4- unity rpg- Blend Tree Animation

1. Under the Animator, Create a new 4 commands Each Called FaceLeft, FaceRight, etc. Create a 1 frame clip under”Create New Clip”.
2. Go To Animator Under Tab Under the Screen where you see the objects placed. Go to Parameters underneath that tab, and Create TWO new floats. “LastMoveX” and “LastMoveY”. Also Create a Bool. These can all be accessed via the plus button beside NAME under Parameters.
3. Click on Animator. Delete all Except Player\_Idle. Right Click outside of Player\_Idle. Under   
   “Create State” Go to “From New Blend Tree”. Call It Player Movement in the Inspector. (Located to the right of everything.) Double Click on It To open Player Movement in the Animator.
4. Under the Inspector, Select Blend Type And set it to 2D Simple Directional. Set your two parameters to MoveX and MoveY.
5. Click on the Plus Button in The Inspector Under The Parameters and Motion. Create new Motion field. For each set The Pos Y and Pox X to minus one for left and down, and 1 for for right and up. Remember the pos X and pos Y correspond to horizontal and vertical for each in order.
6. Go back to Base Layer located on Top of the animator. Right Click on player Movement and set as default for now.
7. Right Click and Create a New Blend Tree. Call it IdleFace. Set it to 2D Simple Directional. Do the Exact same process as above, this time choosing the 4 different stopped directions in which your character stands. Set up for posy 1, down for -1, left is posx -1 and right is 1.
8. Go back to base layer. Delete Player\_Idle. Right click on Player Movement and Click Create A Transition. Set the Conditions to PlayerMoving to False in the Inspector (to the right of veverything). Now Right click on IdleFace and right click and Create a Transition. Now with this left arrow to PlayerMovement, set the conditions (under the Inspector) to PlayerMoving to true. These options for conditions are accessed via the + button.
9. Turn off exit time in the inspector. Now go under settings, Turn off Fixed Duration, and under Transition Duration set it to 0. Set Both Settings for both transitions this way.
10. Go to PlayerController script. (Under scripts in assets). Write in this new code.

public class PlayerController : MonoBehaviour {

public float moveSpeed;

private Animator anim;

**private bool playerMoving;**

**private Vector2 lastMove;**

void Start() {

…

}

Void Update() {

If(Input.GetAxisisRaw(“Horizontal”) < 0.5f || Input.getAxisRaw(“Horizontal”) < -0.5f)

{

Transform.Translate (new Vector3(Input.GetAxisRaw(“Horizontal”) \* moveSpeed \* Time.deltaTime, 0f, 0f);

**playerMoving = true;**

**lastMove = new Vector2(Input.GetAxisRaw(“Horizontal”), 0f);**

}

If(Input.GetAxisisRaw(“Vertical”) < 0.5f || Input.getAxisRaw(“Vertical”) < -0.5f)

{

Transform.Translate (new Vector3(0f, Input.GetAxisRaw(“Vertical”) \* moveSpeed \* Time.deltaTime, 0f);

**playerMoving = true;**

**lastMove = new Vector2(0f, Input.GetAxisRaw(“Vertical”));**

}

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

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

**Anim.SetBool(“PlayerMoving”, playerMoving);**

**anim.SetFloat(“LastMoveX”, lastMove.x);**

**anim.SetFloat(“LastMoveY”, lastMove.y);**

Congratulations, you made a simple blend tree.