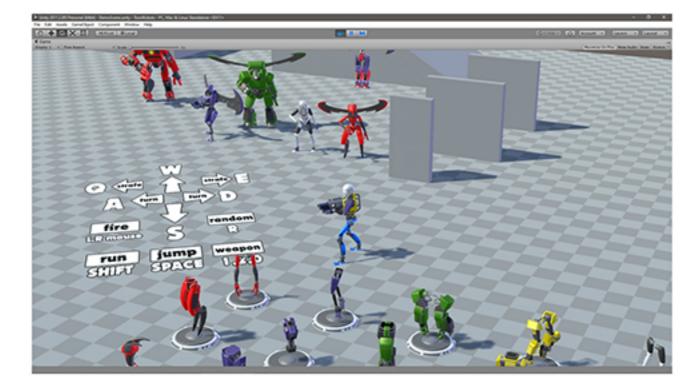
## Scenes

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 <u>Robotmovement</u> animation controller and the script <u>RobotMovement</u>, it defines the movement, animations. It has three deactivated weapons prefabs linked to the righ hand. All of them use the script <u>TRweapon</u>, it manages the lasers and fire effects.

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 <u>Pickpart</u>, it changes the look of the main character or the weapon it holds.

The enemies use the script <u>enemy</u>, capsule collider, rigid body and animator with the animation controller

<u>enemy</u>, for taking damage and die.

The main camera uses the script <u>CameraRobot</u> 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

altarnate ones whit the character holding the weaponB

grab weaponA Mask.

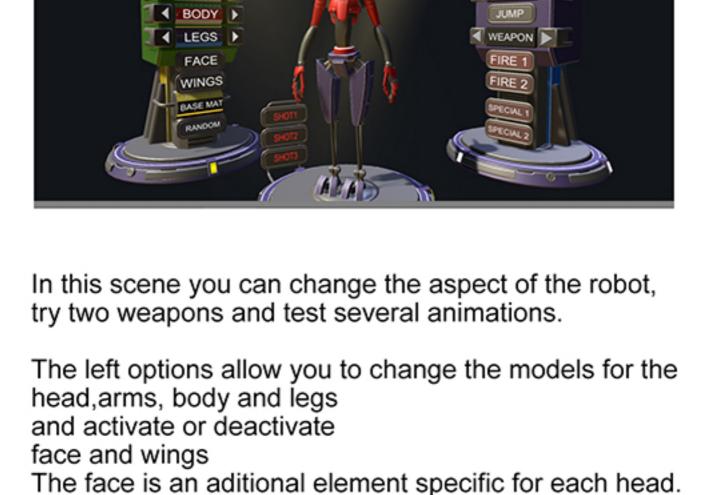
2.-weaponB, reaplaces the base animations whit all the

or C.

shot WB, contains the 2 way of fire the weaponB or C adding these animations using the mask <u>WeaponB Mask</u>.
 shot WA, fire weapon1 using the mask <u>WeaponA Mask</u>.

## LIGHTS SPEE

Dressing room



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

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 special 1 and specail 2 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

altough maybe some parts could be helpfull.

cases so they can be found in the scenes/data folder