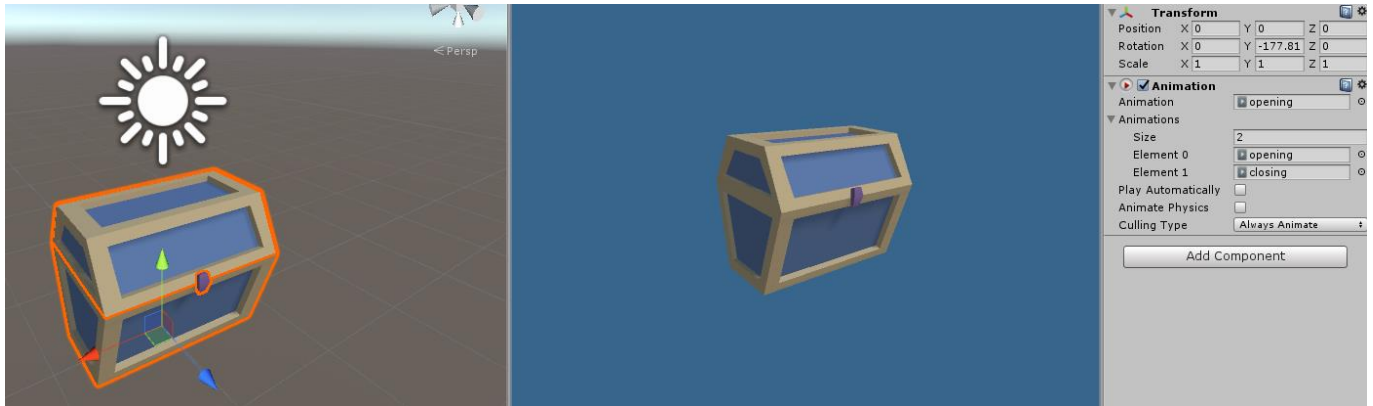
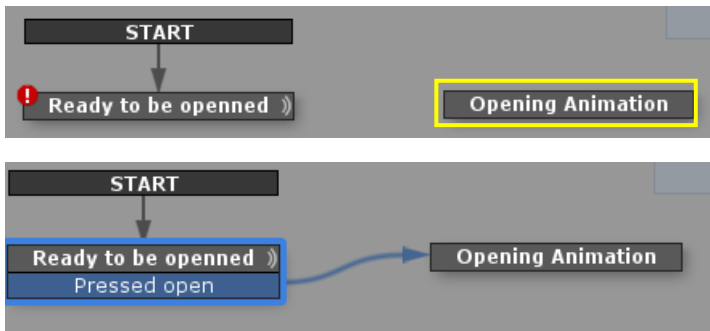This 3d models contains opening and closing animations.

Add a state called "**ready to be opened**", and then add a GUI button, with these properties.
Add a send event called "**Pressed open**".

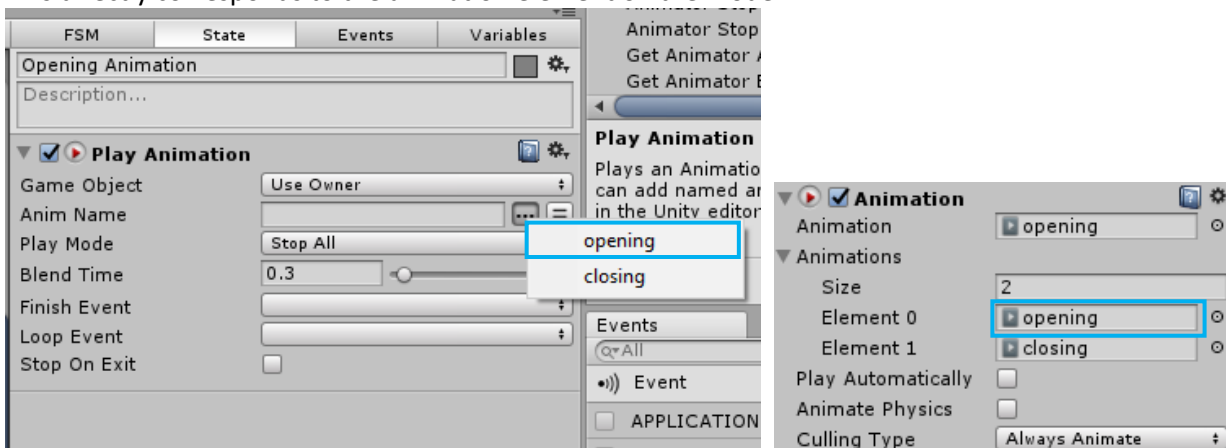Add another state called "**Opening Animation**", and link them together.

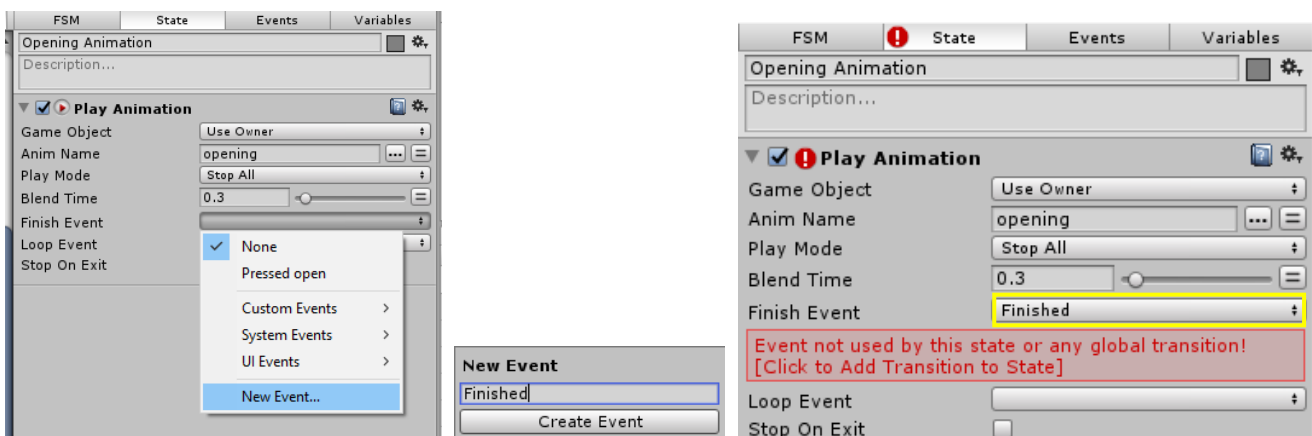In the "Opening Animation" State, add the "**Play Animation**" action.

In the Animation Name add – "opening" animation.
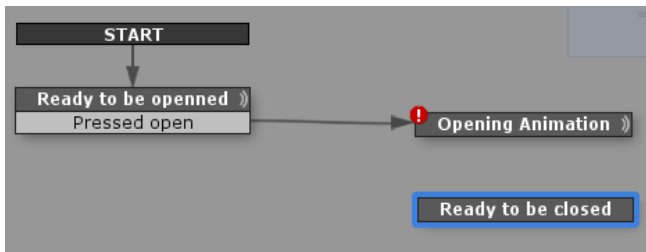This directly corresponds to the animation element on the model.

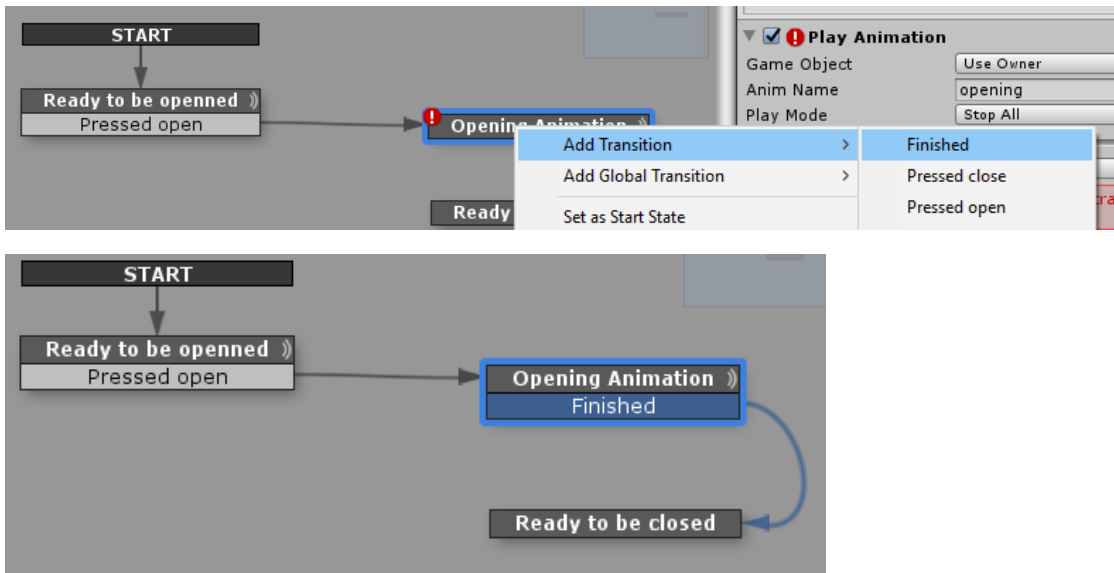Then add Finish Event – "**Finished**". This event will be called when the animation is finished.

If you run the game now, you will be able to open the chest.

Now time it's to add a button to close it and a state that animates the closing animation.

Add a state called "Ready to be closed", then add a GUI button.

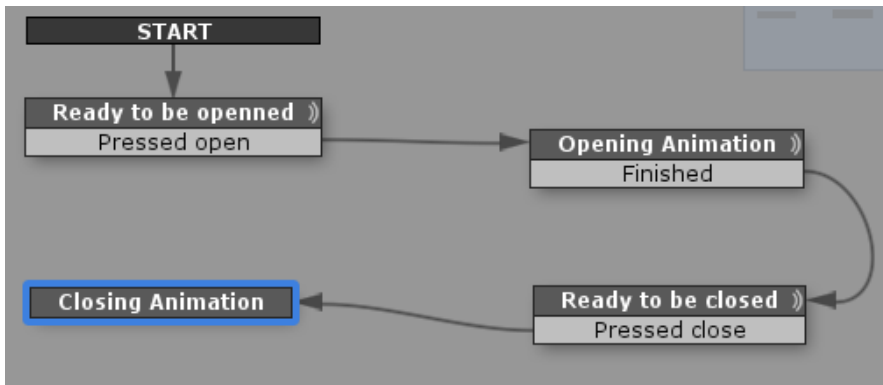Add the "Finished" transition, and link it to the next state.

Add GUI Button event to the "Ready to be closed" state. Create Send Event called "Pressed close",
Add fill in the rest of the properties as shown below.

Add a "**Closing Animation**" state and link the previous state to it.
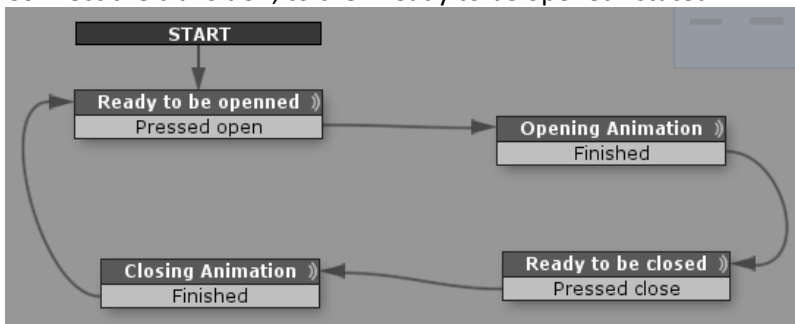

In the "**Closing Animation**", add "**Play Animation**" Action.

Chose Animation Name – "**closing**", and add Finish Event – "**Finished**".
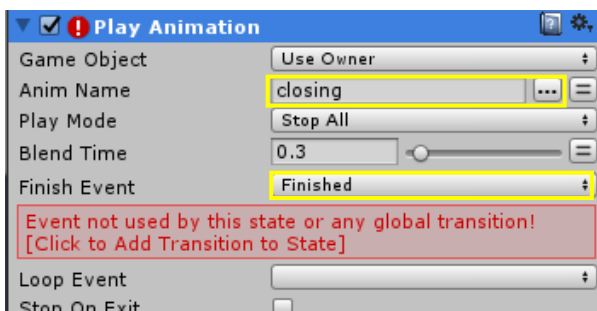
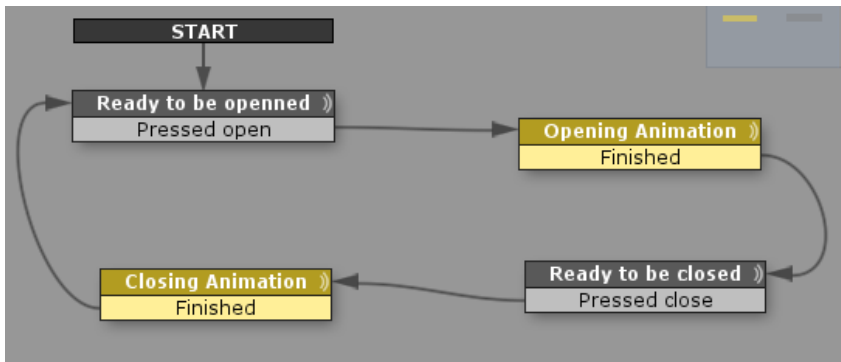Connect the transition, to the "Ready to be opened" stated.

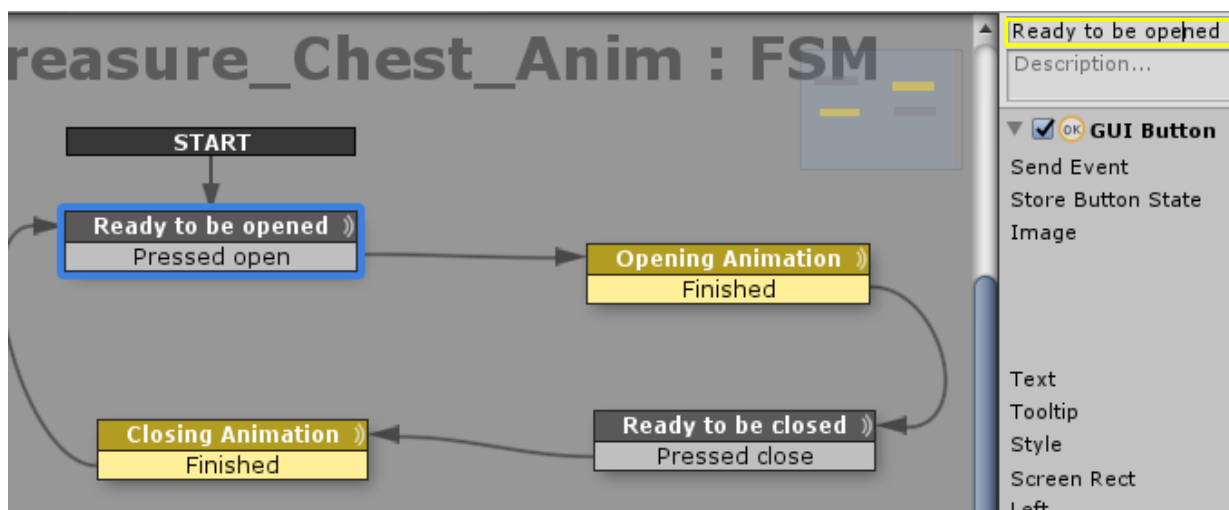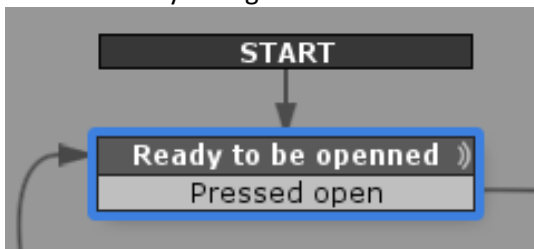Run the game all, states should be working.

Clean Up

It's a good practice to colour-code states that perform similar actions.

You can always change the name of the state, for example here I've made a little spelling mistake.
It can be easily changed.

If the animation starts playing automatically on the start of the scene, then untick the "**Play Automatically**" box.