# Workshop 7 Lab 2

In this activity, we are going to animate a cube using Unity Animation and Animator Controller.

**Procedure:**

Create a new Unity Project “Animation” with 3D template.

Add in a Cube in the scene

Graphical user interface

Description automatically generated

Create a new folder, Animation.

Create an Animation and Animator Controller in Animation folder.

Assets->Create->Animation (Rename it as Cube Animation)

Assets->Create->Animator Controller (Rename it as Cube Animator Controller)

Shape

Description automatically generated

Open Cube Animator Controller window.

Drag Cube Animation into Cube Animator Controller window as one of the states.

Chart, line chart

Description automatically generated

Add in an Animator component into Cube.

Drag Cube Animator Controller into Animator Controller.

Graphical user interface, text, application, email

Description automatically generated

Open Cube Animation Window. Dock it to a suitable panel

At the same time ensure select Cube.

Click on the red circle. (record)

Graphical user interface, application, table, Excel

Description automatically generated

Translate and rotate the Cube.

Graphical user interface, application

Description automatically generated

Copy the Cube Position and Rotation at time 0:00 and paste it to around 2:00

A screenshot of a computer

Description automatically generated

Click on timeline at around 1:00.

Table

Description automatically generated

Shift the Cube to a new position and rotate it.

Table

Description automatically generated

Stop the recoding by pressing the red circle.

Test run the scene and observe that the Cube animate from starting position to middle position and then back to the starting position again.

To loop the animation, click on Cube Animation and select Loop Time.

Test run the scene again.

**Graphical user interface, text, application

Description automatically generated**