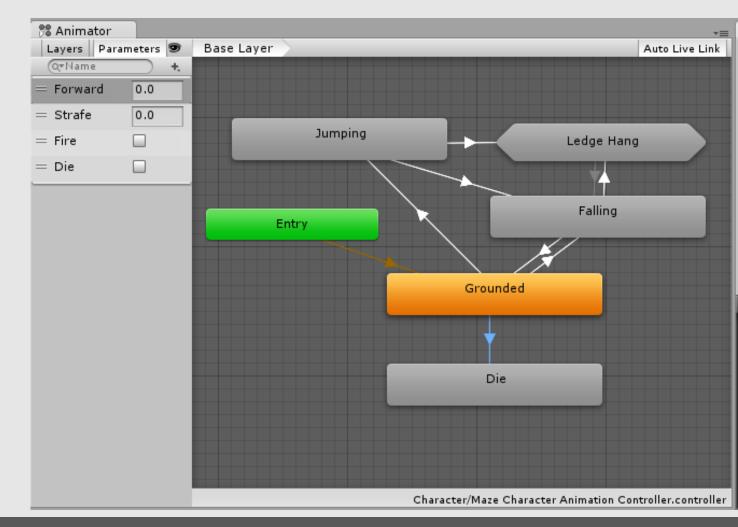
# Game Dev with Unity3D

# ANIMATOR

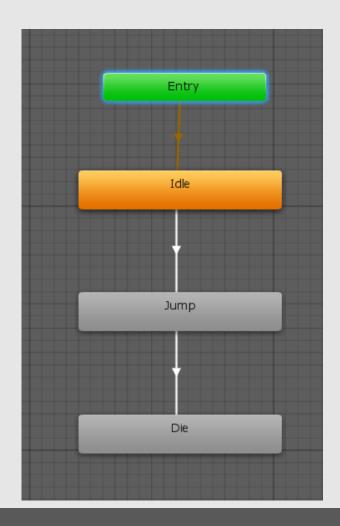


 Unity Animator is the engine that runs and controls all animations in an object

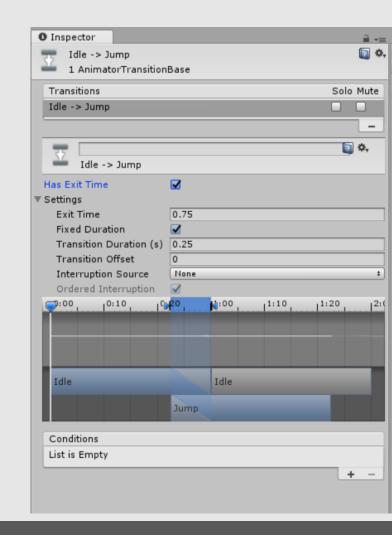
 We speak with the Animator in order to control which animation should play



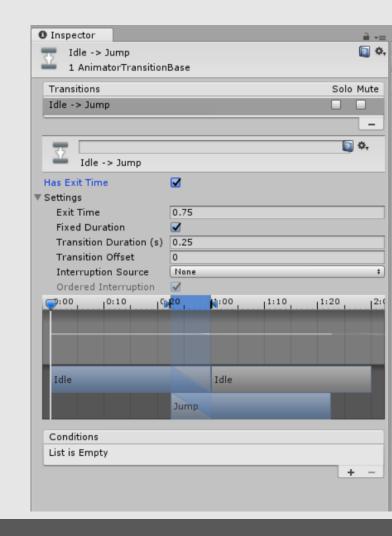
- Animator States represent each state of the element
- Each state is connected to a single animation clip
- The states are the grey rectangles and the orange one
  - The orange one is the default. It will be the first to run
  - You can only have one default and many grey ones (normal states)



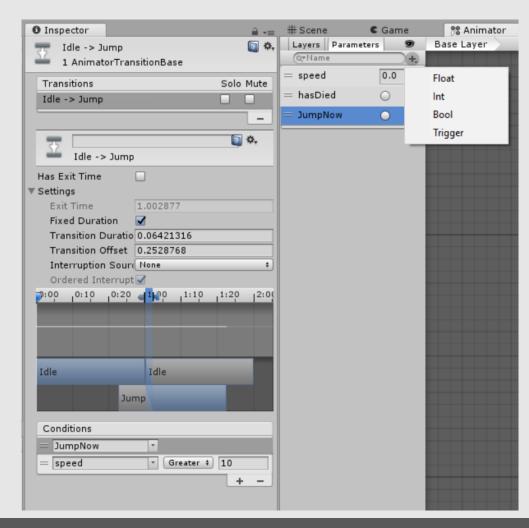
- Transitions explain HOW to move from one state to another.
  - Do you want the animation to play once and then move back to an idle state?
  - Do you want the animation to stop immediately and play a Jump animation?



- Transition most used features
- Has Exit Time: do you want the animation to finish playing before leaving it
- Transition Duration: length of duration
- Conditions: parameters that are used to trigger the transition to occur



- Defining Parameters is made from the dedicated menu bar.
- Trigger is used for Boolean activated events. Once a trigger is activated, it is automatically being deactivated.



#### Questions and Exercises

(if you can answer this without testing, good job. otherwise, test it)

- Make a starship that has 2 animations:
  - One idle floating in place
  - Another that influenced by movement
  - Hint: this involves the use of 2 Animators on 2 GameObjects

 Look back on the first tutorial projects we looked over (Survival Shooter or Tanks). Find their Animators – and investigate how they did.

# Triggering Animation with a Parameter

```
private Animator _animator;
public string TriggerName;
void Update () {
       _animator = GetComponent <Animator>();
       if (Input.GetKeyDown (KeyCode.Space))
               _animator.SetTrigger(TriggerName);
```