Unity RPG Tutorial # 14 – Sword Animations

1. Click on the Player, Right Click and Create Empty. Call it Weapon. Drag the Sword into here.
2. Click on the Weapon Slide. Click Animation (Under unity screen) Make sure you are doing the changes on the Weapon value, move the sword accordingly per frame in your animation maker, and make it as fluid as possible. With Rotation and Position. Highlight your position frames, right click and both tangents, and select “Constant”. Do it for both rotation and position. Do them for all animations for all directions. Change the Z value for the switch in directions -1 in front 1 in back. Do the constants for all frames made.