Class 07 Character Animation

A screenshot of a computer

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Graphical user interface, text, application

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If you can see the left panel then you have a long list of defined animation.

Text

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The **NewBlendSpace** is something which you created earlier.

You can rename the axis of horizontal and vertical and setting up the maximum and minimum value for that axis.

For rotation you can use 0 to 360 degrees, or you can use -180 to 180 degree and also you can set the intervals of the animation.

Interpolation decides how your animation transfer from one to another.

Graphical user interface

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You can see here the maximum speed for the character is 600 which you can used inside **blend space** mode. Let’s change this value from 600 to 1200.

Now inside the blend space mode we can gave the maximum value equal to 1200 as we need to apply blend and walk mode inside.

Shift is used to move the point inside the space in the blend space and from the right side you can select the animation.

Graphical user interface

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Graphical user interface

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A screenshot of a video game

Description automatically generated

Now create the animation blueprint it will require a animation instance and then the skeleton for the mesh.

Graphical user interface, application

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Create a new state and called it locomotion.

Graphical user interface

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Inside the locomotion, provide the blend space which you were created earlier. In that case it is NewBlendSpace.

Graphical user interface

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Now we want to connect our character with the blueprint class for that we need to provide reference to that blueprint class.

Graphical user interface, application

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Created two variable which will control the speed and direction of the mannequin

Graphical user interface

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Now let set the variables direction and speed inside the event graph.

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Go to the event and then delete the previous one and now let’s add the new one.

We need to get the value of the jump, direction and the speed now first let add the code inside the character where you put the jump code.

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Now let’s get some controls for the character.

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What does the blueprint is doing? It continuously checking if the update is the valid update then it will pass the value to the current character which we created and from where we get the control for that character we use try get pawn owner.

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Configuration for the get velocity , is falling is to check either the character is in the air or not and then get control rotation is to get the direction of the character.

Graphical user interface, application

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Setting up the direction from the velocity.

Now let’s get the direction

Graphical user interface, application

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Graphical user interface

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Now let’s write a new variable name in which you can check either the character is in air or not?

Graphical user interface, application, Teams

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Graphical user interface

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Now, how your character will move towards the jump animation now let’s write it’s blueprint.

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In order to define the rule we click on the arrows.

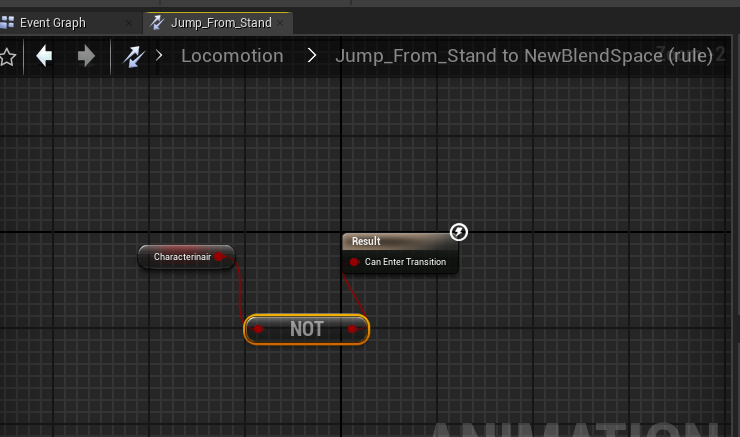
A screenshot of a video game

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Now, if you can see how the character know that it went back to the original position then we need to write a condition like there are basically two options there one is when the animation completes or it will remain in air and when it is about some percentage towards the ground then it completes it animation let’s see the both scenarios.

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Graphical user interface, timeline

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A picture containing graphical user interface

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