

Computer Game Programming (SE3173)

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Animations using Animator (Animation Controller)

- Create an animations (states)
- Design the sequence of animation (states) and transition between them using Animator
- Add parameters (triggers/variables)
- Assign triggers to transitions from one state to another
- Add script that assigns keys to specific triggers

Script

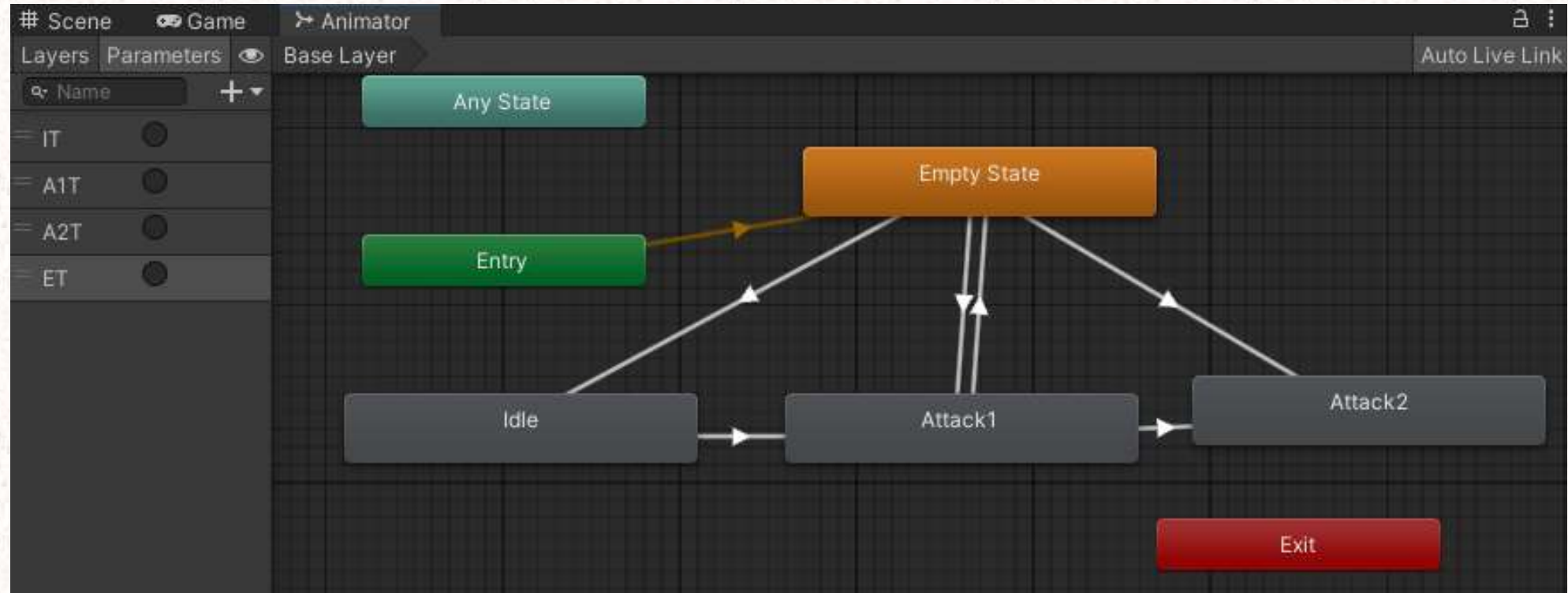
- Get the Animation Controller object

```
anim_Controller = GetComponent<Animator>();  
//where anim_Controller is object of type Animator
```

- Get KeyCode and assign it to specific trigger

```
if(Input.GetKeyDown("a"))  
    anim_Controller.SetTrigger("IdleTrigger");  
//where IdleTrigger is a trigger assigned to transition  
between a state to Idle State
```

Example




```
public class TController : MonoBehaviour
{
    private Animator anim_Control;
    // Start is called before the first frame update
    void Start()
    {
        anim_Control = GetComponent<Animator> ();
    }

    // Update is called once per frame
    void Update(){
        if(Input.GetKeyDown("a"))
            anim_Control.SetTrigger("IT");

        if(Input.GetKeyDown("s"))
            anim_Control.SetTrigger("A1T");

        if(Input.GetKeyDown("d"))
            anim_Control.SetTrigger("A2T");

        if(Input.GetKeyDown("w"))
            anim_Control.SetTrigger("ET");
    }
}
```

Script for controlling animation transitions

