

Scenes

These scenes and scripts are merely a way to test the animations and an example of how could be used.

Demoscene



In this scene you can control a robot using the keys:

W-S	go forward backwards
A-D	turn
Q-E	strafe
shift	run
space	jump
1-2-0	change weapon
r	random look
left right mouse button	fire weapon

The main character is a model with all the options but only some of them are activated. It has a rigidbody component, a capsule collider, an animator using the Robotmovement animation controller and the script RobotMovement, it defines the movement, animations. It has three deactivated weapons prefabs linked to the right hand. All of them use the script TRweapon, it manages the lasers and fire effects.

The animations used in this scene are copies that can be found in the folder scenes/data/animations, they have events that may cause confusion when found in the main animation folder archives.

Around you will find weapons and body parts you can pick all with the script Pickpart, it changes the look of the main character or the weapon it holds.

The enemies use the script enemy, capsule collider, rigid body and animator with the animation controller enemy, for taking damage and die.

The main camera uses the script CameraRobot to follow it.

All these scripts and animation controllers can be found in the scripts folder.

The animator controller has several layers:

- 1.-grab weapon, adds the animation TR_W_grabweaponA, closes the right hand to grab the pistol using the mask grab weaponA Mask.
- 2.-weaponB, replaces the base animations whit all the alternate ones whit the character holding the weaponB or C.
- 3.-shot WB, contains the 2 way of fire the weaponB or C adding these animations using the mask WeaponB Mask.
- 4.-shot WA, fire weapon1 using the mask WeaponA Mask.

Dressing room



In this scene you can change the aspect of the robot, try two weapons and test several animations.

The left options allow you to change the models for the head, arms, body and legs and activate or deactivate face and wings

The face is an additional element specific for each head. Clicking on the name of some bodyparts you will change the material, the same with the base material and a final button for a random look.

You can check the standar sets with the buttons on top and swith on and off the lights.

The options on the right let you try some animations and weapons, when the robot fits a complete standar set the two buttons special1 and specail2 became active.

The three red options next to the center platform test some firepower on the robot and let you see it being hit and dies.

You can turn the robot using the arrows or A and D.

All the scripts are specific for this scene, useless for other cases so they can be found in the scenes/data folder although maybe some parts could be helpfull.