

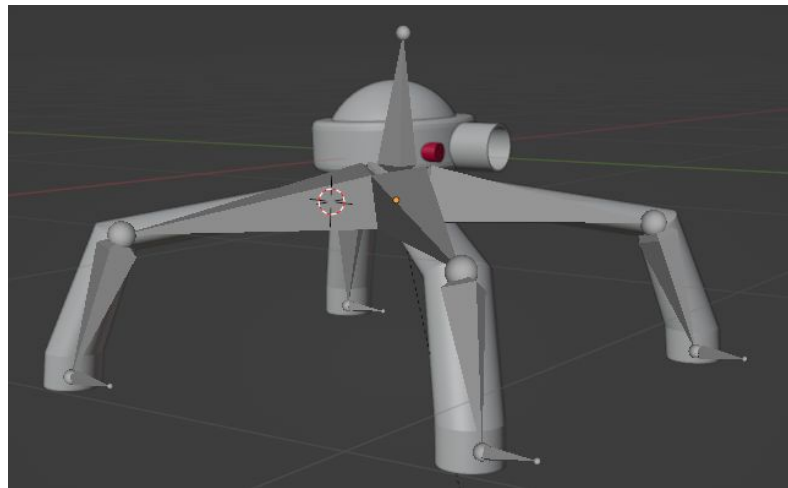
Procedural Animation

By: Cole Mollica

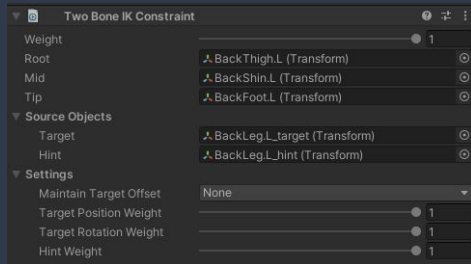
A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

Prerequisites

- A rigged character with at least 2 bones.
- The bones weight must be painted
- The Animation Rigging Package needs to be installed in unity



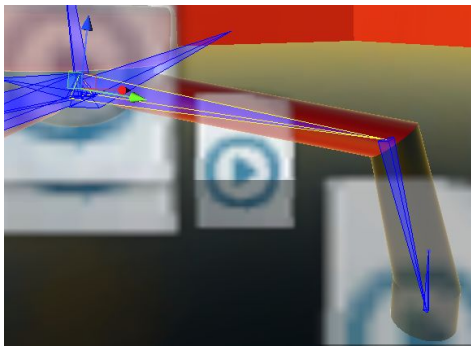
How To Setup



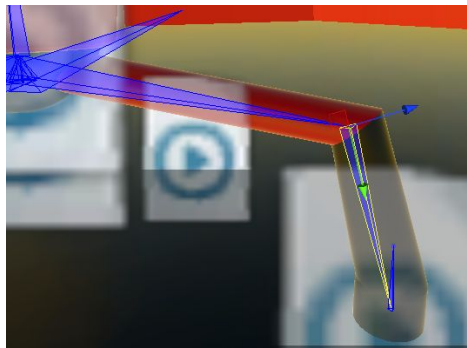
- A rig builder and animator component needs to be added to your character
- Rigs than need to be added to character
- Each child in the rig needs a Two Bone IK Constraint.
- The tip transform and/or mid and/or root transform needs to be specified
- The Two Bone IK Constraint will then generate a Target and Hint transform
- Example can be found of next slide

Tip, Mid, Root Example

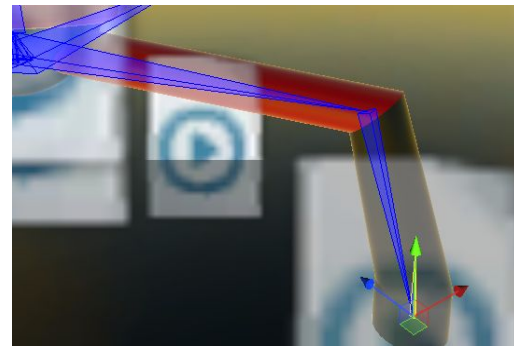
Root



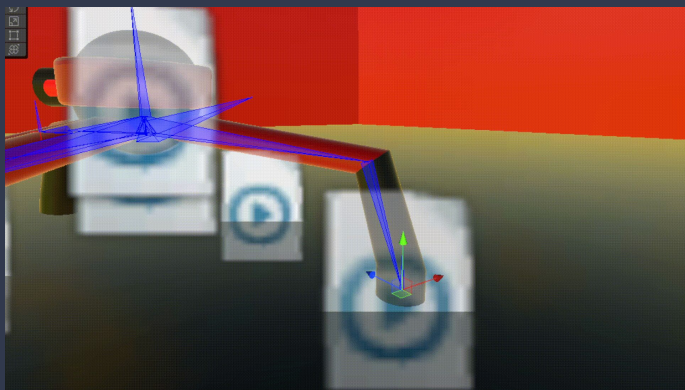
Mid



Tip

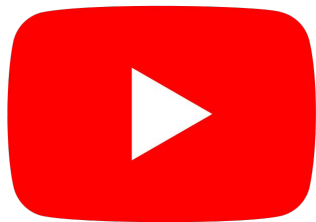


Target and Hint



- The target transform controls the position of the tip, which will cascade upwards and control the position of the mid and the root
- The hint transform is similar to the target, but its effect are more similar to controlling the rotation instead of position
- By manipulating these two transforms complex movement animations can be generated using scripts

Good Resources



Unity's YouTube

<https://www.youtube.com/watch?v=acMK93A-FSY>



Animation Rigging Package Manual

<https://docs.unity3d.com/Packages/com.unity.animation.rigging@0.2/manual/index.html>