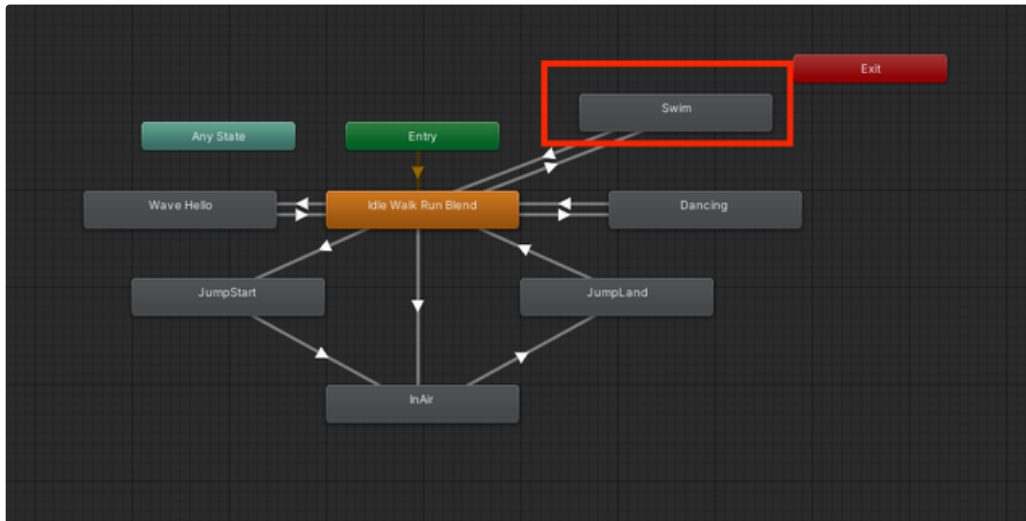
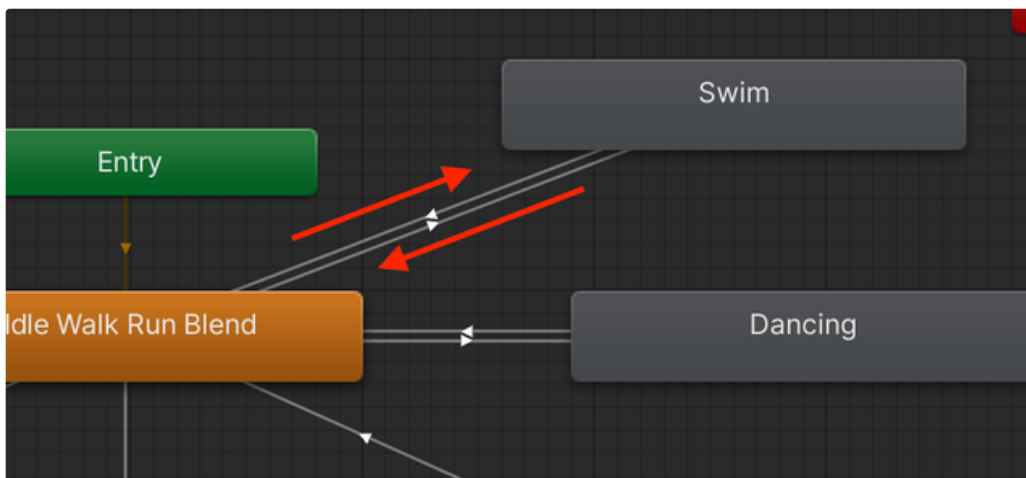


Feat: Swimming

1. Get Swimming Animation from the Darren Package
2. Import in the project and add the animation in the animator controller.



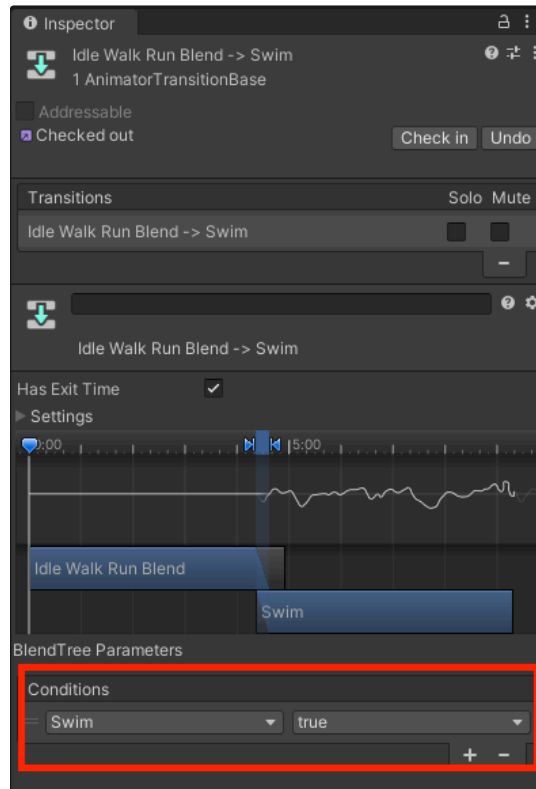
3. Add two transitions
 - a. One from **"Idle Walk Run Blend"** to **"Swim"**
 - b. One from **"Swim"** to **"Idle Walk Run Blend"**



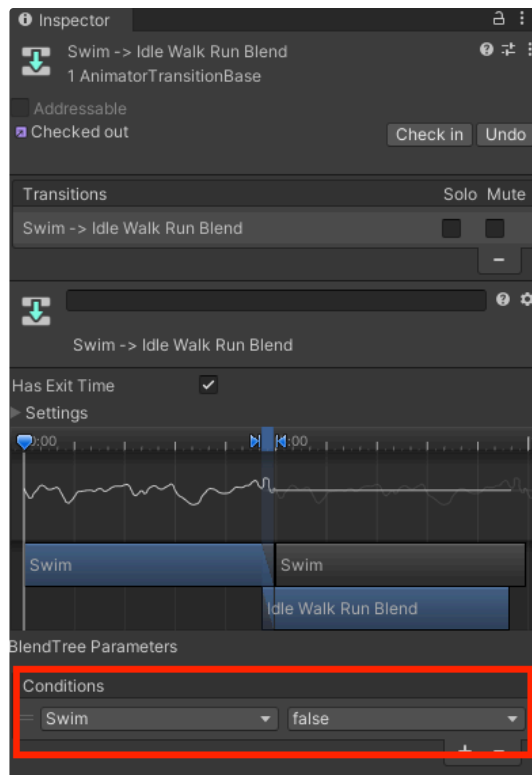
4. Create new bool Parameter **"Swim"**



5. Click in the transition arrow moving from “**Idle Walk Run Blend**” to “**Swim**” and add following condition



6. Click in the transition arrow moving from “**Swim**” to “**Idle Walk Run Blend**” and add following condition



7. Add following line of code in **ThirdPersonControllerNew** script

```

1      public bool isInWater = false;
2      private int _animIDSwim;
3
4      public void StartSwimming()
5      {
6          isInWater = true;
7          _animator.SetBool(_animIDSwim, true);
8          _animator.Play("Swim");
9      }
10
11     public void StopSwimming()
12     {
13         isInWater = false;
14         _animator.SetBool(_animIDSwim, false);
15         _animator.Play("JumpLand"); //Todo: instead of string maintain the struct or class containing all the
16     }

```

8. Add following line of code in **ThirdPersonControllerNew > AssignAnimationIDs** method.

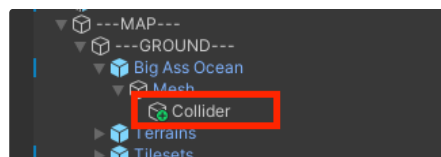
```

1  _animIDSwim = Animator.StringToHash("Swim");

```

9. Add the box collider to the "BigAssOcean" and tick **isTrigger** property of collider.

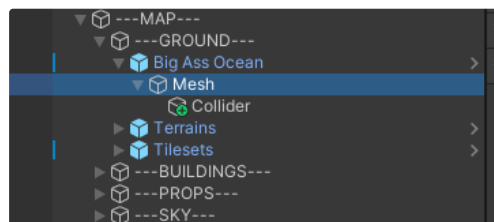
a. this collider shape and size is not yet fixed so place it anywhere you want character to swim.



10. Add following script to the collider

```
1 using System.Collections;
2 using UnityEngine;
3 using StarterAssets;
4
5 public class OceanColliderHandler : MonoBehaviour
6 {
7     public ThirdPersonControllerNew thirdPersonController;
8
9     private void OnTriggerEnter(Collider other)
10    {
11        if (other.gameObject.tag == "LocalPlayerObject")
12        {
13            Debug.Log("Test101: Player Entered in water");
14            thirdPersonController = other.gameObject.GetComponent<ThirdPersonControllerNew>();
15            if (thirdPersonController != null)
16            {
17                thirdPersonController.StartSwimming();
18            }
19        }
20    }
21
22    private void OnTriggerExit(Collider other)
23    {
24        if (other.gameObject.tag == "LocalPlayerObject")
25        {
26            Debug.Log("Test101: Player Exited from water");
27
28            if (thirdPersonController != null)
29            {
30                thirdPersonController.StopSwimming();
31            }
32        }
33    }
34 }
35
```

11. Also, one collider should be added to water to avoid player to pass through water and fall from the environment. For this example, a box collider is added to GameObject named "Mesh".



12. Run the project.