**Unity3D教程：安卓游戏开发实现动画的播放**

Posted on 2013年06月03日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 73 次

1.首先把动画.fbx文件放到Hierarchy中，选中它，其中Play Automatically指的是自动播放；

2.帮助文档的代码：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 1 | animation.Play(); |

这段代码是指动画的播放，如果写这段代码话，就别选Play Automatically。

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 1 | animation.Play("walk"); |

这段代码是指控制另一个名字为walk的动画。Unity3D教程手册

3.人物动作的例子代码：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | function OnGUI() { |
| 02 |  |
| 03 | **if**(GUI.Button(Rect(100,70,70,20),“walk”)){ |
| 04 |  |
| 05 | animation.Play(“walk”); |
| 06 |  |
| 07 | } |
| 08 |  |
| 09 | **if**(GUI.Button(Rect(100,100,70,20),“run”)){ |
| 10 |  |
| 11 | animation.Play(“run”); |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | **if**(GUI.Button(Rect(100,130,70,20),“attack”)){ |
| 16 |  |
| 17 | animation.Play(“attack”); |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | **if**(GUI.Button(Rect(100,160,70,20),“die”)){ |
| 22 |  |
| 23 | animation.Play(“die”); |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | **if**(GUI.Button(Rect(100,190,70,20),“stop”)){ |
| 28 |  |
| 29 | animation.Play(“Take 001”); |
| 30 |  |
| 31 | } |
| 32 |  |
| 33 | } |