# Animations Part 1

Note the Unity manual on animation is great: <https://docs.unity3d.com/Manual/animeditor-UsingAnimationEditor.html>

There is also a gentle introduction tutorial at <https://unity3d.com/learn/tutorials/topics/animation/animation-view?playlist=17099>

Creating an animation

1. Open the animation window
2. Select an object
3. In the animation window click Create
   1. Name the animation and put it in your animations folder
4. Note elements row 1 from the left
   1. Red Record button
   2. Play, etc. buttons.
   3. The number in the right box is the current frame nmber
5. Row 2
   1. Name of the current animation
   2. Samples: the number of times the animation will move per second. If this is set to 20, then a 2 second animation will have 40 animation steps
   3. The diamond lets you add a keyframe at the current position.
   4. The button on the right lets you add an event (these can call scripts at particular parts of the animation)
6. Add Property
   1. Lets you choose which property the animation will control
   2. Select Transform Position
   3. Notice that you have two sets of key frames the animation start condition and its end condition
7. **You must press the red Record button to record any changes.**
   1. With the red button selected,
   2. Go to the right keyframe in the timeline and change a value
   3. Press play in the animation window
8. Note to move an animated object in the Unity world, place it in another gameObject and move the gameObject.
9. Spend some time creating simple animations with your shapes