3- Unity Rpg- Animating the Player

1. Go the “Window” at the top tab of Unity, Under “Window”, Click on Animation.
2. Click and Drag the “Animation” Tab, so that it lines up with “Project” and “Console” Below the display of your game.
3. Click and drag your “Project” up to the Inspector.
4. Click on the player in the Hierarchy, Click on Animation, then click on the Player in the hierarchy, a new option will appear in Animation called create. Create a new folder under assets called animations. Now click on “art” and choose your sliced up Pixel. Click and drag the art for one direction your going in.
5. Now you got to create a new animation file, it Is very easy, click under the animation tab your labelled animation file (ex: file name : animation\_down), click the bottom tab. The sample rate is right beside these animation files. Change the samples so its lowered and renderable for how fast your character is moving . (ex: running : 12 frames) (walking : 6 frames) under sample.
6. Remember to make a player Idle option as well (Where the player does not move)
7. Remember to turn off record by pressing the red button above your file name in the left tab.
8. Open “window” from the top, and go to “animator”.
9. Move the options in the animator to match each direction, with idle in the center, creating a cross (ex: move up is up from idle, left is left from idle ,etc)
10. Go to parameters, (to the left of the animator). and Create a float. Call one MoveX, and create another one, call it MoveY.
11. Now, right click on the idle option, and click “Create Transition”, and click in a direction. Hit the plus button in the inspector (to the right) and under “Conditions” Set the controls, to do this, you must remember it goes between -1.0 to 1.0. So choose up and right to be greater then 0.5 (movex for right and movey for up), and now do the same except less then -0.5 for left and down. (movex for left and movey for down).
12. Now it is time to update our PlayerController. Now, go to “Scripts” to the left of our Inspector window.

Update it with the following methods.

Public class PlayerController : MonoBehaviour {

Public float moveSpeed;

**private Animator anim;**

void Start () {

**anim = GetComponent<Animator>();**

**}**

Void Update() {

**anim.SetFloat(“MoveX”, Input.GetAxisRaw(“Horizontal”));**

**anim.SetFloat(“MoveY”, Input.GetAxisRaw(“Vertical”));**

**}**

1. Now go back to your Animator. Now you have to set controls for transitions from your move directions back to idle. Right click on each and click “Create Transition”, and now you must do the same for each, but instead of up and right being greater, it is less than, and less than becomes greater then. Now click on each transition (the triangles inside the animator), and then click on “Transition Duration” in the Inspector, and set it to 0. Do this for all eight transitions.
2. Now we have the basic scale of animation. This animator is basic, We look at blend trees animation for more fluent and easy proof way of creating animation.