# 3 in 1 Animation tools

SV Assets

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By
Sourabh Vishwakarma
sv92295351@gmail.com
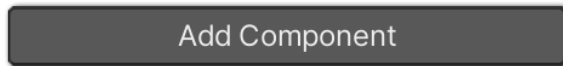AssetsBySV

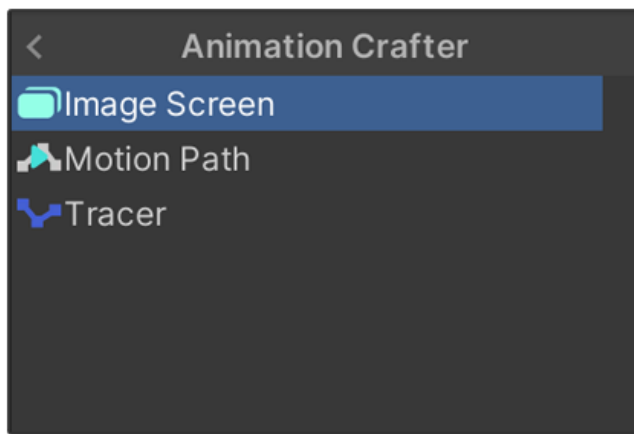# Contents

# How to Use

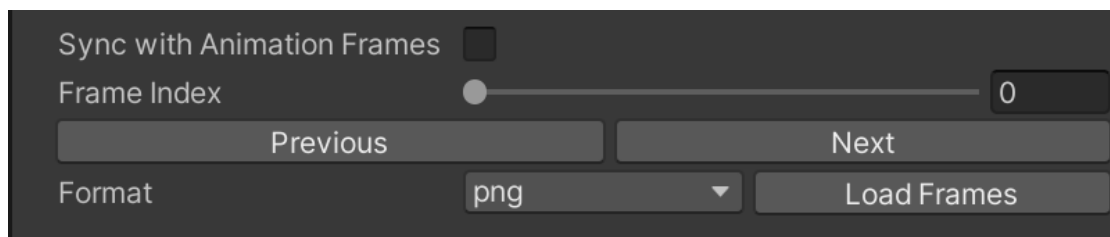All tools are Components and can be accessed Through **Add Component** Menu.



There are three tools :



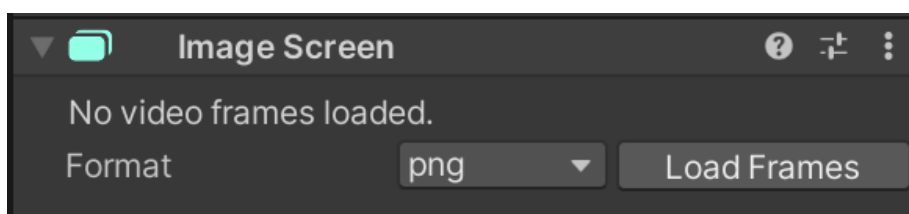All of the tools are made to be **used in edit mode.**

# Tools

## 1. Image Screen



Using this tool you can **display image sequence on a Quad**, to start

- Create a Quad **Create GameObject > 3D Object > Quad**

- Add Image Screen Component to Quad

  **Add Component > SV Assets > Animation Crafter > Image Screen**

- Select Images format, and Click **Load Frames**



- **Important:**
  - Image to load Should be in a **Folder**.
  - Images **must** be named as, **name(1), name(2), name(3)** to sort properly. To do this, **rename all images with the same name**, in Windows. It will automatically name all with counting.
  - Images should be the **same format as selected**.

## Sync with Animation Frames : **True**
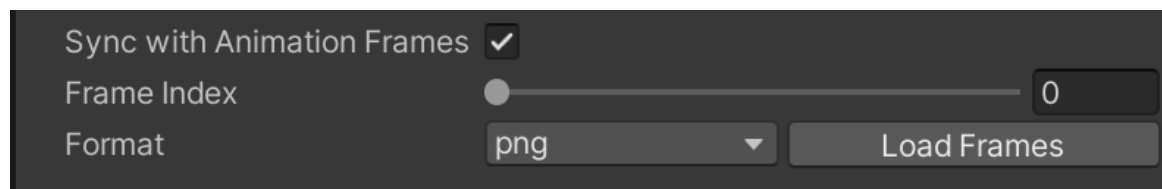


In this Mode frames will be directly controlled via **Animation Window Current Frame.**

## Sync with Animation Frames : **False**
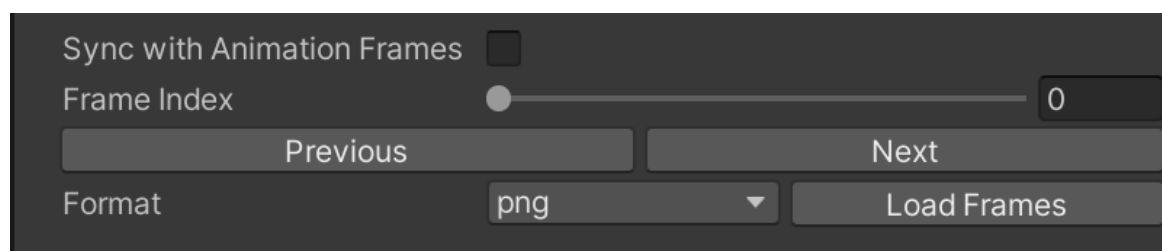


In this Mode you can manually Control using **Buttons or Move the slider**.

**Where to Use:**

- Use it as a Reference for Animating Rigged characters.

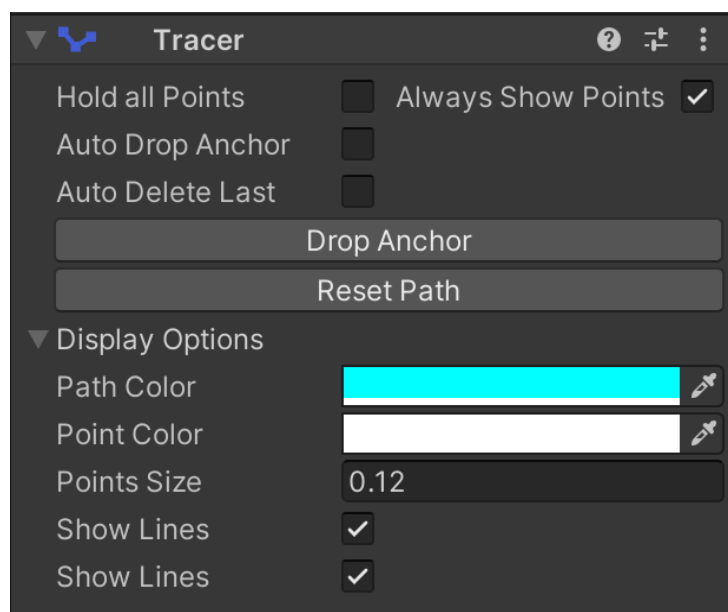# 2. Tracer



This tool can be used to trace a **path behind the GameObject**.

After Assigning this component, the red point will follow the GameObject position.

**Hold All Points :**

When enabled, **all the points** in path will follow the GameObject position.

**Always Show Points:**

When enabled, the path will be visible even after GameObject is deselected.

**Auto Drop Anchor :**

It drops anchor when the red point's distance from the second last point is more than **Max distance**

**Auto Delete Last :**

When enabled, it **deletes the last point** when points are more than **max points.**

## Trail Effect

Use **Auto Drop Anchor** and **Auto Delete Last** both with **points disabled** to get the trail like effect.

Adjust **Max Point to set the length of trail**, and **reduce max distance to make the path smoother**.

## Drop Anchor:

To drop anchor click the **Drop Anchor button** to place a new point at the current location.

## Reset Path:

You can click the **Reset Path** button to clear the path.

If you encounter any error or bug, or any unnecessary behavior in path, you can just click **Reset Path** to reset everything, with clearing the path.

## Display Options:

- Disable **Show Lines** and **Show Points** both to make the path completely invisible.

- Use **Path Color** and **Points Color** to colorize the path and point.

- Use **Points size** to control the size of boxes drawn at points.

- Use **Fading Trail** to give the path a fading look.

## Update 1.0.1:

- Changed UI, all display options are under **Display Option** tab.

- Changed from **Set Anchor to Drop Anchor**.

- **Added:**

  - **Auto Drop Anchor:** It drops anchor when the red point's distance from the second last point is more than **Max distance**.

  - **Auto Delete Anchor:** When enabled, it **deletes the last point** when points are more than **max points.**

## Important:

- Red point in the path is not movable, to move to you have to **move the gameObject**.

- All points in the path are movable **except the red point**.

- **Auto Drop Anchor** is not intended to work with moving any GameObject directly with mouse drag, the point may give a hooking feel when dropped.

## Where to Use:

- Use it to inspect the pose change in Image sequence for rigged animation.

- To trace the position of a GameObject.

- It's points can be accessed through points variable Tracer **points variable,** example code below:
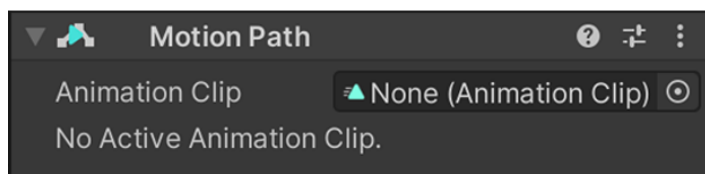
```
using System.Collections.Generic;
using SVassets.AnimationCrafter;
using UnityEngine;

public class MyClass : MonoBehaviour
{
    Tracer tracer;
    public List<Vector3> MyPoints;
    public void Start()
    {
        tracer = GetComponent<Tracer>();

        MyPoints = tracer.points;
    }
}
```
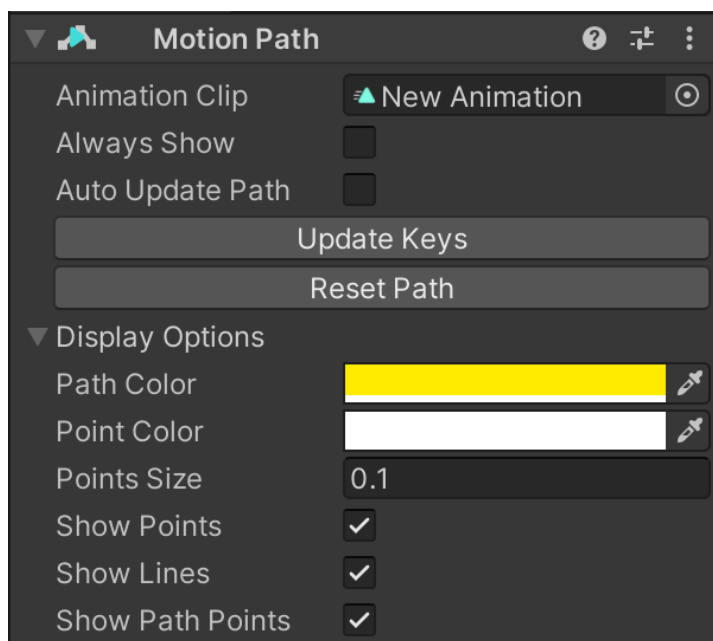
# 3. Motion Path

To convert the **Position keyframes** in the animation clip to a path in the scene.

## Animation Clip:

Assign **Animation clip** which must contain its gameObject keyframes.

After Assigning clip it will look like below.

- **Important:**

  - **gameObject** containing this component must be **available in the assigned animation clip** with **Position Keyframes.**

## Auto update Path:

When Enabled, the path will be **continuously drawn** from the animation clip, it **may be** heavy for Computation.Turn it on for better work.

## Update Keys:

**Keyframes** of this gameObject are accessed and **converted to path**.

## Always Show:

When enabled, the path will be visible even after GameObject is deselected.

## Reset Path:

It will clear the path **only if recording is off**,  Because in recording mode, the path is continuously accessed and drawn.

## Display Options:

- Disable **Show Lines** and **Show Points** both to make the path completely invisible.

- Use **Path Color** and **Points Color** to colorize the path and point.

- Use **Points size** to control the size of boxes drawn at points.

- Use **Show Path Points** to get the circles on path **each frame.**

**Important:**

- If this **gameObject is not the animator attached object**, then the path drawn is not its final motion path, path is gameObject's own unparented path.

  **For example,** if a player leg IK is using its run or walk cycle loop, it will draw that loop, not the path of player leg position over player changing position(walking or running).

**Update 1.0.1:**

- Changed UI, all display options are under **Display Option** tab.

- **Added:**

  - **Auto update Path:** When Enabled, path will be **continuously drawn** from animation clip, it may be heavy for Computation.

# Feedback

An Instant **stride based Procedural Animation tool** is under development, Which is Inspired by [this](#) GDC session. It can be used for both 2D and 3D rig based characters And will be released soon.

If you have any tools needed for your game development, you can write your **needs in detail and price expectation** and mail it to **sv92295351@gmail.com**

If you have any **problem or suggestion** regarding this Asset you can kindly mail it to **sv92295351@gmail.com**

# Thanks for downloading