F.A.Q

Q) Do I need to use root motion for this to work?

A) No. Root motion can help in determining the warp direction but strider comes with alternative methods. Advanced users can even set the warp direction manually through code.

Q) Can I use this with other IK Solution?

A) Yes, strider operates on the animation before any IK touches it so it works with IK solutions just fine.

Q) Can I use this with any animation system?

A) Yes (probably), strider plugs into the animator playable graph right after the first output and before any second graph is created. So it should work with any animation system. Mecanim and 'Motion Matching for Unity' will be supported from release and any animation system based on playable graphs should work just fine.

Q) Does it work with generic rigs?

A) Yes, with humanoid rigs, there is some setup that is automated. When using a generic rig you have to manually specify some bones.

Q) Does it work with Quadrupeds?

A) The initial release is intended to support bipeds only. Support for quadrupeds may be added in the future.

Q) How flexible is the system?

A) It is very flexible. You can blend it in and out, you can offset the stride, specify allowable playback rate speed changes and much more. It is designed to be tailored to your character.

Q) Is this the same as speed warping in UE4?

A) Yes, it's more or less my implementation of that in Unity with some differences.

Q) Does it use the DOTS tech stack?

A) Strider uses some DOTS features including; jobs, animation jobs and burst. ECS will not be supported at release because Unity's ECS animation system is far too under-developed for production. ECS support is planned for when Unity ECS animation matures and stabilizes.

Q) Will it make my game for me?

A) Absolutely NOT! You know, making games is harder than you think…...