# Workshop 10 Lab 1

In this activity, we are going to import a 3D character into Unity3D and animate the character blinking.

1. New a Unity 3D project, Blink.
2. Import character assets “Izzy“ from Unity Asset Store.

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1. In the Izzy/Prefab folder, drag the Izzy prefab into the scene.

Adjust the character and camera such that it is close up to the face.

A collage of a person with different colored hair

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1. On the Hierarchy, select CC\_Base\_body. On the Inspector, open the BlendShapes.

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Each BlendShape control a minor aspect of the face.

Adjust the slider on each BlendShape and observe the slight movement on the character face.

Try out Eyes\_Blink Blendshape, we will animate this blendshape later by script.

Table

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1. Create the Blink C# script

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Attached the script to Izzy.

1. Attach CC\_Base\_Body to Blink component Skinned Mesh Renderer.

Set the Blink Blend Shape Name to Eyes\_Blink

Set Blink Length to 0.2.

Set Blink Interval to 1 (pretty short)

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Test out the Scene.

Change the Blink Interval to 3 and test out the scene again.

1. Make timeToNextBlink to a random interval instead of fixed interval.



1. Use interpolation (lerping) for blinking, change blendshape weight overtime.

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A screenshot of a computer

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1. Use Coroutine for blinking.

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Reference:

<https://docs.unity3d.com/Manual/Coroutines.html>

<https://answers.unity.com/questions/1582166/yield-return-null.html>