

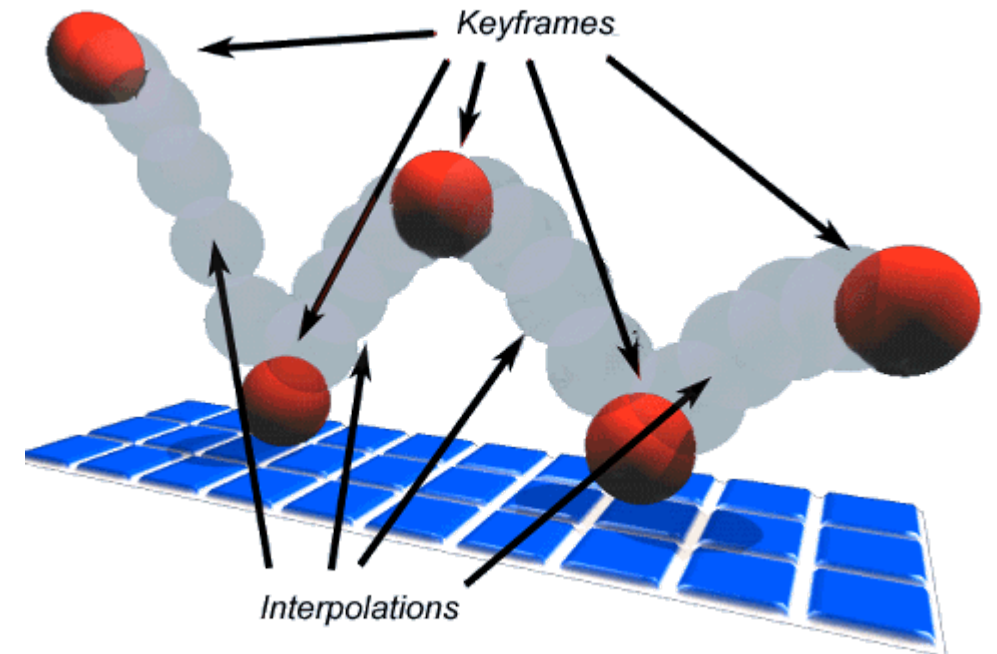
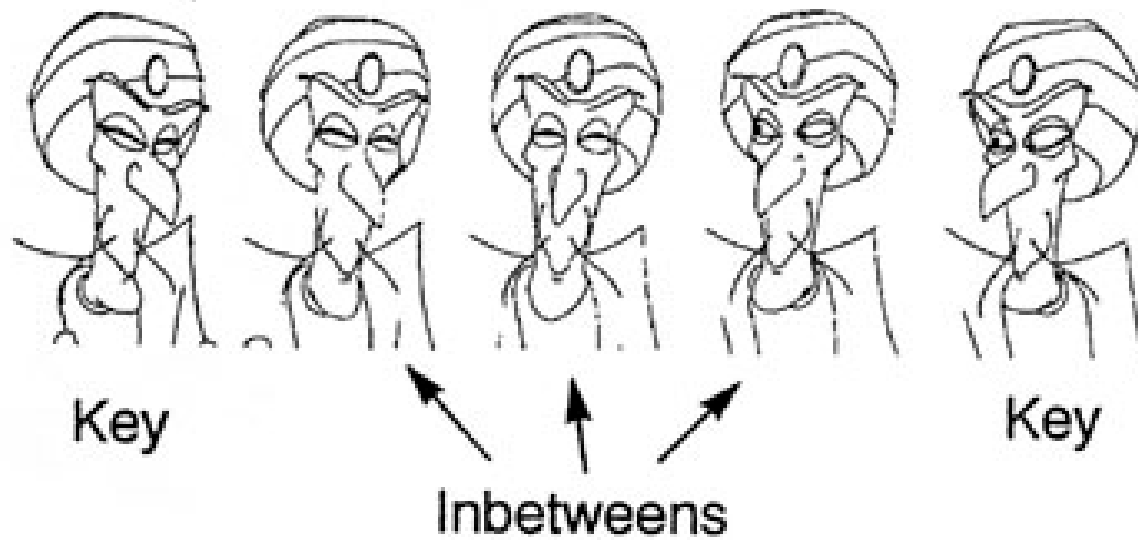
Animation



Animation

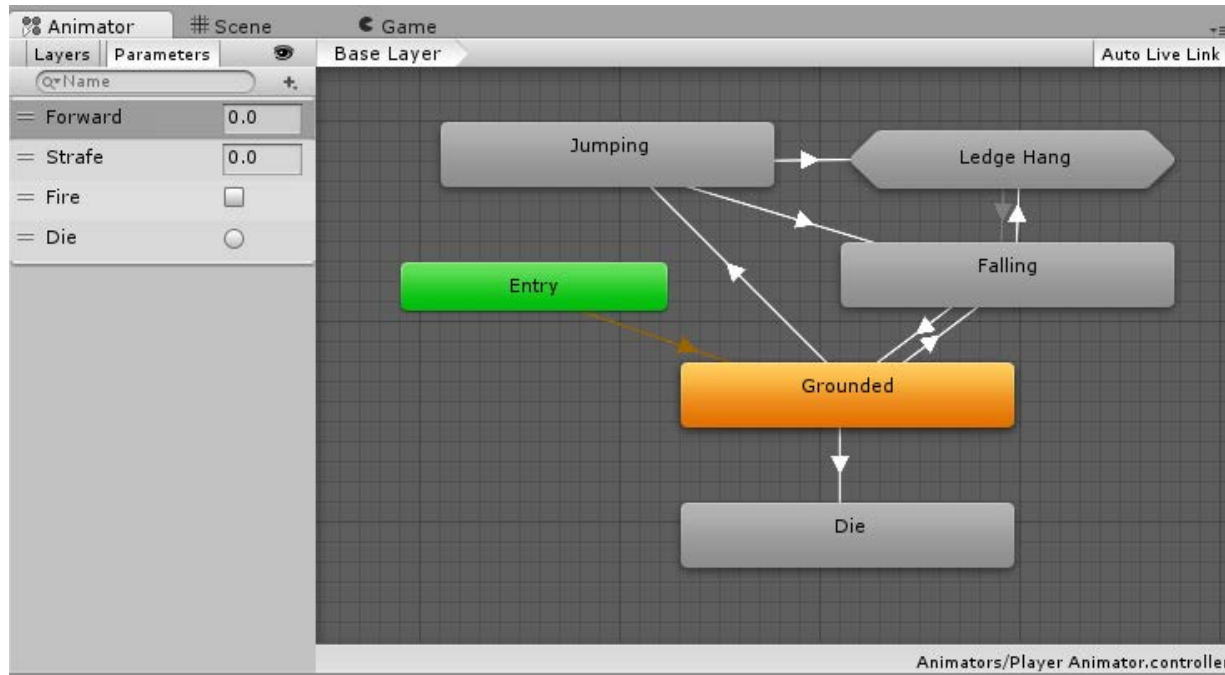
- Unity's "Mechanim" system lets:
 - Import animations created in 3D modeling software
 - Animate properties of your objects in Unity
- You can animate almost any property in Unity:
 - Position, scale, rotation, intensity, color, etc.

Keyframes & In-betweens



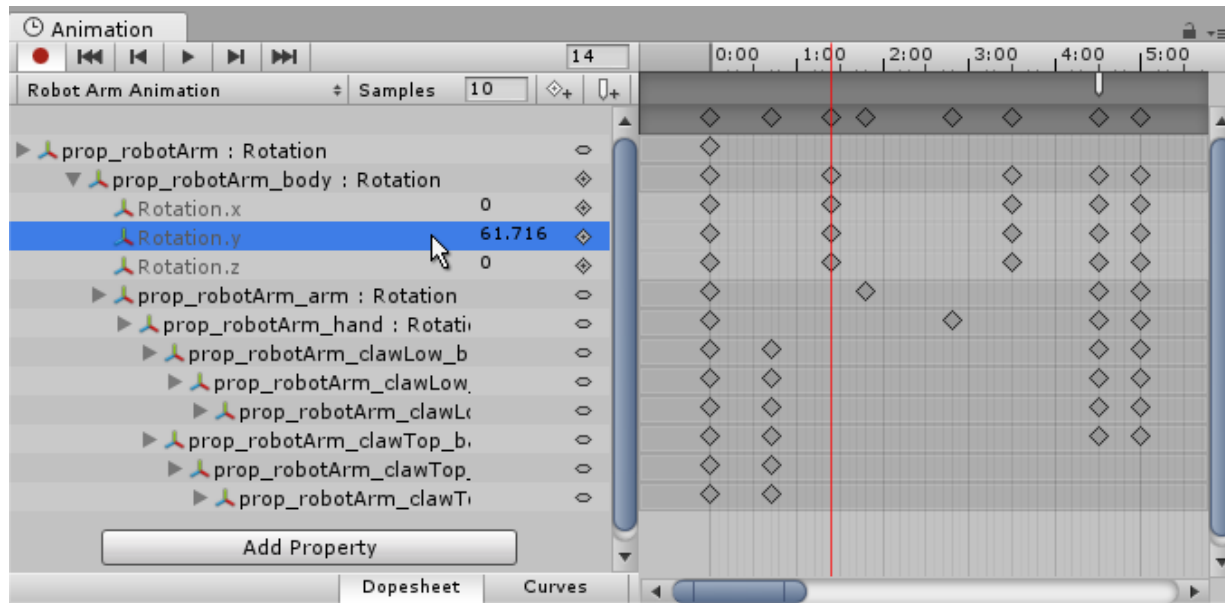
Animation Resources

- [Video Tutorials](#)
- [Animation Overview](#)
- [Animation Window Guide](#)
- [Animator Controller Guide](#)



Animator Window

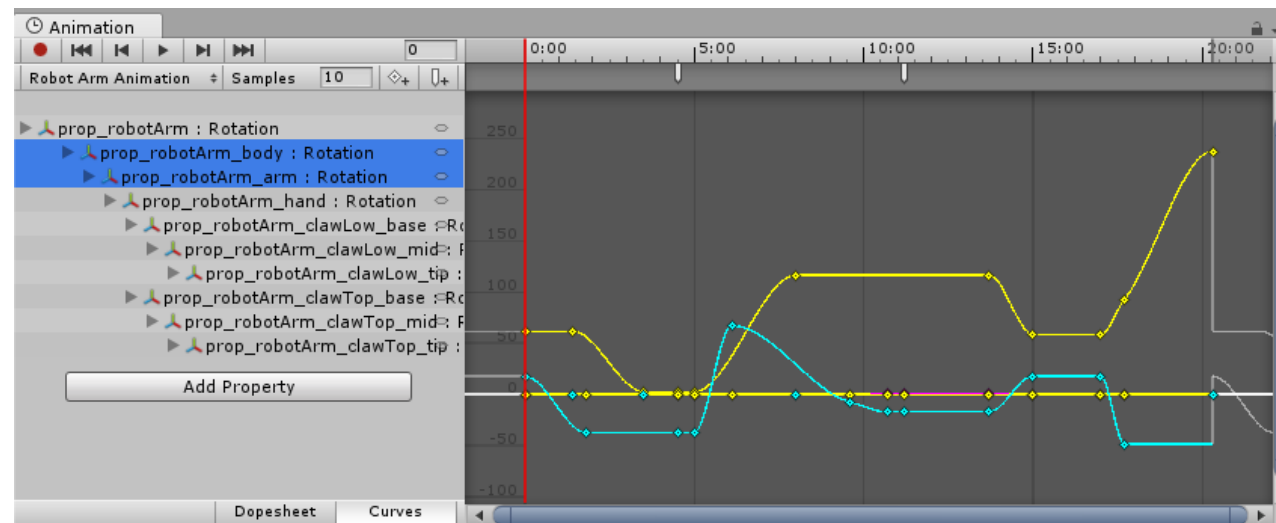
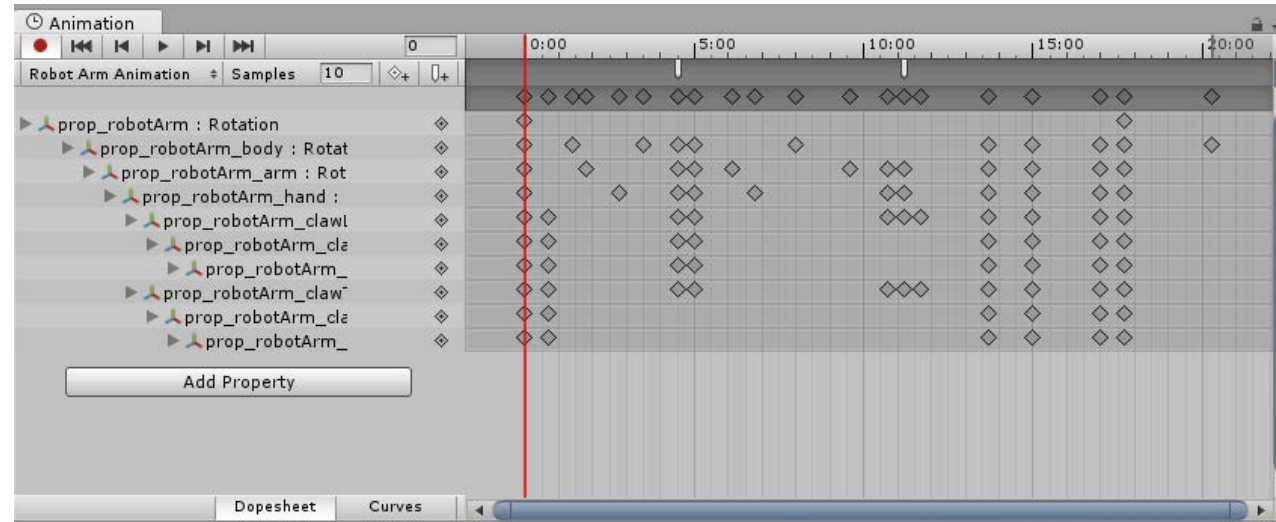
- For editing animator controllers
- Links together different animations
- Explodes parameters that can be manipulated by a script



Animation Window

- For editing animation clips
- Set up keyframes to animate properties
- Edit animation curves

Animation Window





Animation Window Hotkeys

Period/Comma

ALT + Period/Comma

CTRL + C/V

F

A

CTRL + Scroll

SHIFT + Scroll

ALT + Scroll

Next/previous frame

Next/previous keyframe

Copy/paste keyframe

Zoom to show selected

Zoom to show all

Zoom x-axis

Zoom y-axis

Zoom x-axis & y-axis

Animator Controller

