

Thank you for purchasing Wings of Heaven!

These animator controllers work in a layered system, so to achieve a certain pose or animation you need to adjust and mix the animator parameters. Please note that there are no scripts involved. Consider this package as a start base for your winged character.

Assigning on character

The most common way to attach the wings is to set the wing game object as a child of the upper chest bone, (spine, chest, torax, etc). Then you can adjust how far apart they are by moving the "Position.L" and "Position.R" bones. These 2 bones are not keyframed in any animation so you can manipulate them freely.

Separate Wings

You can manipulate left and right wings separately, there is a copy of each parameter with a "_L" suffix, these parameters let you control the left wing independent from the right one. You can disable this feature if you wish by setting layer weight to 0 on "Base Layer_Left" and "Pose_Left" layers. By doing so, you will use the same parameters for both wings.

Animating the wings

There are basically 4 main states that the wings can be: Idle, Flapping, Dashing and Shielding. Each of these major states can be further modified or animated by adjusting some Animator parameters. Although each wing type has its own animator controller, they are all the same parameters.

Depending on which of these 4 states the wings are, certain parameters will serve a different purpose. I will describe below how to achieve and control these states.

Idle

Set these 3 parameters as the following:

isFlapping - False

isDashing - False

isShielding - False

Animation Speed

dashSpeed (default 1) - Controls the current loop animation speed, in this case, the "Idle" animation. Set this to 0 to let the wings in a static pose.

Pose modifications - Adjust these 3 parameters below to achieve different idle poses.

wingSpread (default 0, ranges -1 to 1) - Controls how spread the wings are, set negative values to close the wings or positive to open even further.

blendOpen (default 0, ranges -1 to 1) - Controls the overall pose elevation.

blendClosed (default 0, ranges -1 to 1) - Controls the wing elevation above the shoulder,

Here are some Pose examples:



Flapping

Set these 3 parameters as the following:

isFlapping - True

isDashing - False (You may set this one true in order to get more variation)

isShielding - False

Animation Speed

dashSpeed (default 1) - Controls the current loop animation speed, in this case, the "Flapping" animation. Set this to 0 to let the wings in a static pose.

Similar to Idle, you can mix up these 3 parameters below to set a specific flight direction.

wingSpread (default 0, ranges -1 to 1) - Controls how spread the wings are, set negative values to close the wings or positive to open even further.

blendOpen (default 0, ranges -1 to 1) - Controls the overall pose elevation.

blendClosed (default 0, ranges -1 to 1) - Controls the wing elevation above the shoulder,

Dashing

Set these 3 parameters as the following:

isFlapping - False

isDashing - True

isShielding - False

Animation Speed

dashSpeed (default 1) - Controls the current loop animation speed, in this case, the "Dashing" animation. Set this to 0 to let the wings in a static pose, and set to a higher value (around 10) to give a "diving" look.

Pose modifications - Adjust these 2 parameters below to achieve different idle poses.

DashZ (ranges -1 to 1) - Control wings leaning forward/backwards.

DashY (ranges 1 to -1) - Control wings leaning upwards/downwards.

Shielding

Set these 3 parameters as the following:

isFlapping - False

isDashing - False

isShielding - True

Pose modifications - Adjust these 2 parameters below to achieve different idle poses.

shieldY (ranges -1 to 1) - Rise/lower arm.

shieldSpread (ranges 1 to -1) - Spread fingers apart to control shield coverage.

If you have any suggestions, please contact me on reberpersonalves@gmail.com

Thank you!