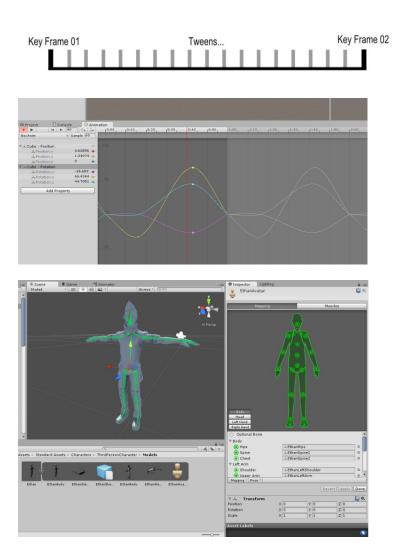
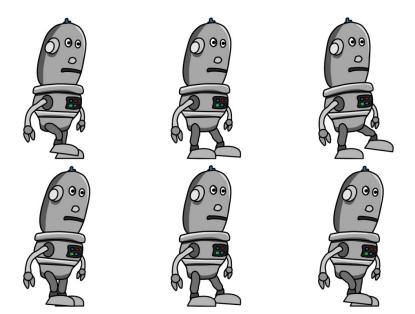
Chapter 1: Animation Fundamentals

Animation Frames (Per Second)



Tweens Generated Between Key Frames





Unity

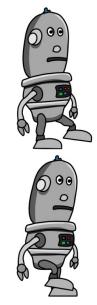
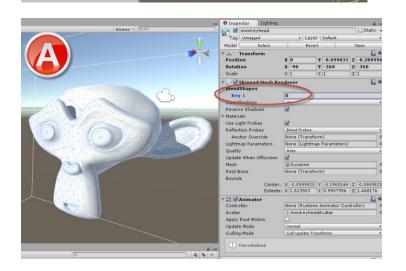
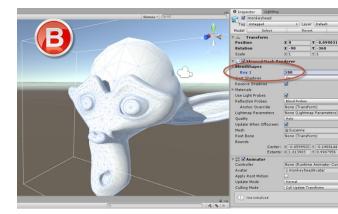


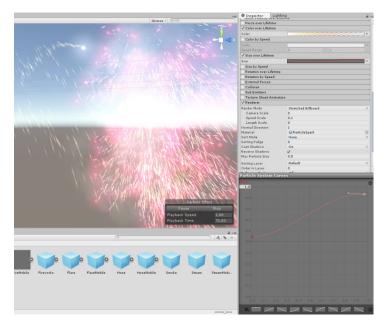
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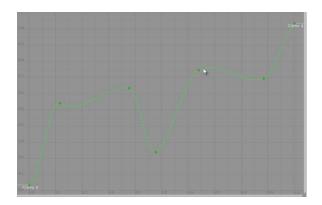


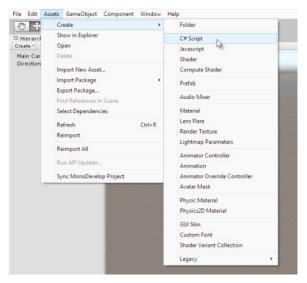
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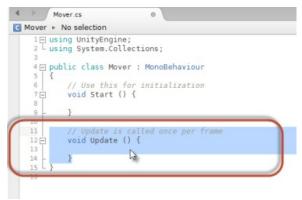




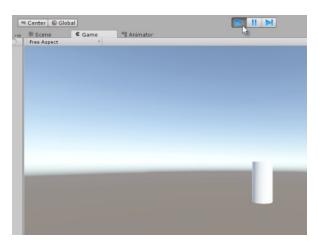


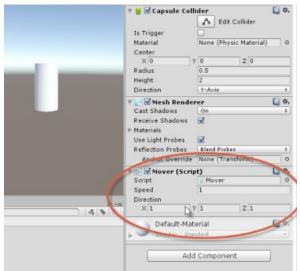


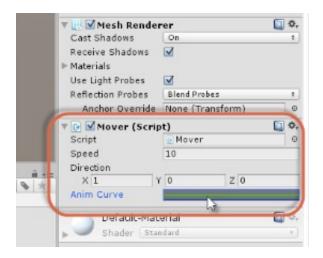


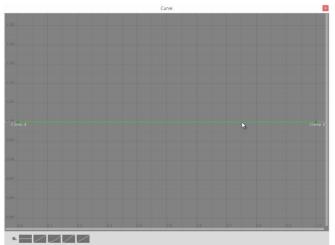


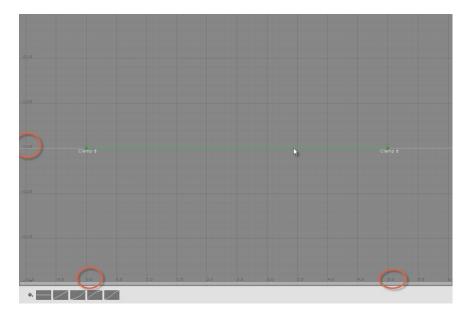
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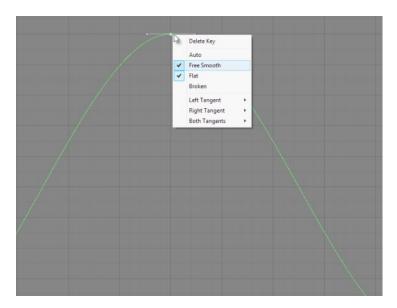


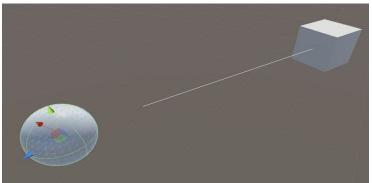


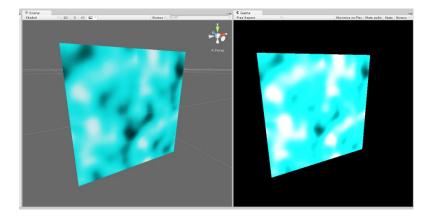




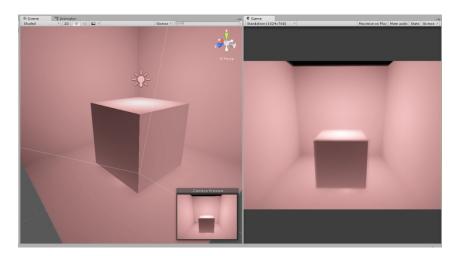








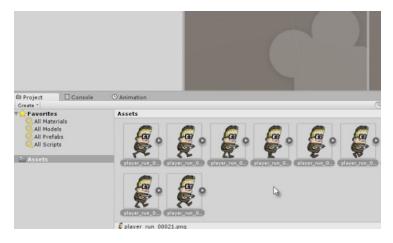
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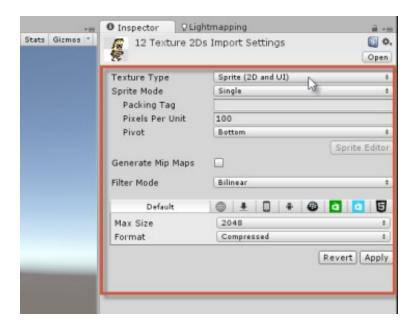


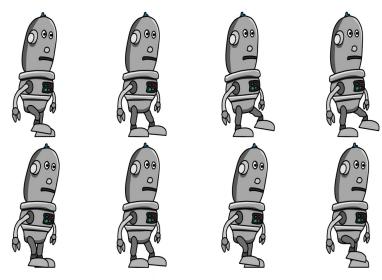
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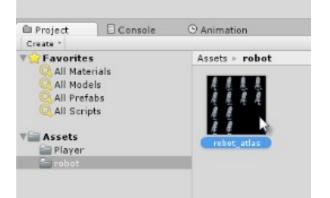




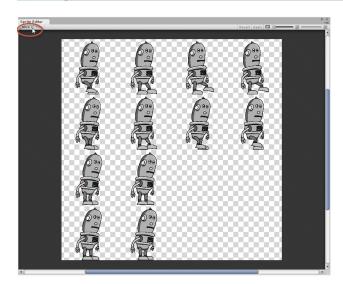




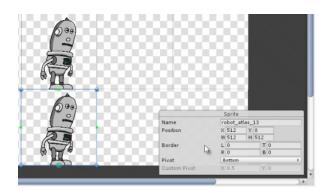




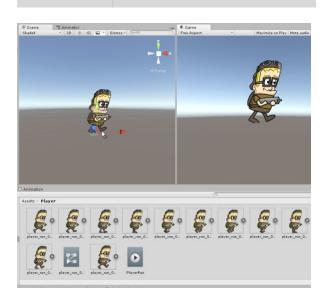
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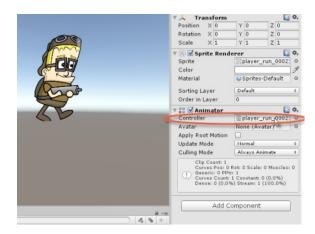


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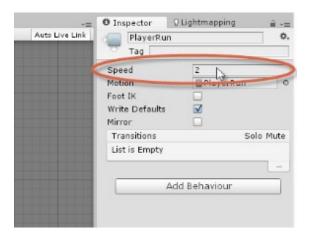


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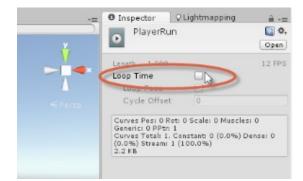




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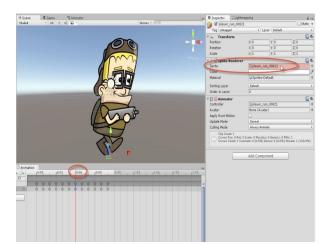


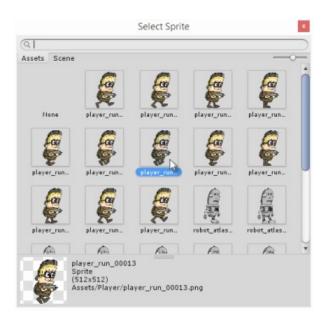




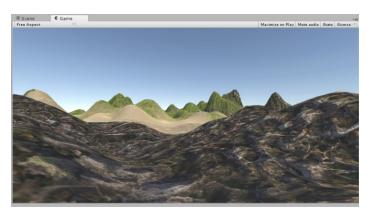
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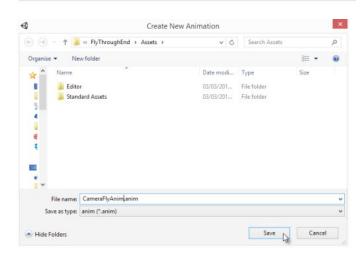
Chapter 3: Native Animation

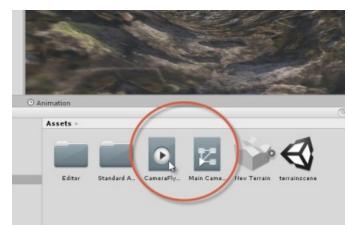


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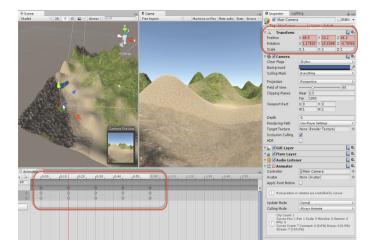


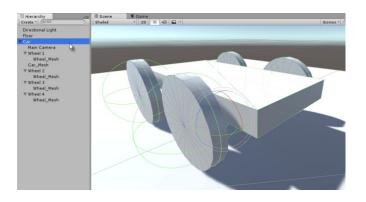


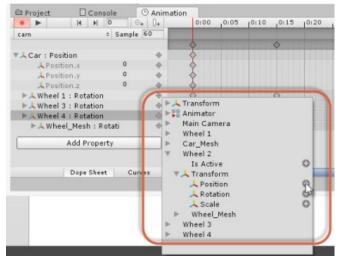
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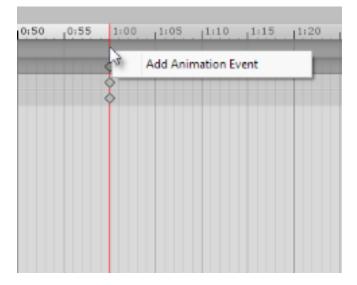
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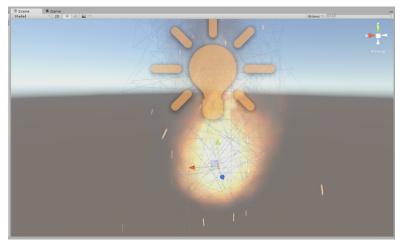


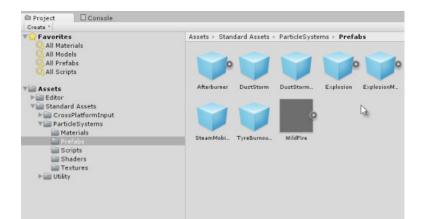


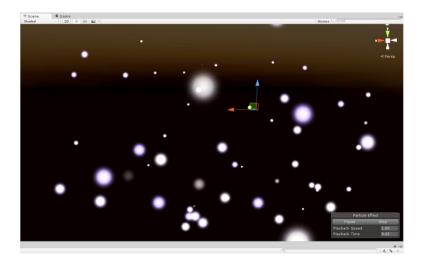
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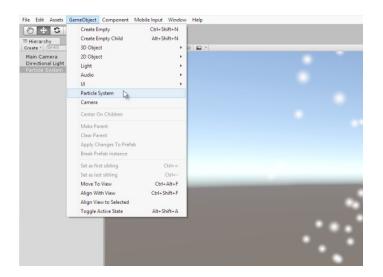
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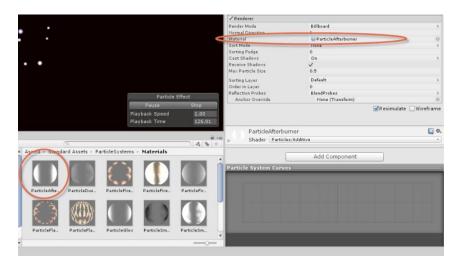


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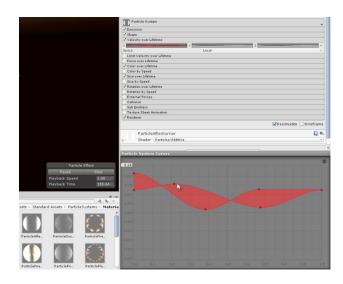
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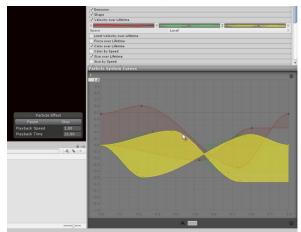
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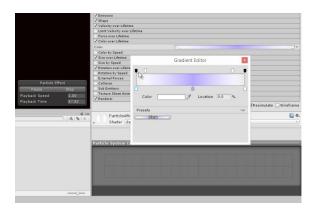
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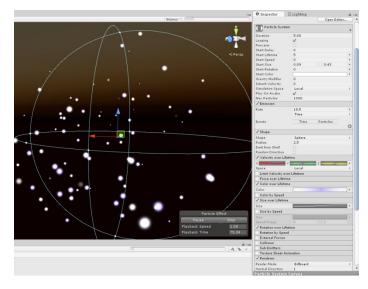


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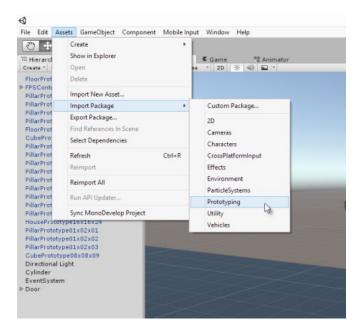


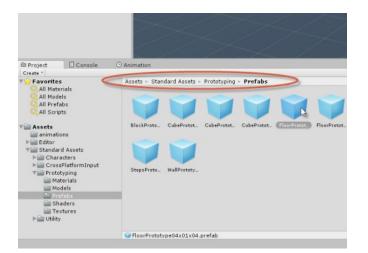


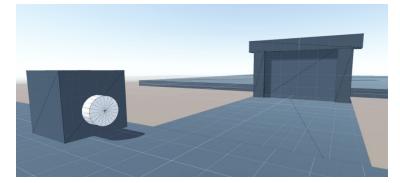


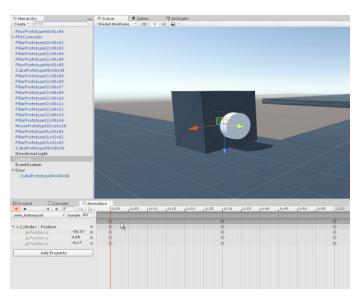


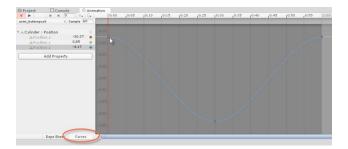
Chapter 4: Noncharacter Animation with Mecanim

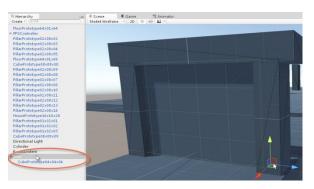


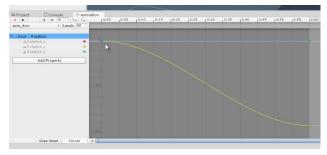


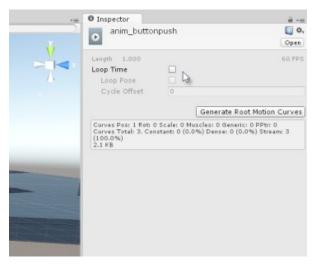




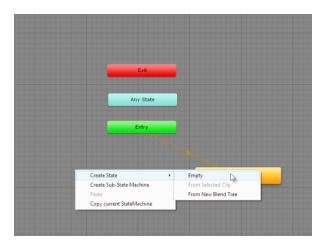


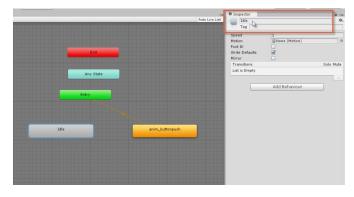


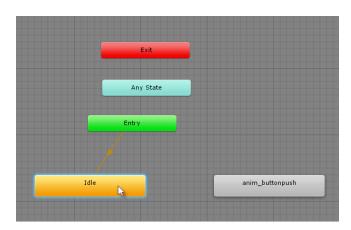




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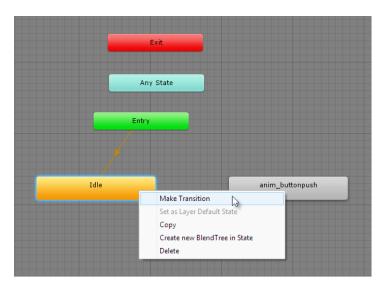


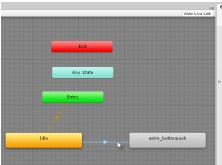


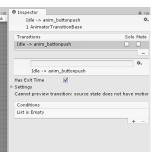


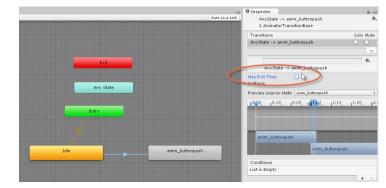
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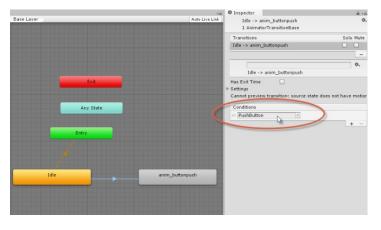
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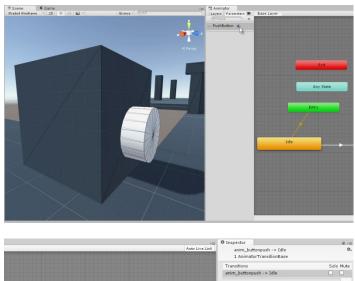


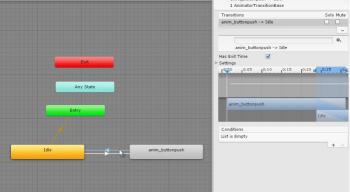


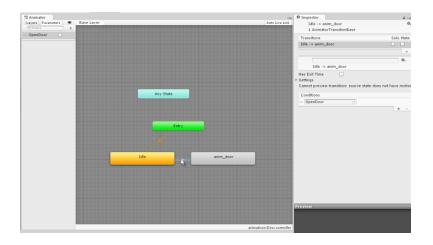


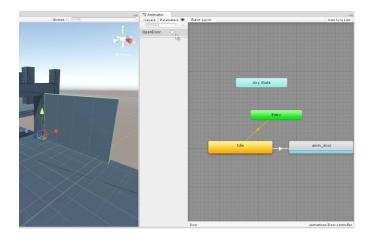




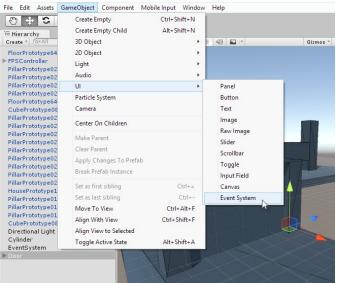




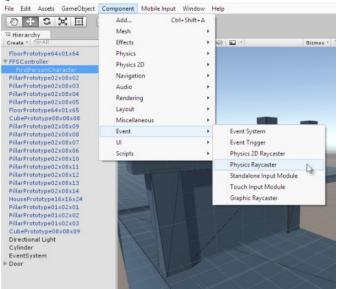


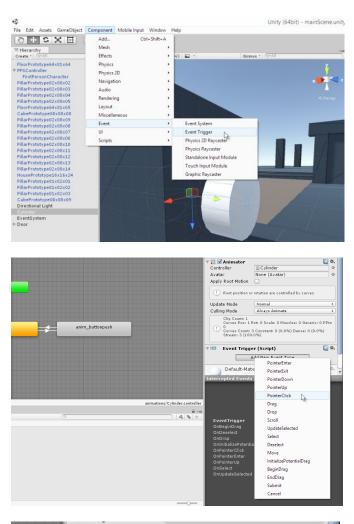


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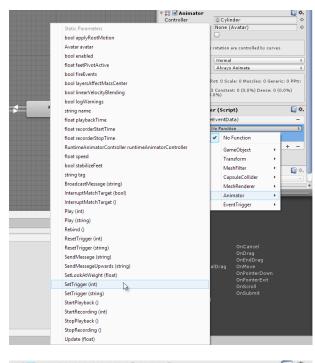
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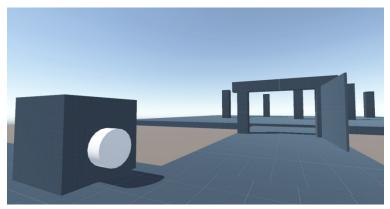




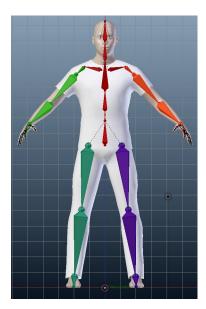


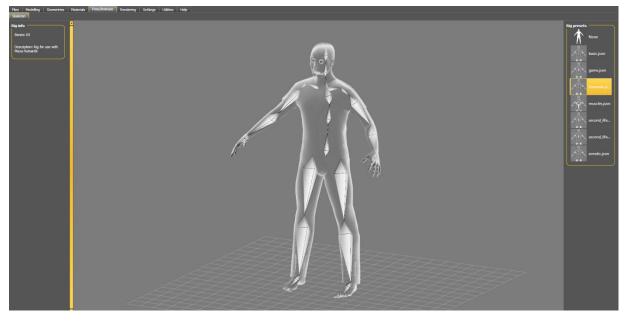
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Chapter 5: Character Animation Fundamentals

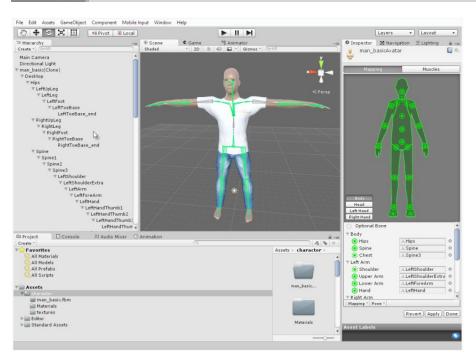


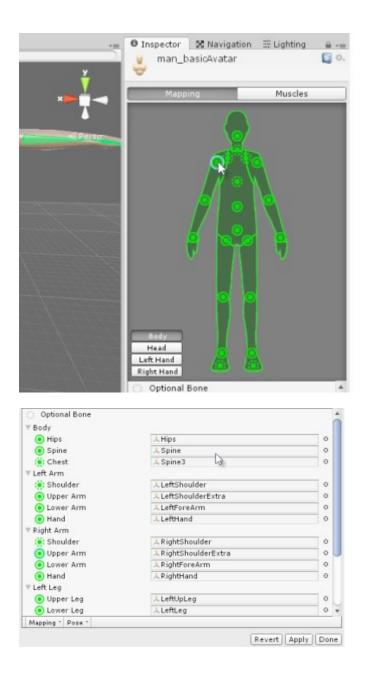


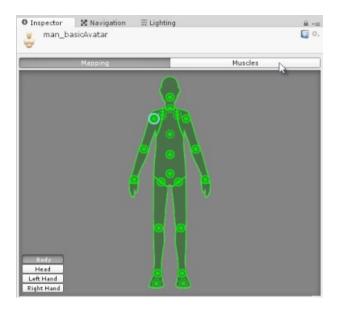
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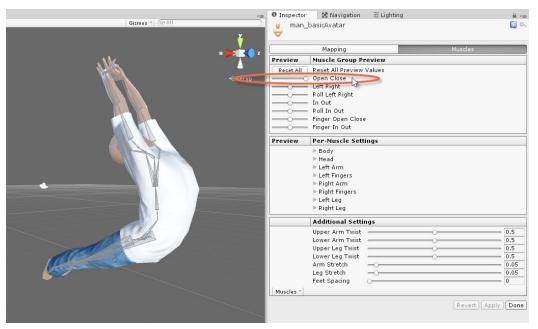
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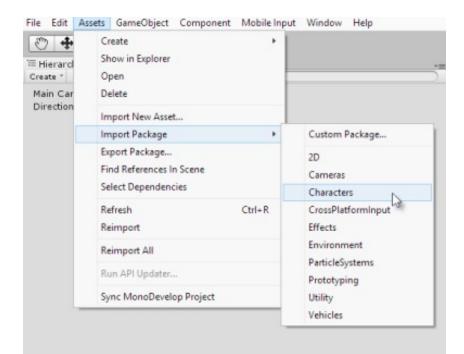




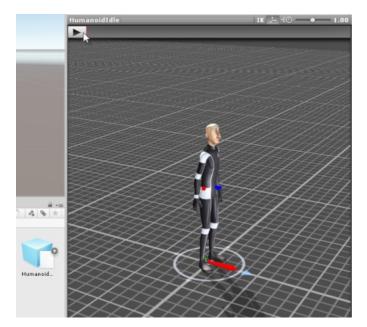


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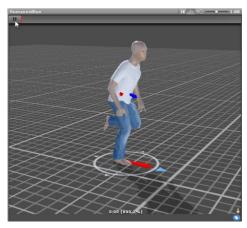
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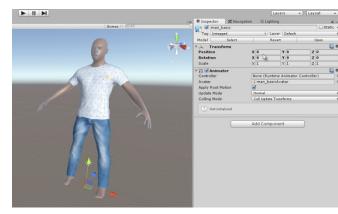




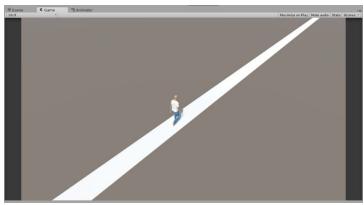










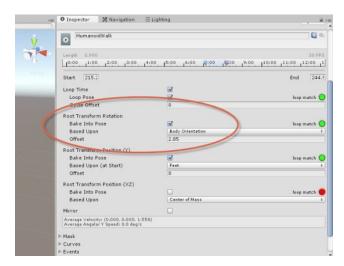


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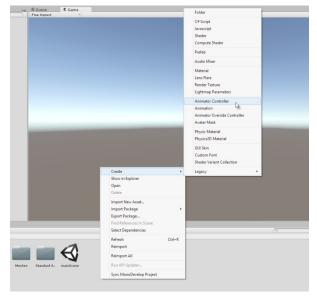
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Chapter 6: Advanced Character Animation

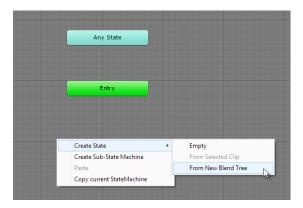






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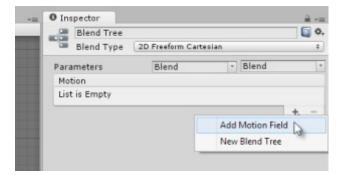
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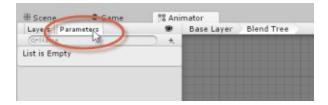
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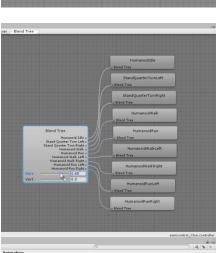


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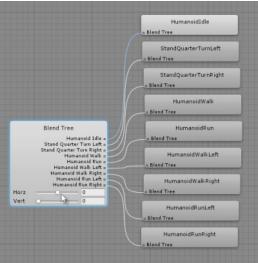


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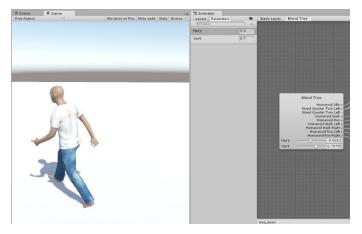
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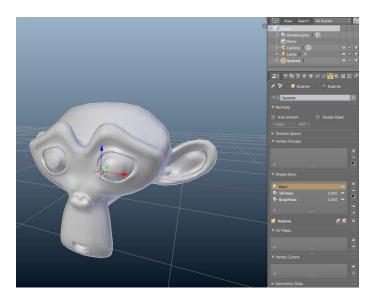


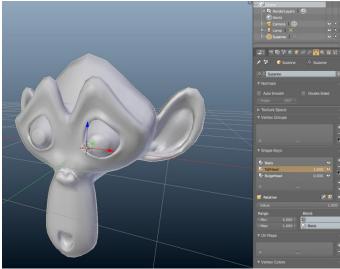
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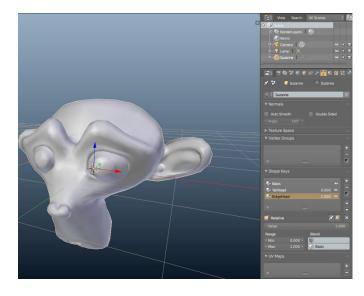


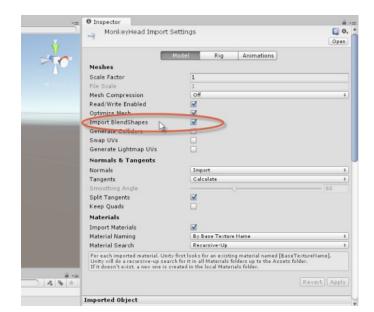


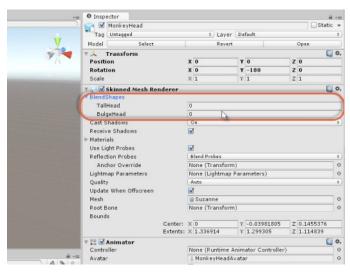
Chapter 7: Blend Shapes, IK, and Movie Textures

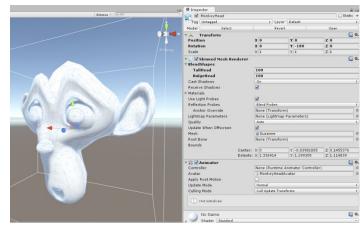








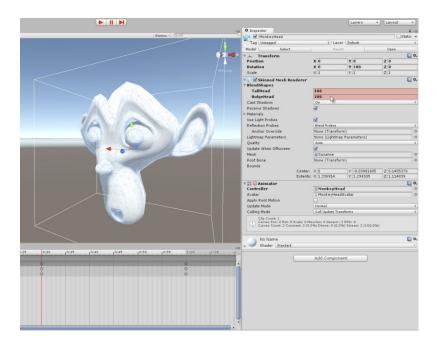


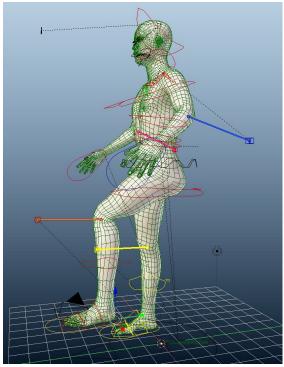


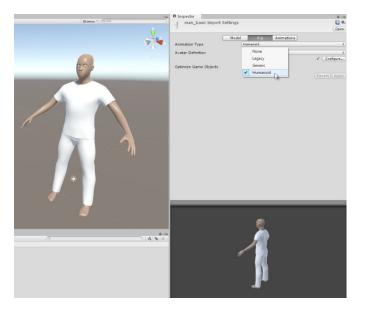
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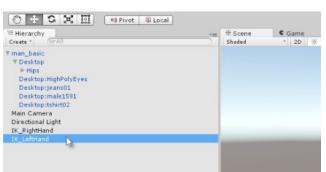
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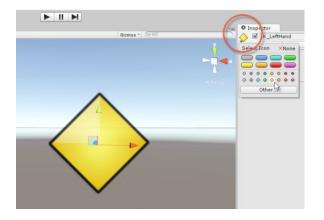
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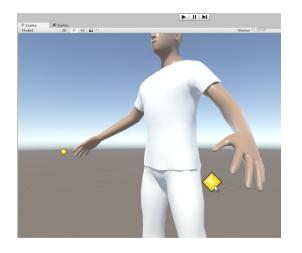


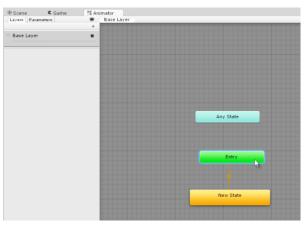


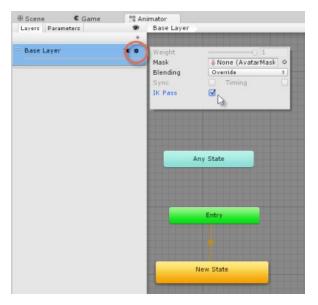


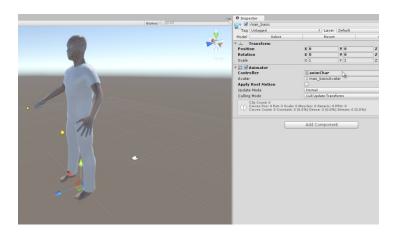


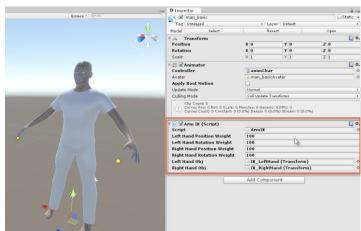




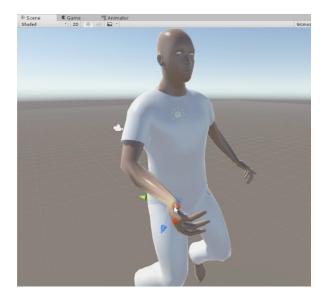


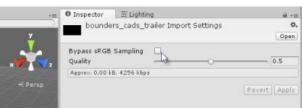


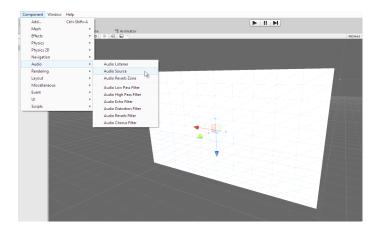












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<u>y</u>	Shader	Unlit/Texture	•
<pre> </pre>	Base (RGB) Tiling Offset	Standard Standard (Specular setup) FX GUI Mobile Nature Particles Skybox Sprites UI	None (Texture)
Color		Unlit	•
✓ Texture		Legacy Shaders	•
Transparent	3	3 7 100	
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