**简单的动画混合 Animation Mixing**

Posted on 2013年06月27日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 33 次

Animation Mixing （动画混合），什么是动画混合呢？举个简单的例子吧，一个模型现在有3种动作，分别是idle、walk、shoot，在Unity3D中一个Layer只能播放二种动画，shoot动作只影响左肩膀的骨骼，而不会影响腿部的动作，所有这里就可以把shoot和walk进行Mixing。

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|  |  |
| --- | --- |
| 01 | function Start () |
| 02 | { |
| 03 |  |
| 04 | *//增加一个动画剪辑片段* |
| 05 |  |
| 06 | *//* |
| 07 | animation.AddClip(animation["shoot"].clip, "shootUpperBody"); |
| 08 | animation["shootUpperBody"].AddMixingTransform(transform.Find("mover/gun")); *//@parm 路径* |
| 09 | animation["shootUpperBody"].AddMixingTransform(transform.Find("mover/roothandle/spine1")); |
| 10 | *//设置动画模式* |
| 11 | animation.wrapMode = WrapMode.Loop; |
| 12 |  |
| 13 | animation["jump"].wrapMode = WrapMode.Clamp; |
| 14 | animation["shoot"].wrapMode = WrapMode.Clamp; |
| 15 | animation["shootUpperBody"].wrapMode = WrapMode.Clamp; |
| 16 |  |
| 17 | *// Put idle and run in a lower layer. They will only animate if our action animations are not playing* |
| 18 | animation["idle"].layer = -1; |
| 19 | animation["run"].layer = -1; |
| 20 |  |
| 21 | animation.Stop(); |
| 22 | } |
| 23 | *//Unity3D教程手册：www.unitymanual.com* |
| 24 |  |
| 25 | function Update () { |
| 26 | **if** (Mathf.Abs(Input.GetAxis("Vertical")) > 0.1) |
| 27 | { |
| 28 | animation.CrossFade("run"); |
| 29 | animation["run"].speed = Mathf.Sign(Input.GetAxis("Vertical")); |
| 30 | } |
| 31 | **else** |
| 32 | animation.CrossFade("idle"); |
| 33 |  |
| 34 | **if** (Input.GetButtonDown ("Jump")) |
| 35 | { |
| 36 | animation.CrossFade("jump", 0.3); |
| 37 | } |
| 38 | **if** (Input.GetButtonDown ("Fire1")) |
| 39 | { |
| 40 | **if** (animation["run"].weight > 0.5) |
| 41 | animation.CrossFadeQueued("shootUpperBody", 0.3, QueueMode.PlayNow); |
| 42 | **else** |
| 43 | animation.CrossFadeQueued("shoot", 0.3, QueueMode.PlayNow); |
| 44 | } |