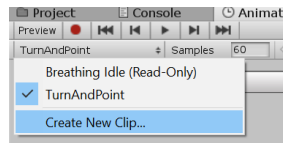


Part 1 - Creating Animation

- 1) Select PT object
- 2) Open Animation Window
- 3) Create a new clip and save in a folder
- 4) Click Red "Record" button.
- 5) Rotate the object slightly.
- 6) Reset the Rotation / Position values and ensure the points under the cursor in the image are at the frame 0.00.
- 7) Click a position further along the timeline.
- 8) Rotate the object to desired position in the Scene.
- 9) Go to the Animator tab.
- 10) Click on the newly created Animation State and untick the Loop Time box.
- 11) Add a Bool parameter
- 12) Right Click and create a Transition to the new Animation State from the Idle state.
- 13) Add a condition in the Inspector on the transition and set it to true.
- 14) Copy & Paste the new Animation State and rename the copy.
- 15) Set the speed to -1 to reverse the animation in the Inspector.
- 16) Right click the newly created Animation State and create a transition to the cop state.
- 17) Click the transition and add a condition and set the parameter to false on the Inspector.
- 18) Untick the Has Exit Time option for the Transition in the Inspector.
- 19) Right click the copy state and create a Transition to the Idle State.



<https://www.youtube.com/watch?v=dEpH6-vwxYY>

Part 2 - Edit PlayVideoScript.cs

- 1) At the top with the other declared variables, add
`private static Animator animator;`
`private GameObject pt;`
- 2) In the Test() method add
`pt = GameObject.Find("PT");`
`animator = pt.GetComponent<Animator>();`
- 3) In the PlayTheVideo method add
`animator.SetBool("IsVideoPreparing", true);`
underneath
`Debug.Log("Done Preparing Video");`
- 4) In the PlayTheVideo method add
`animator.SetBool("IsVideoPreparing", false);`
underneath
`Debug.Log("Done Playing Video");`