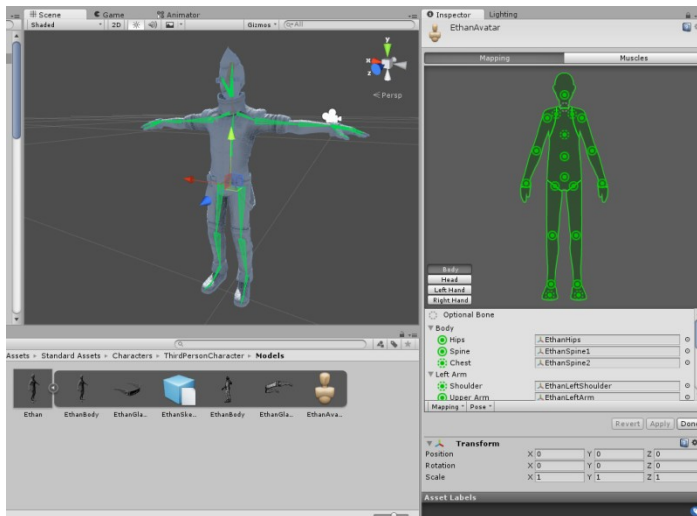
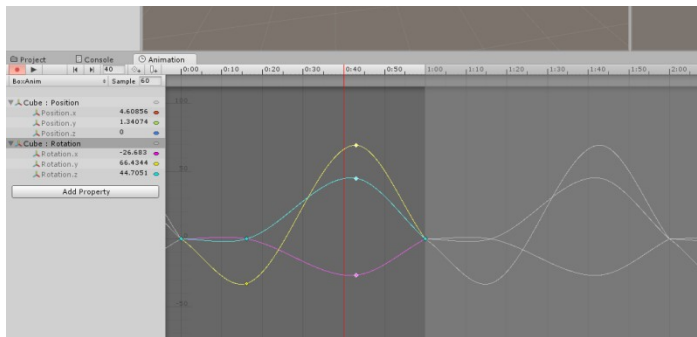
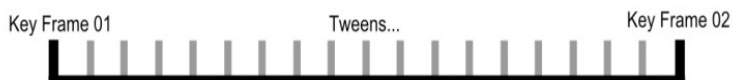


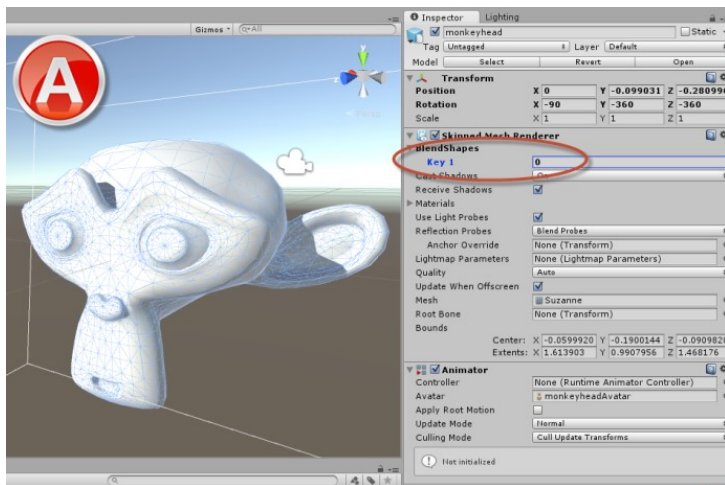
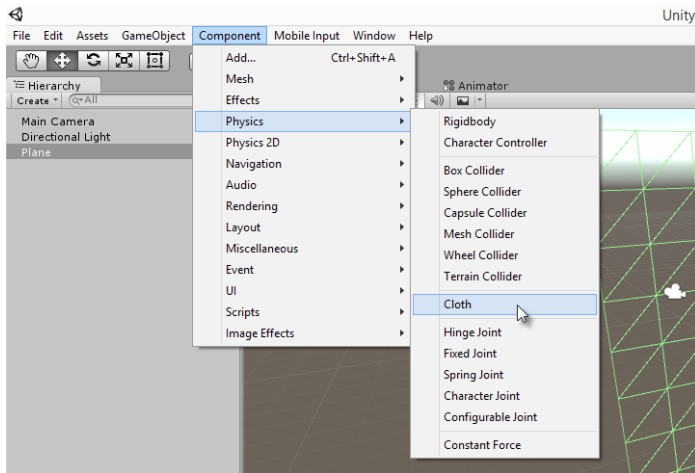
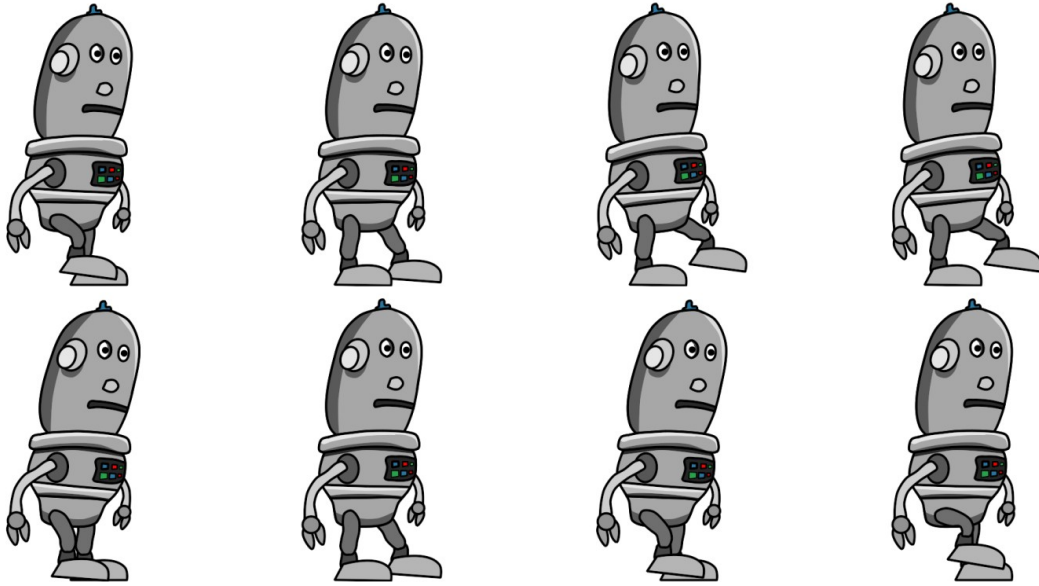
Chapter 1: Animation Fundamentals

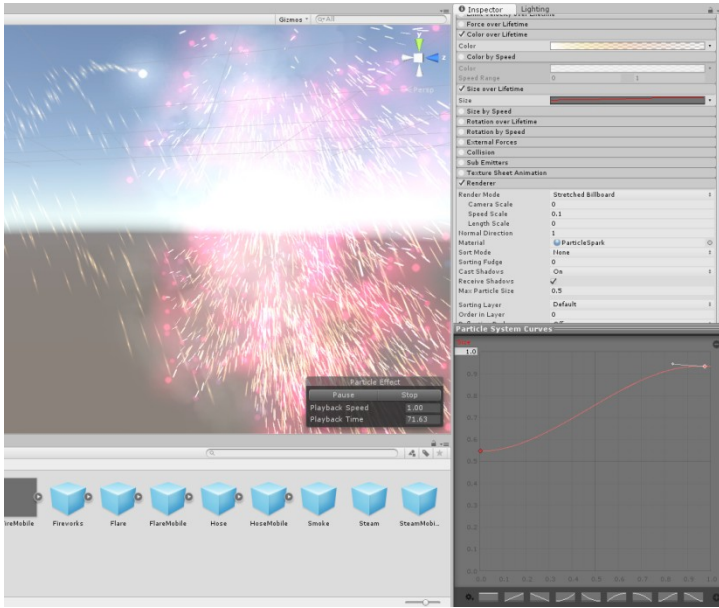
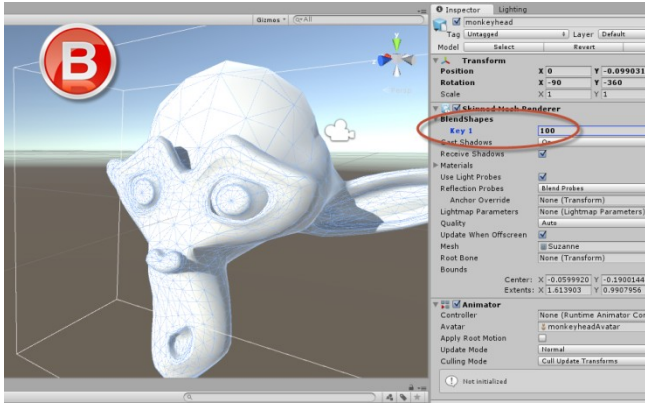
Animation Frames (Per Second)

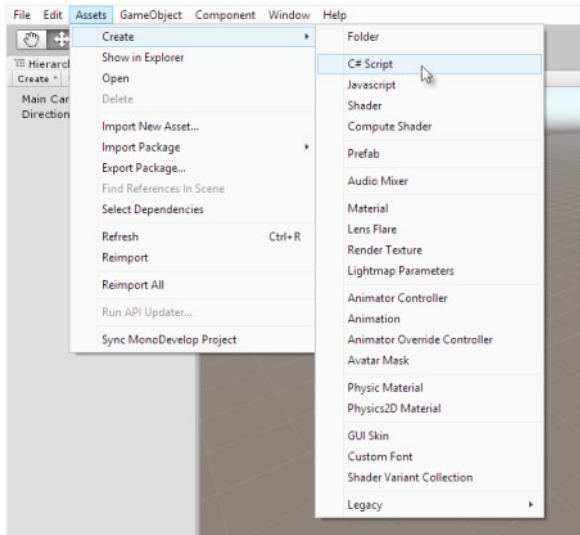
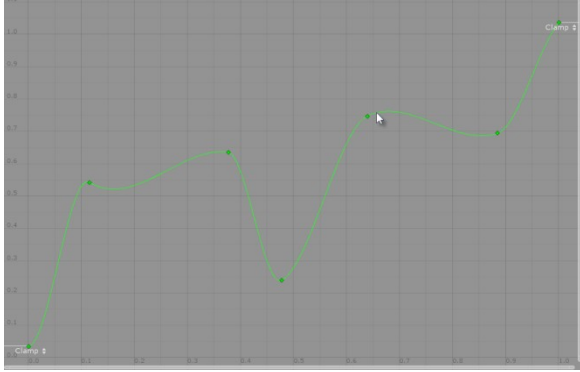


Tweens Generated Between Key Frames

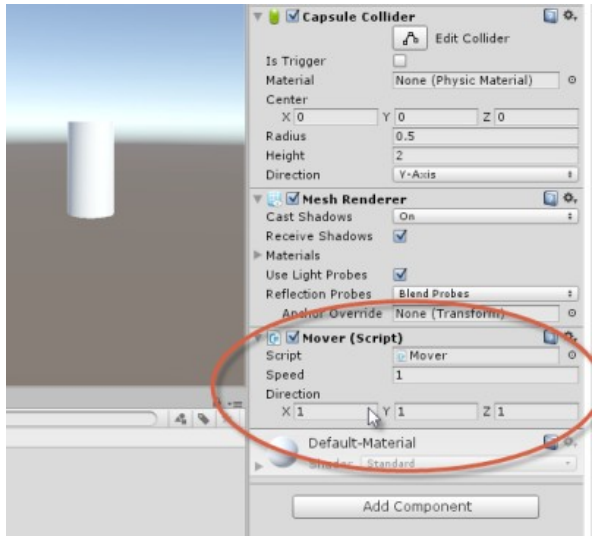
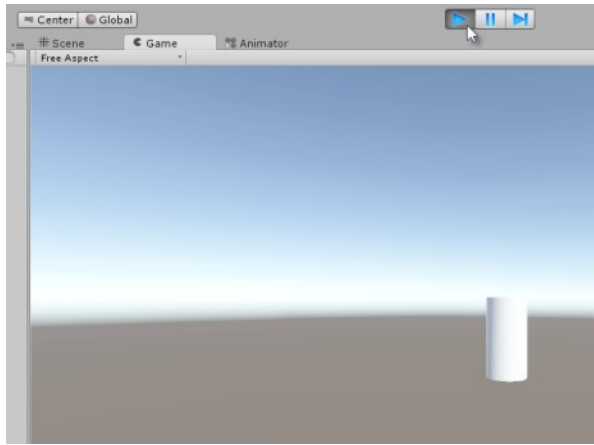
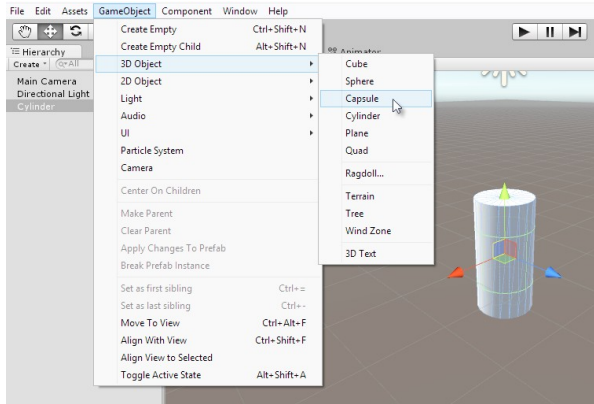


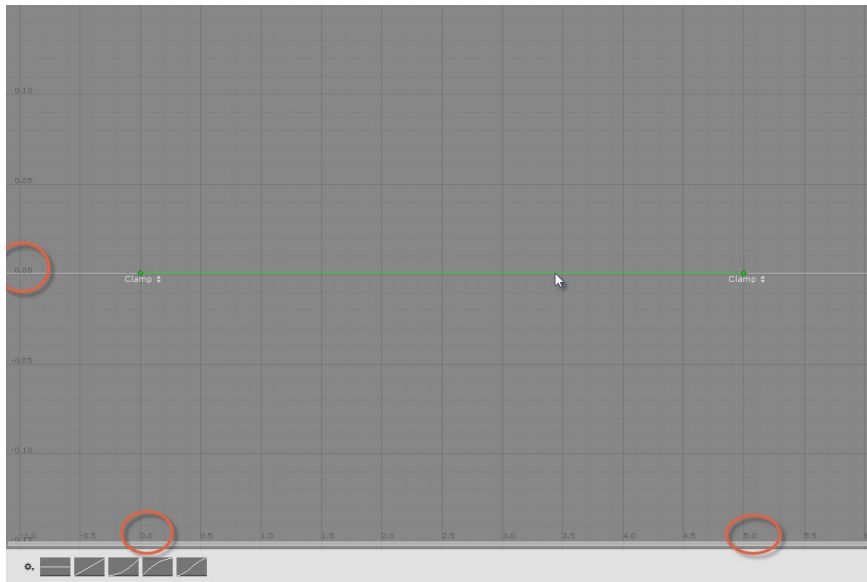
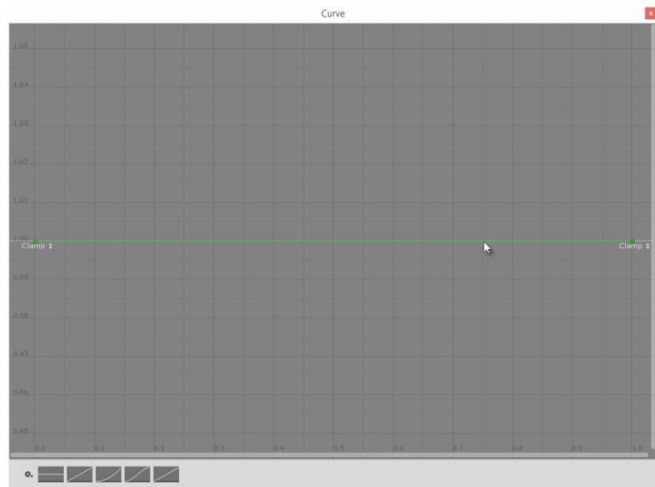
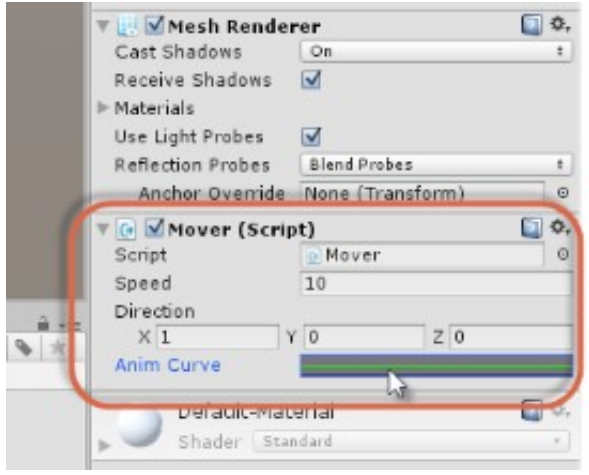


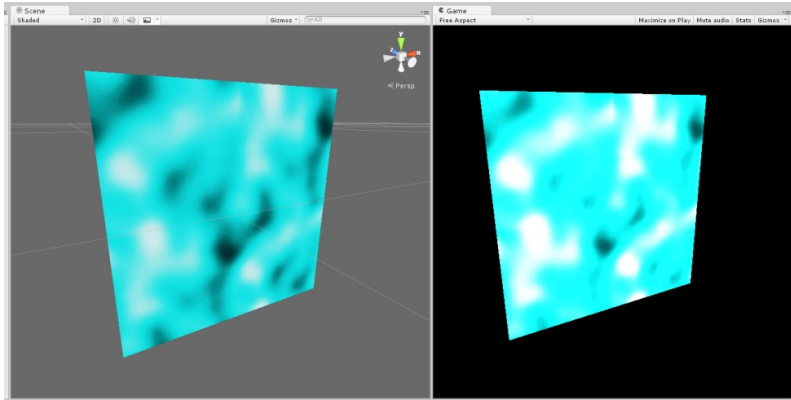
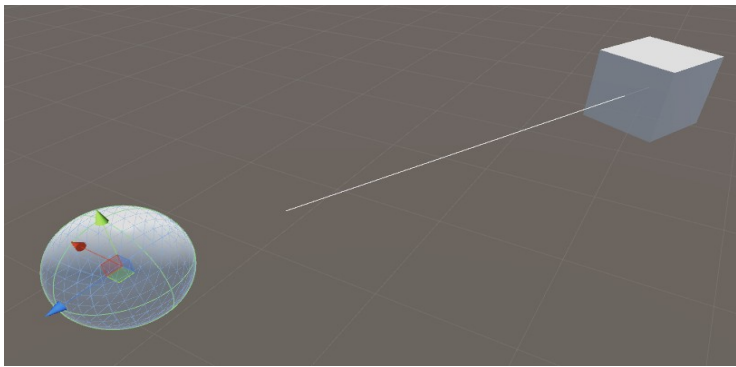
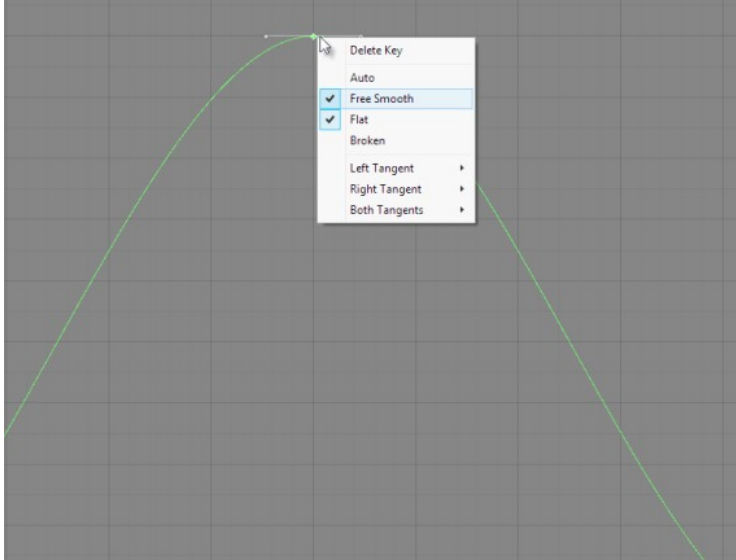


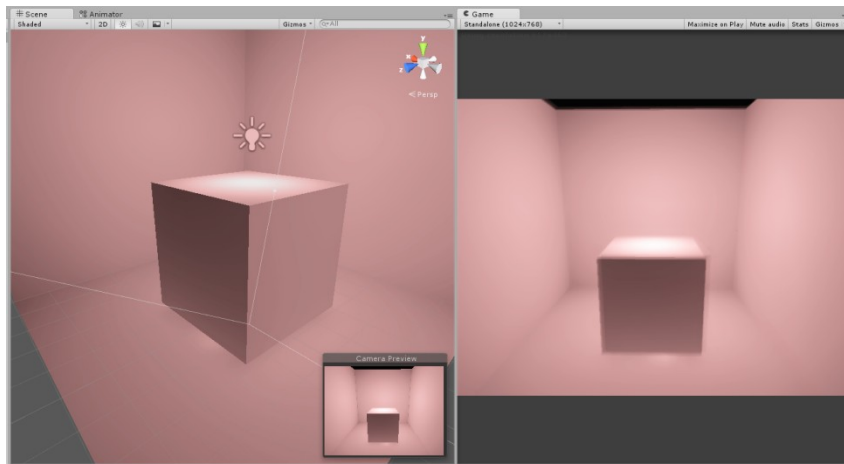
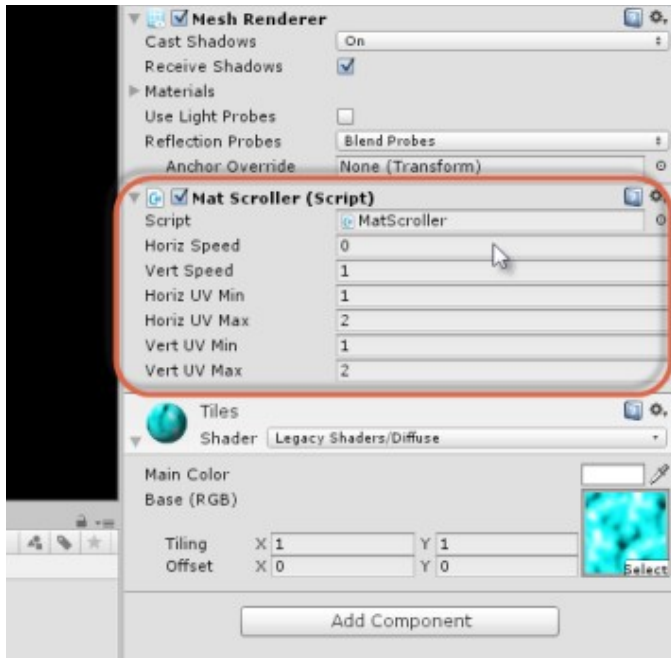


```
Mover.cs
Mover > No selection
1 using UnityEngine;
2 using System.Collections;
3
4 public class Mover : MonoBehaviour
5 {
6     // Use this for initialization
7     void Start () {
8
9     }
10
11     // Update is called once per frame
12     void Update () {
13
14     }
15 }
```

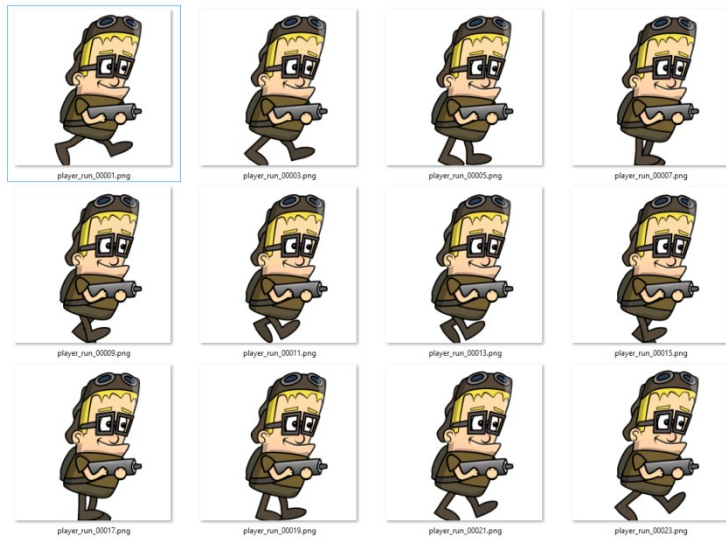


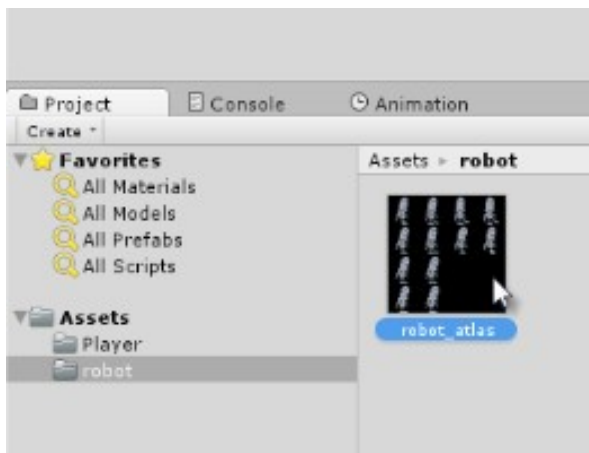
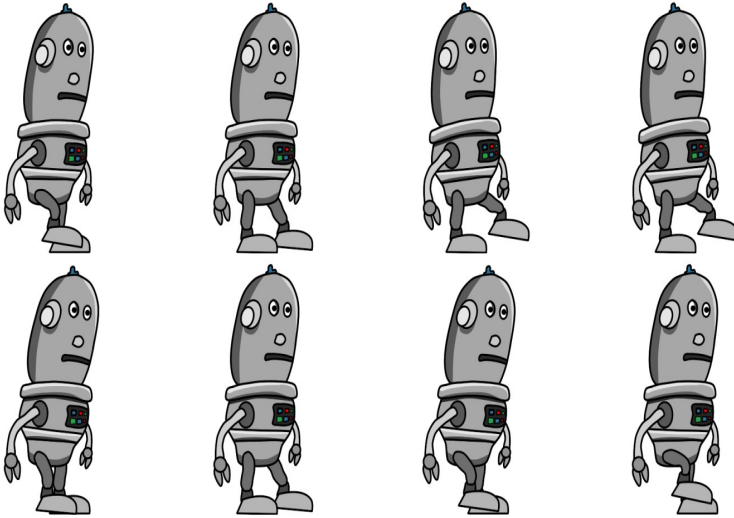
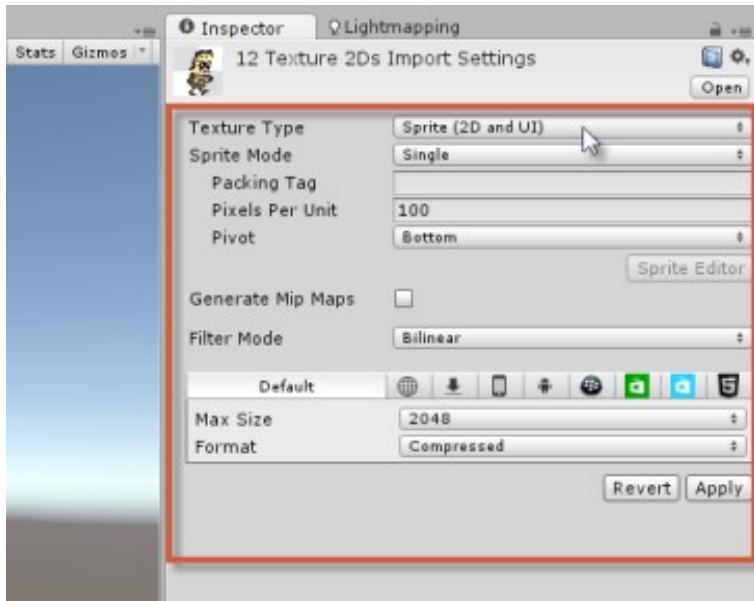


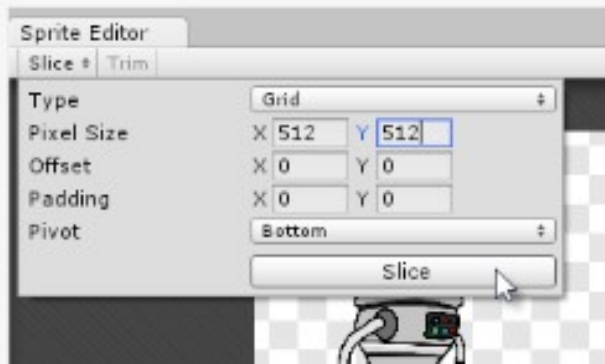
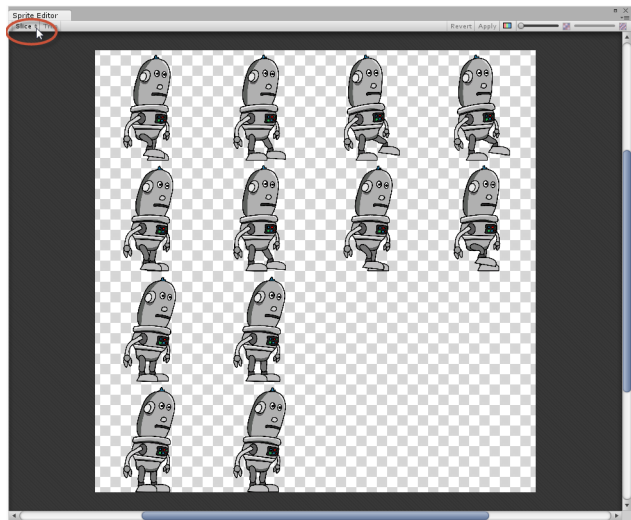
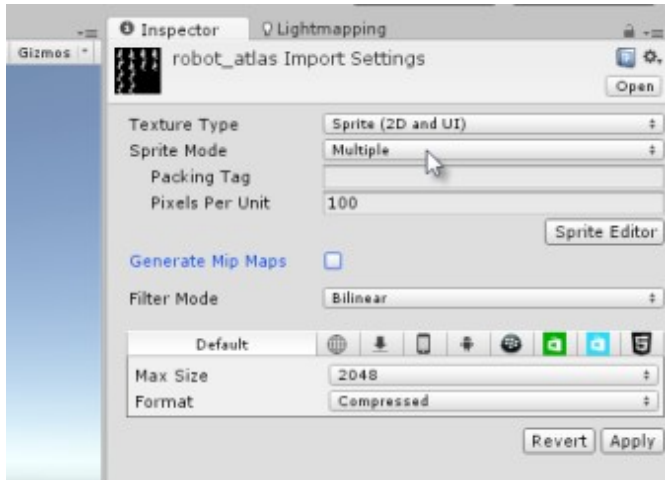


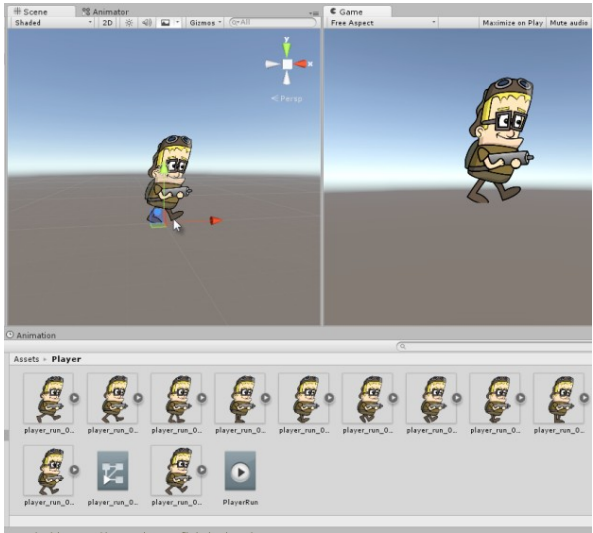
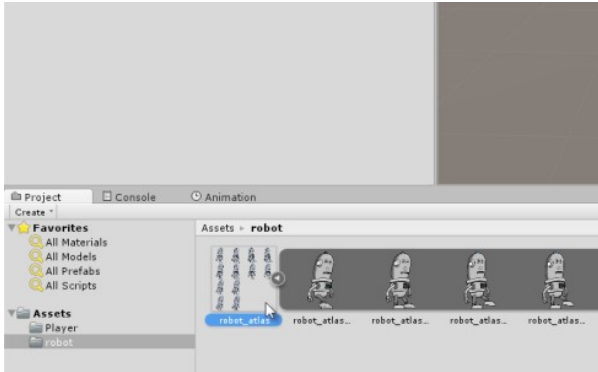
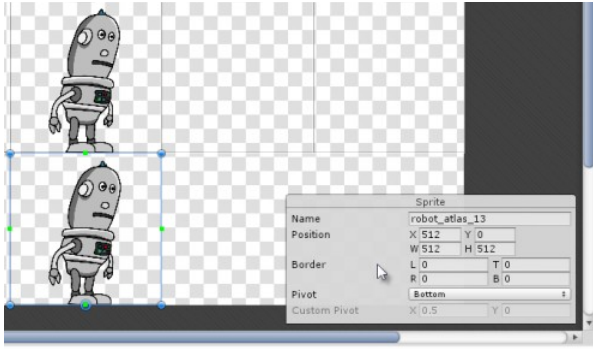


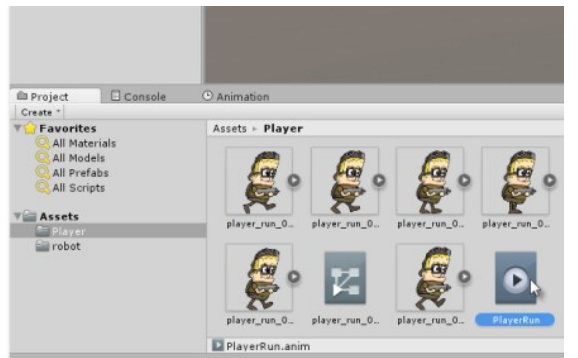
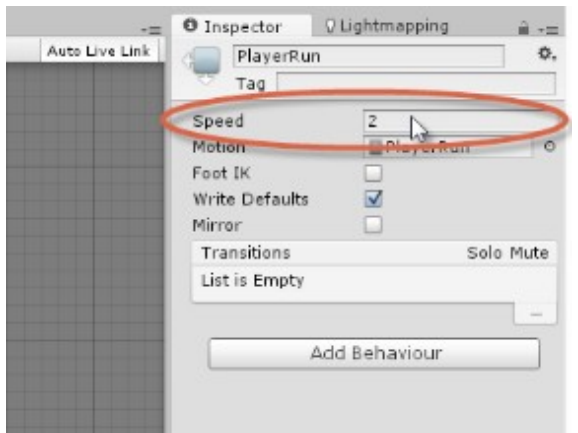
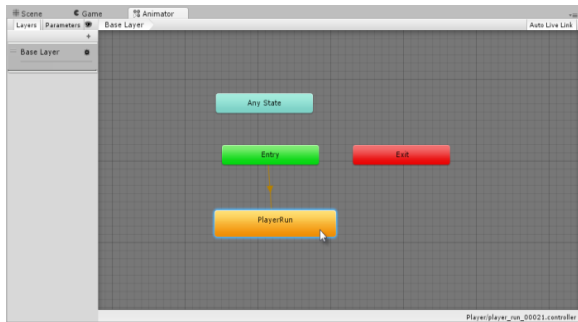
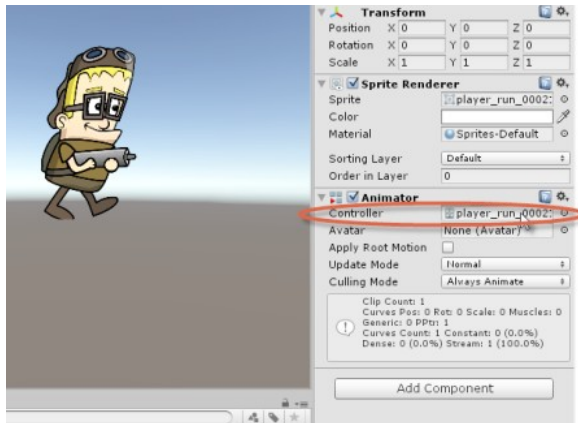
Chapter 2: Sprite Animation

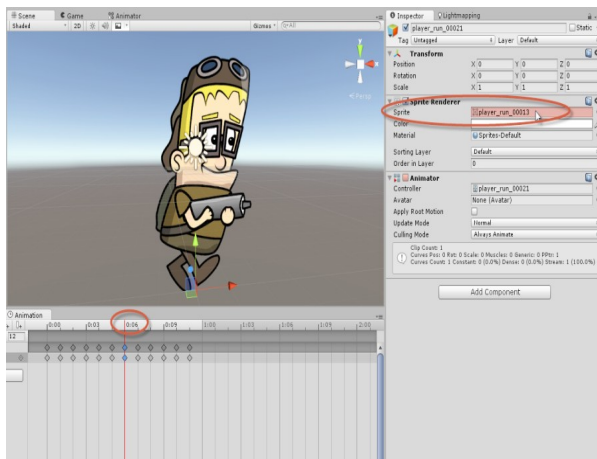
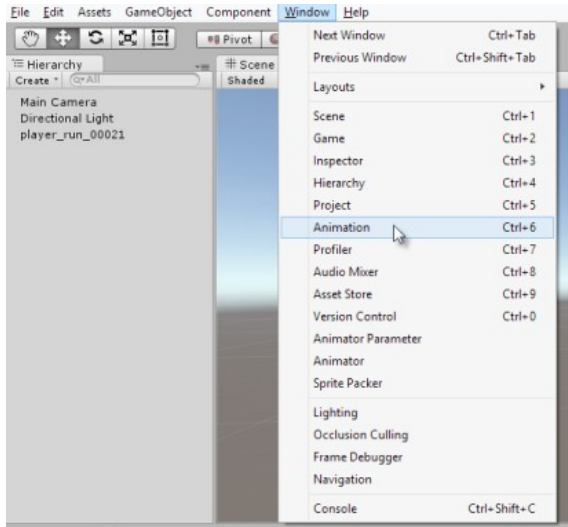
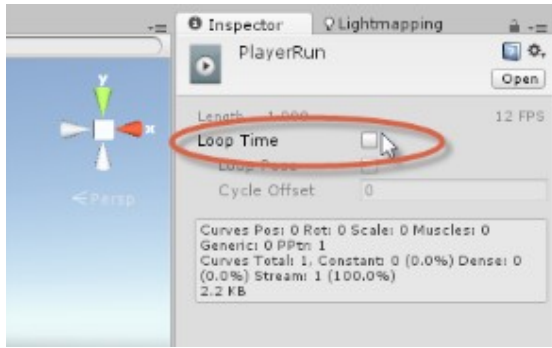


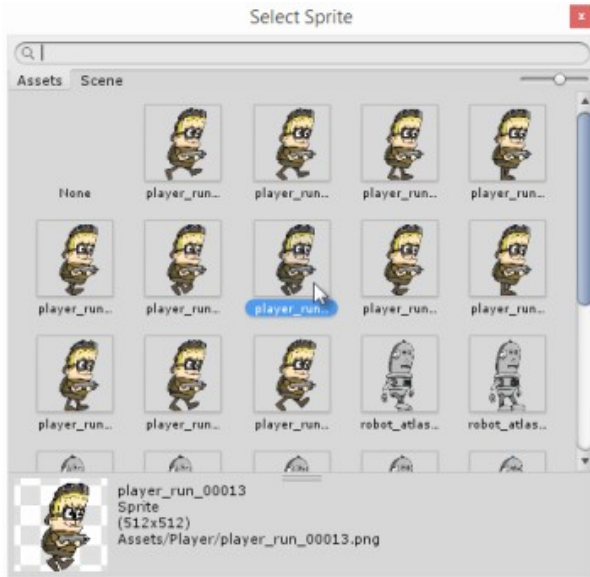




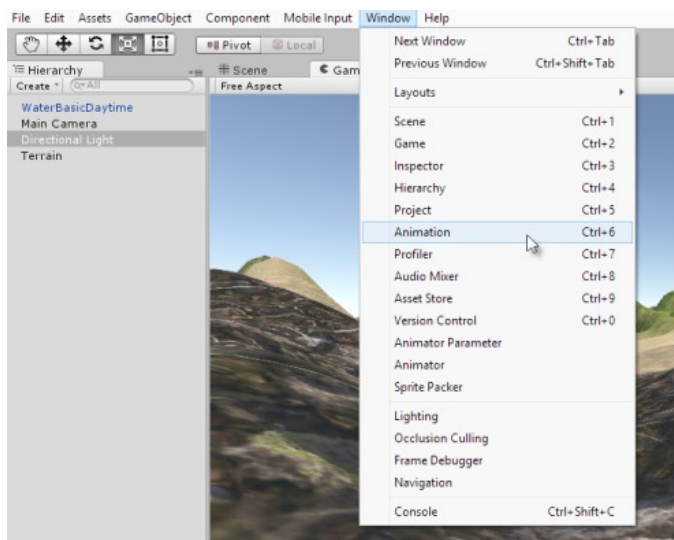
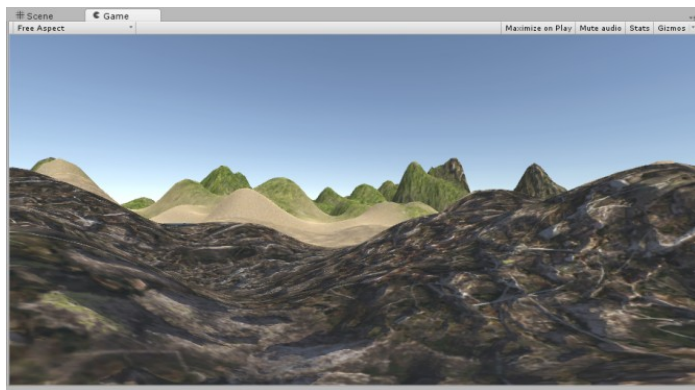


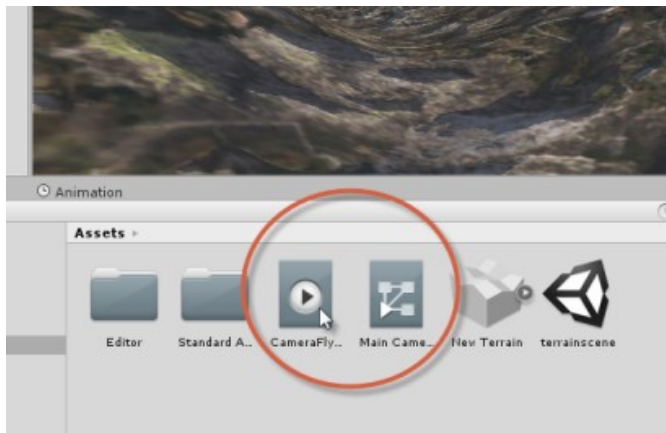
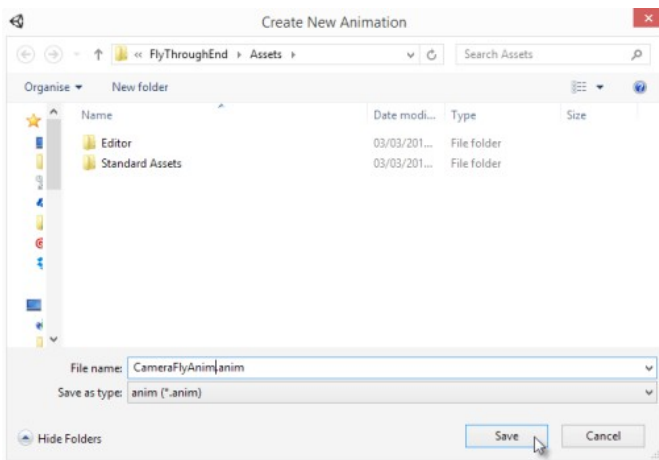
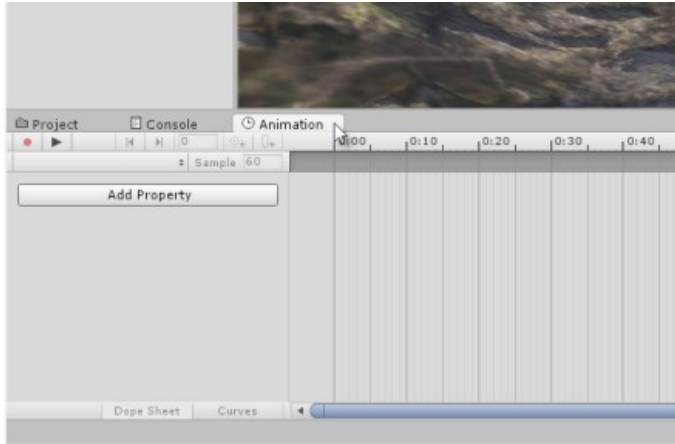


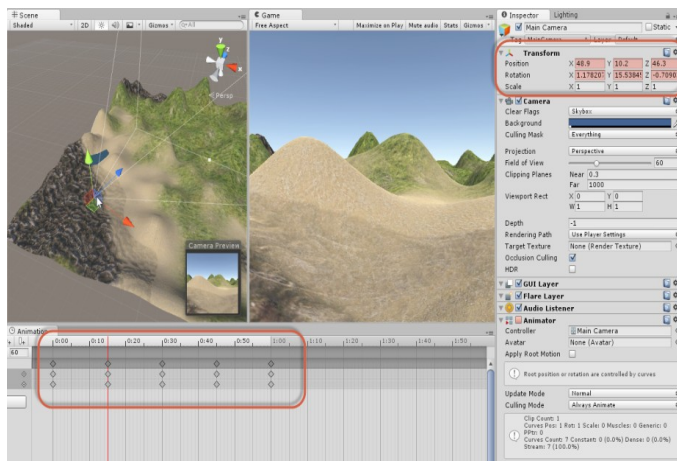
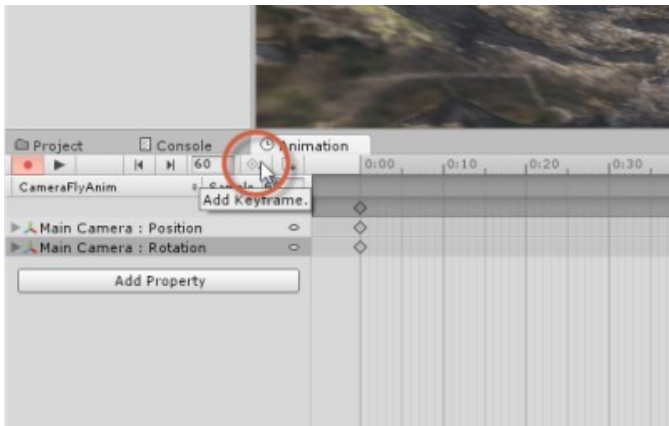
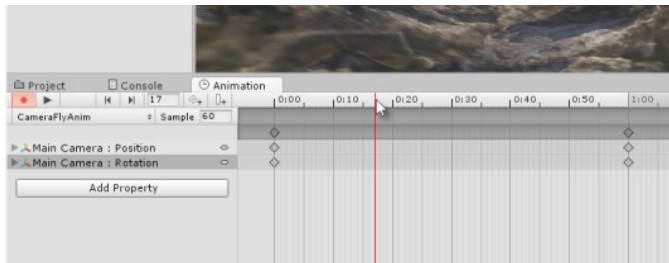
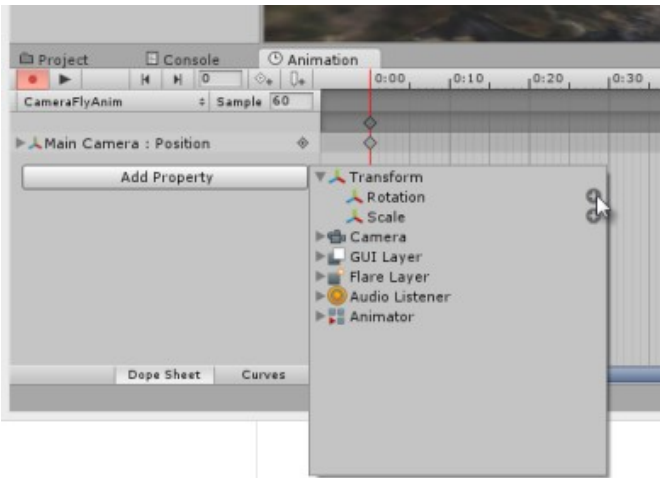


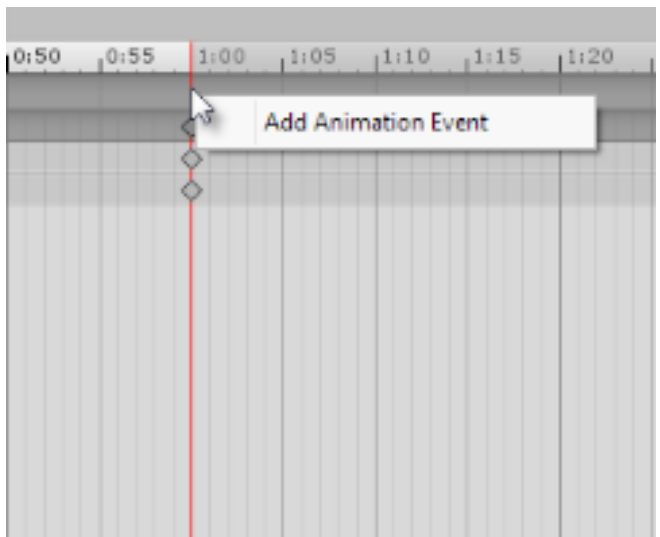
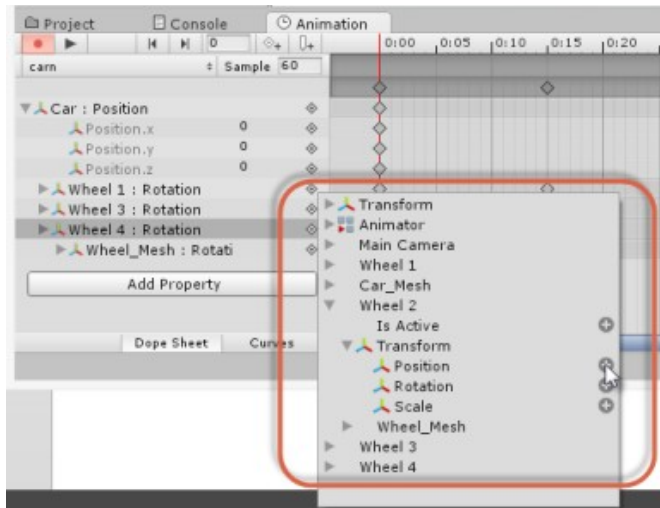
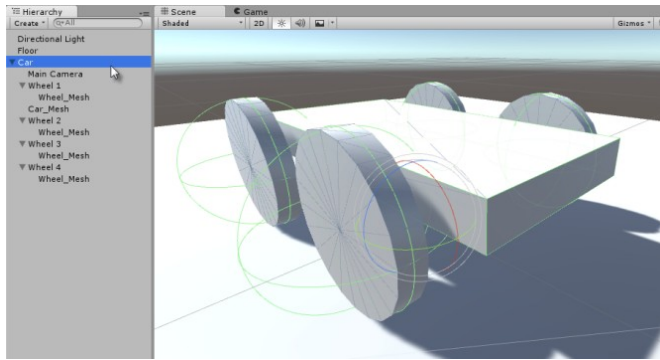


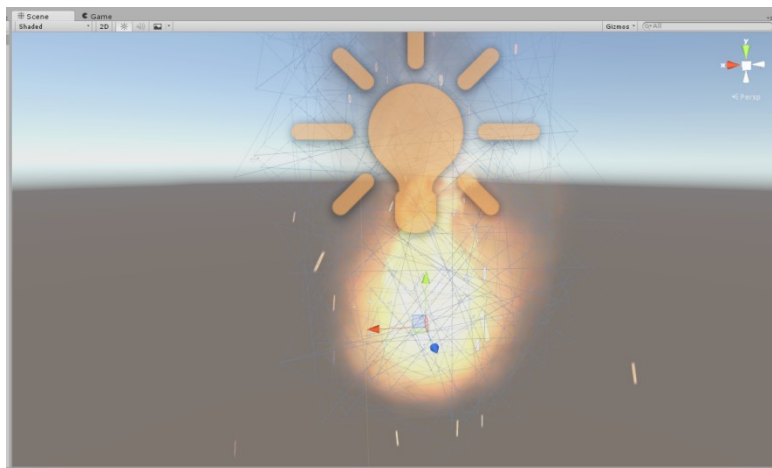
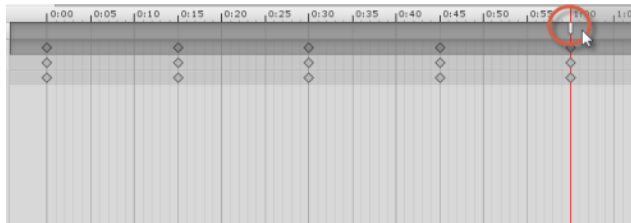
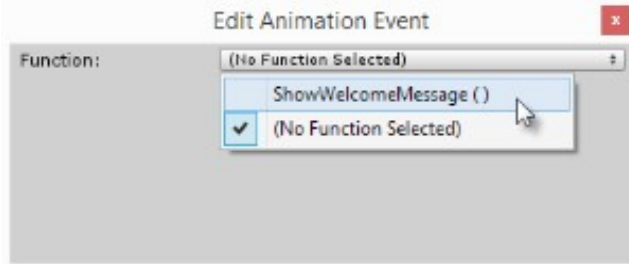
Chapter 3: Native Animation

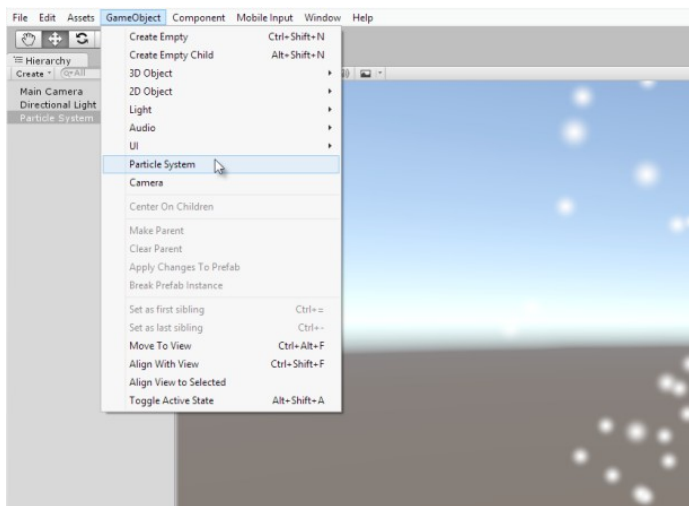
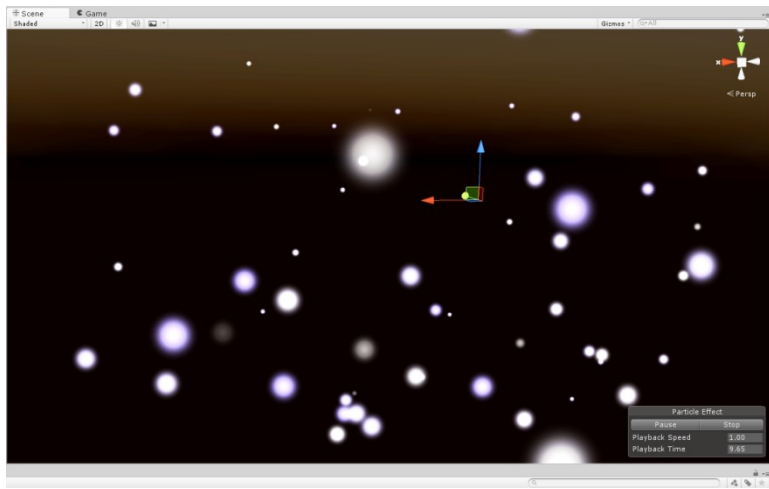
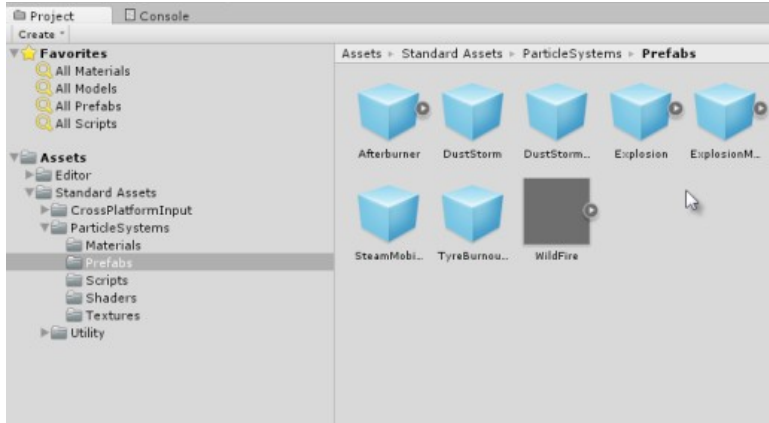


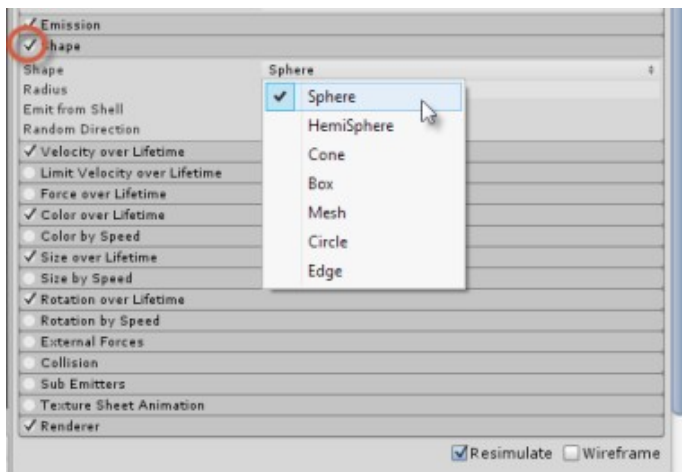
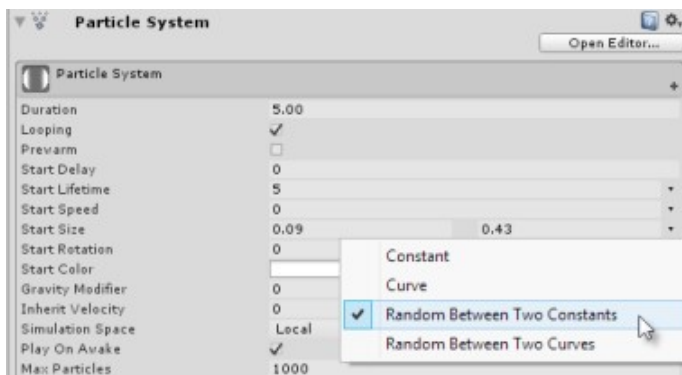
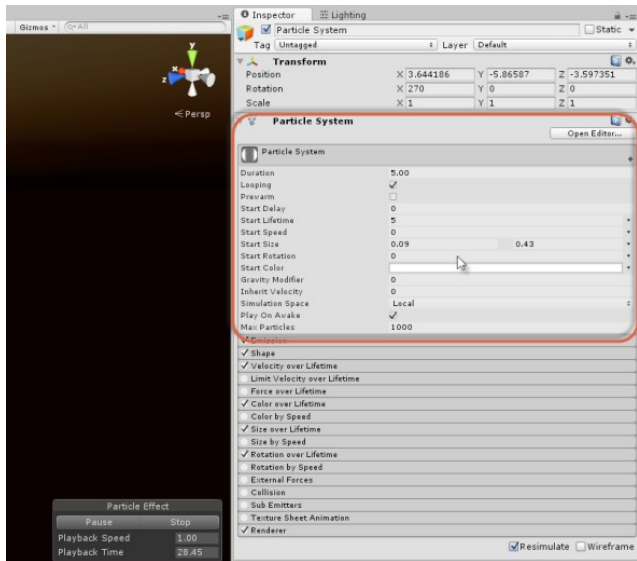


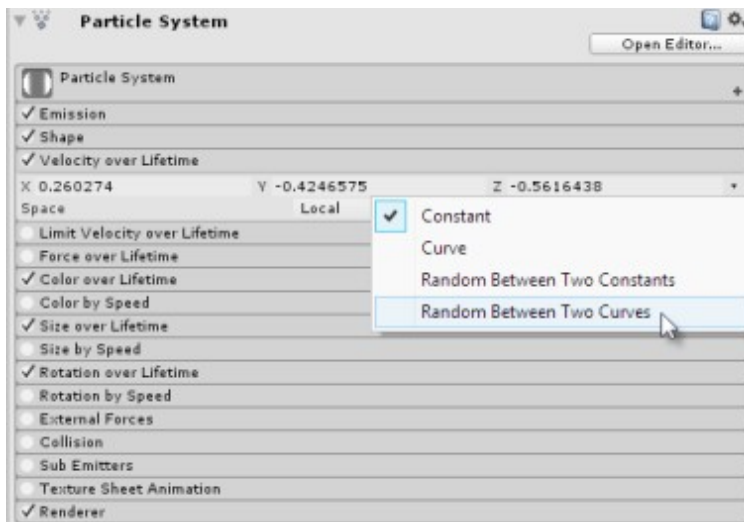
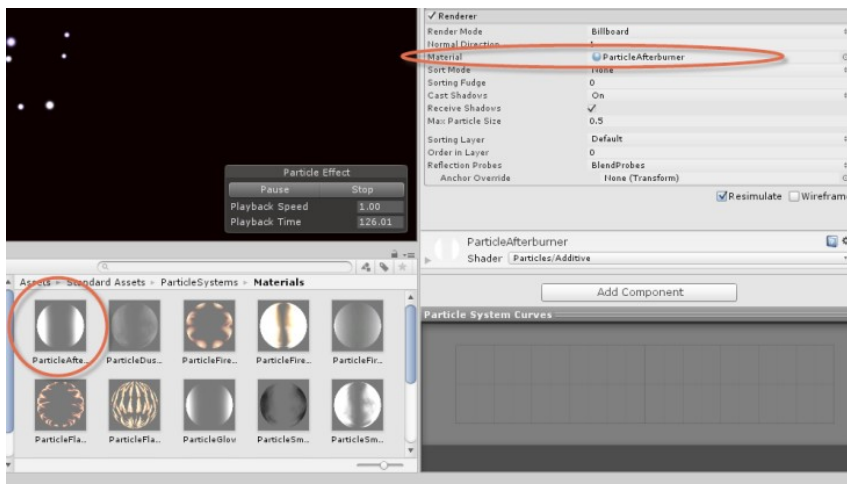
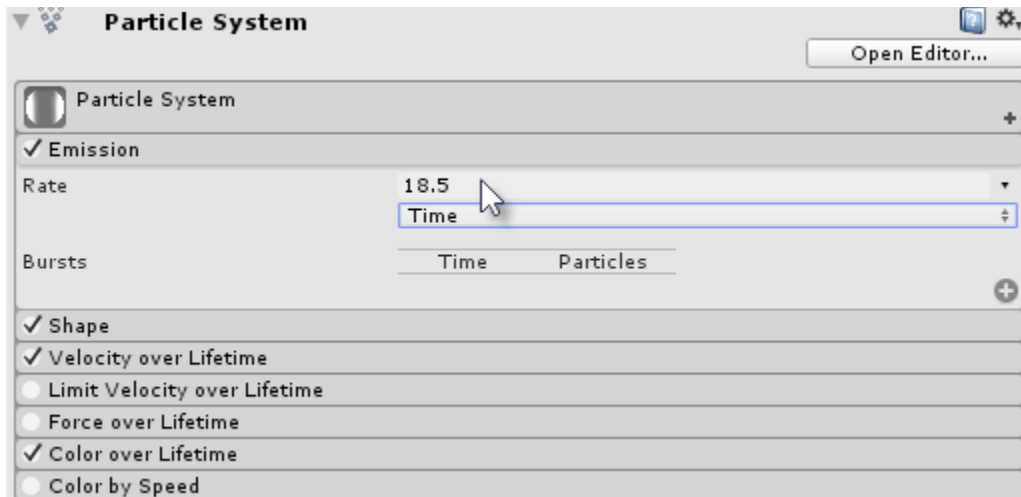


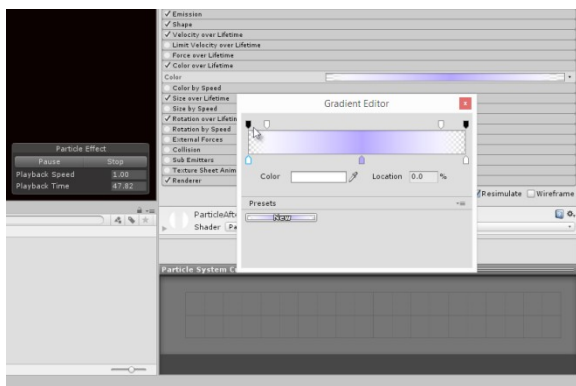
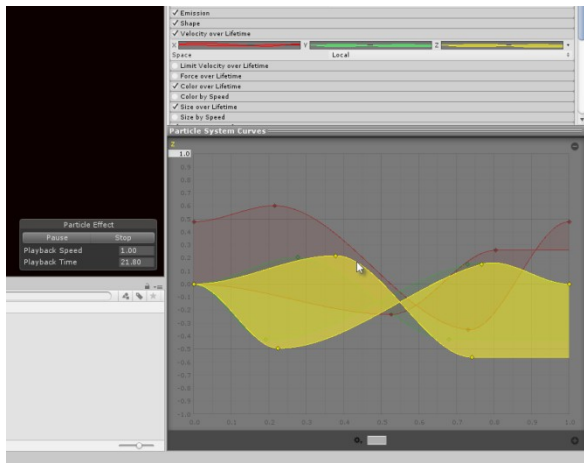
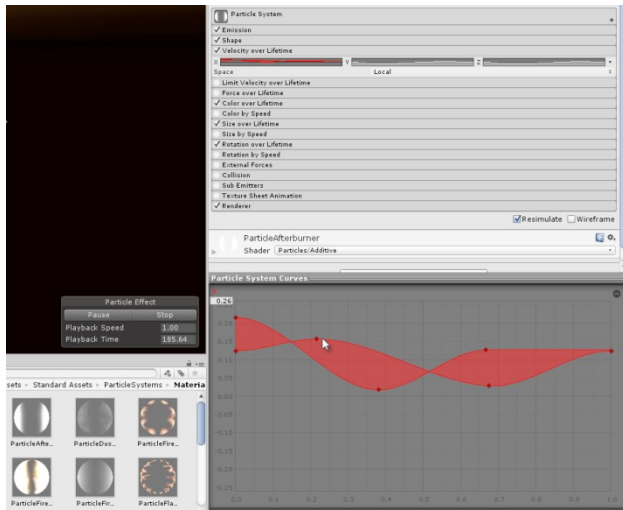


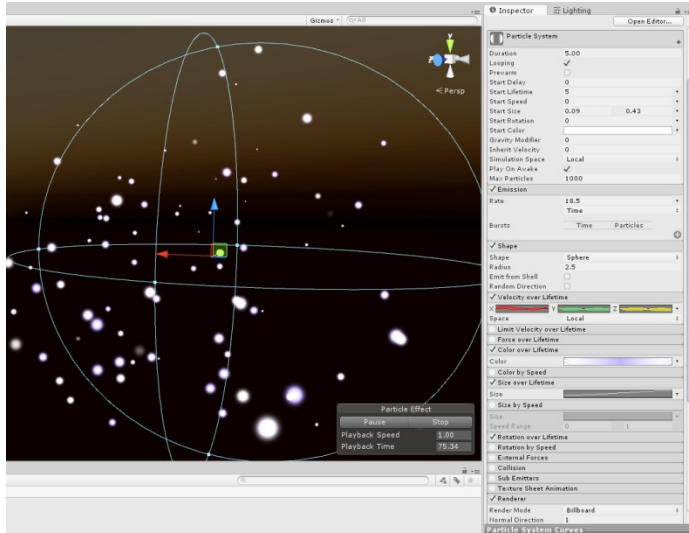




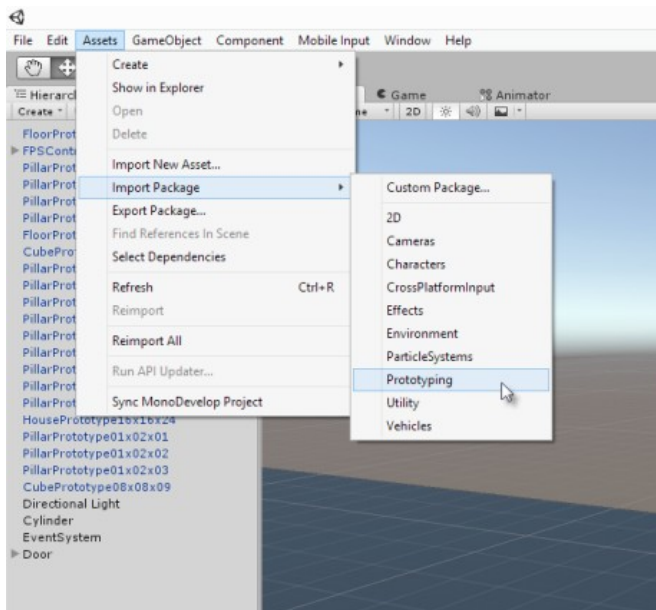


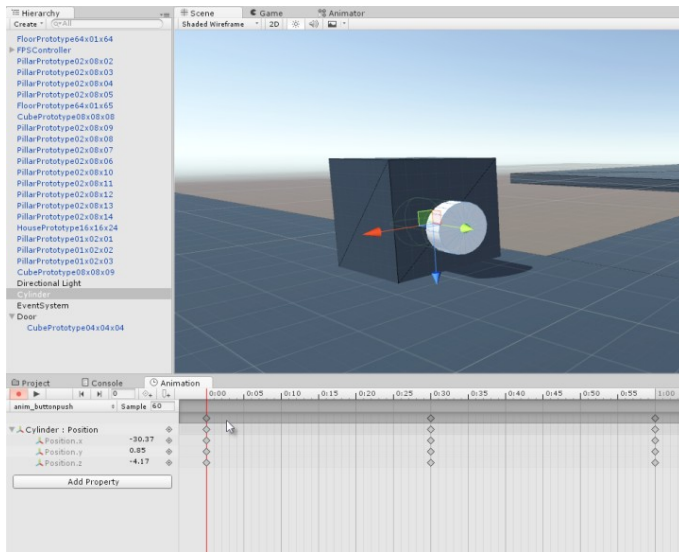
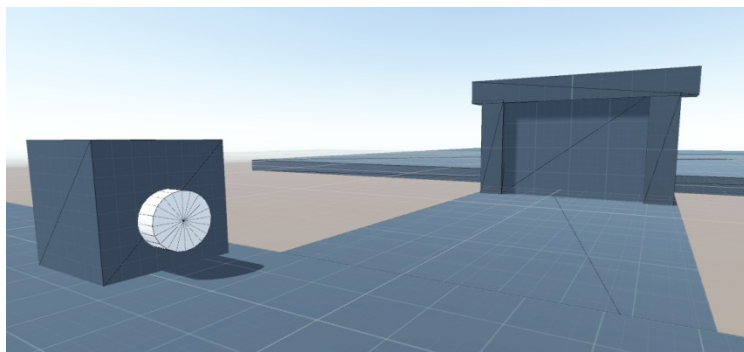
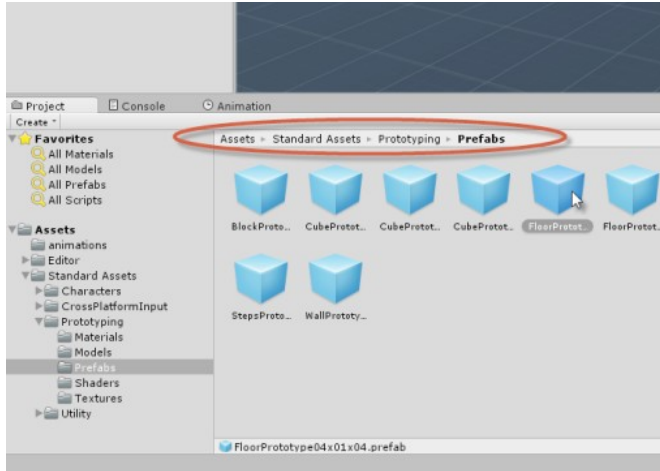


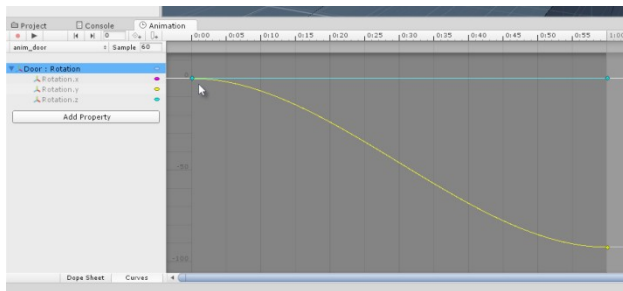
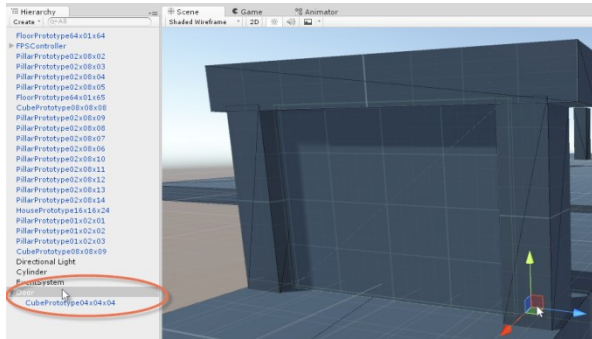
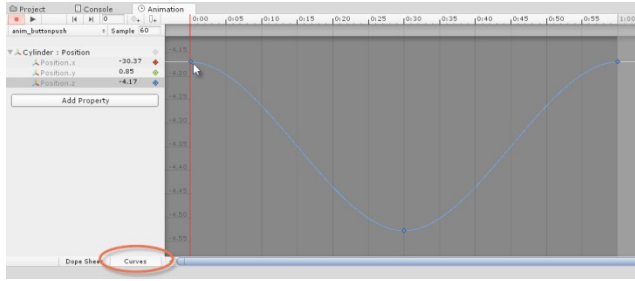




Chapter 4: Noncharacter Animation with Mecanim







Inspector anim_buttonpush

Length: 1.000 60 FPS

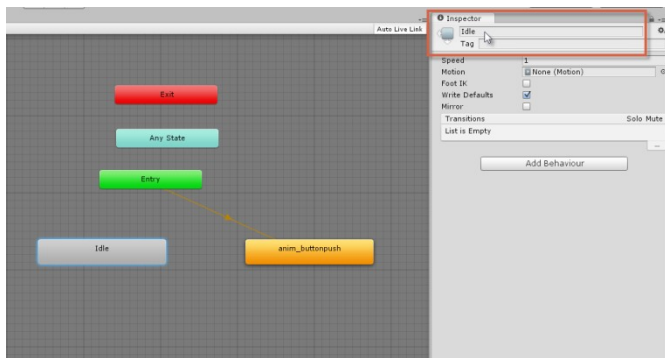
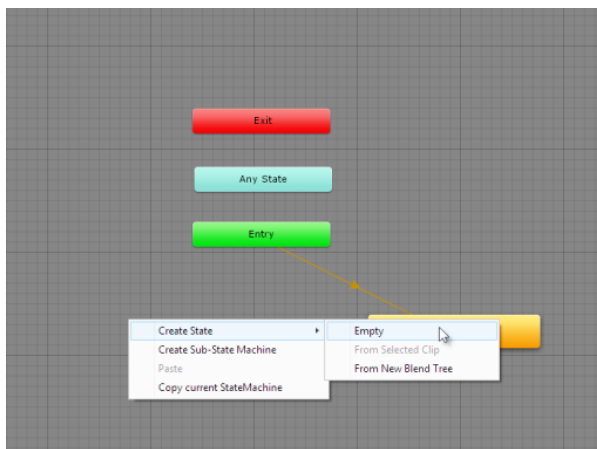
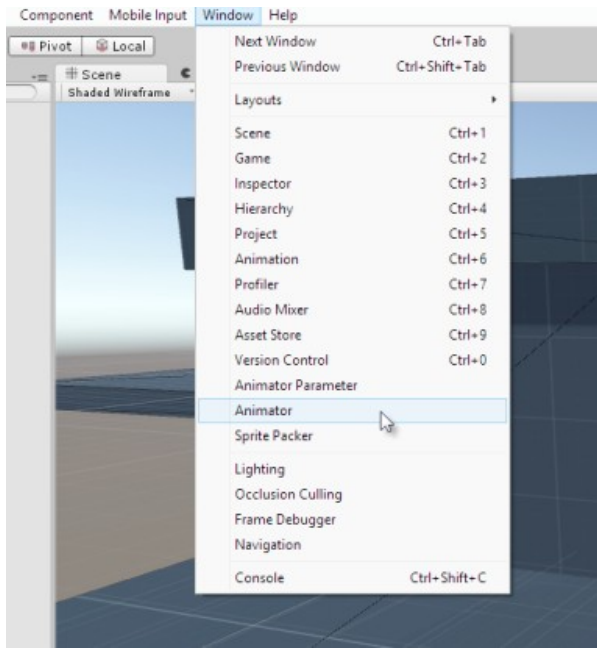
Loop Time

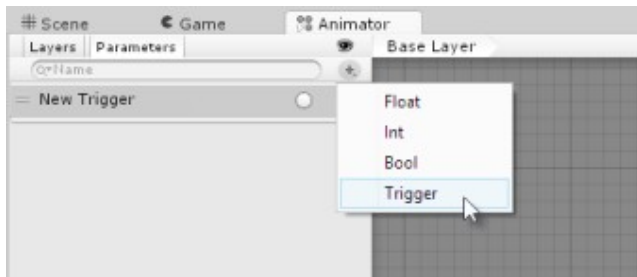
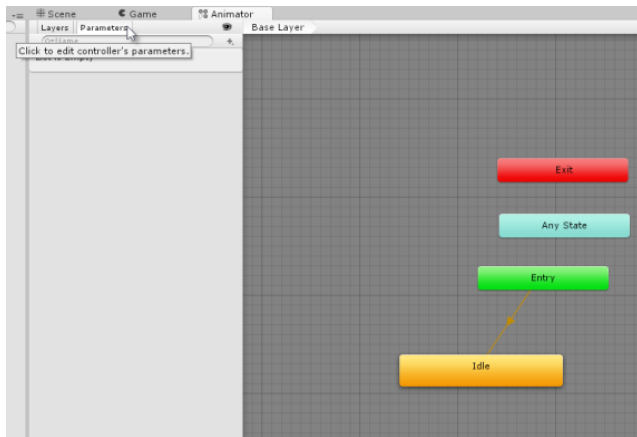
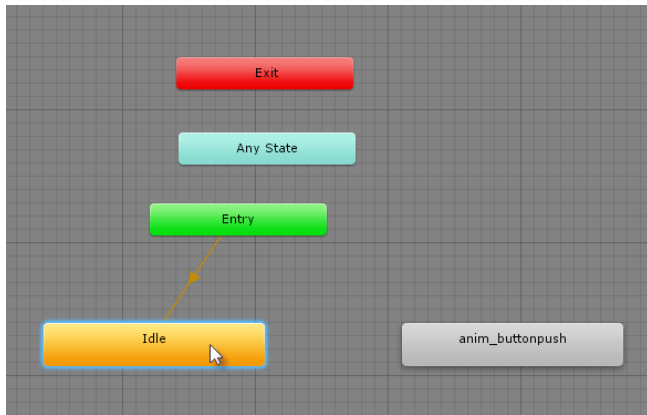
Loop Pose

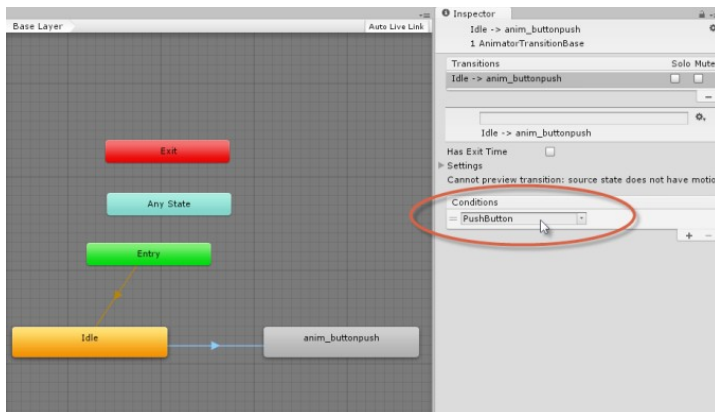
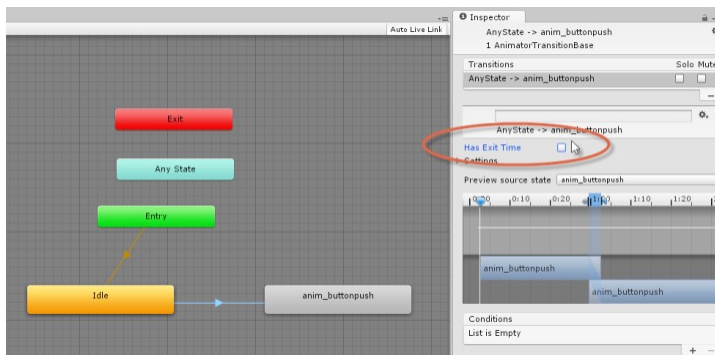
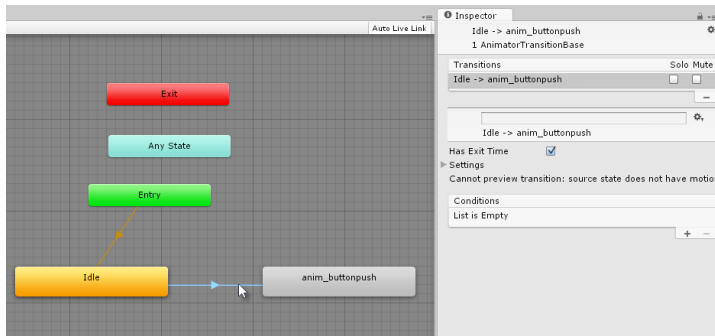
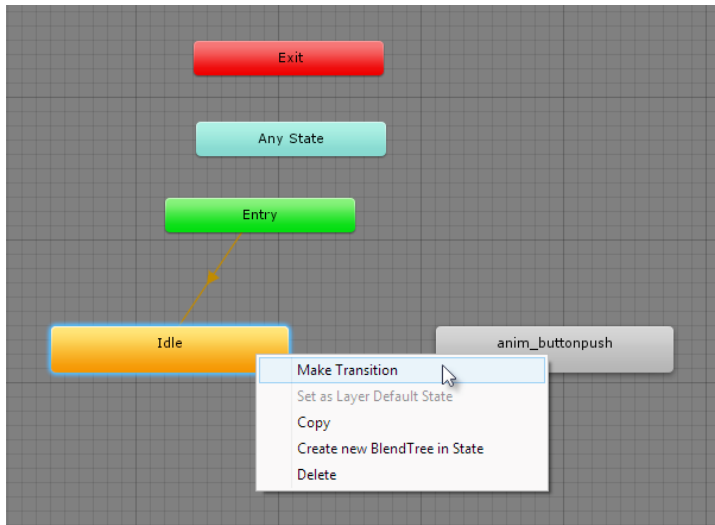
Cycle Offset: 0

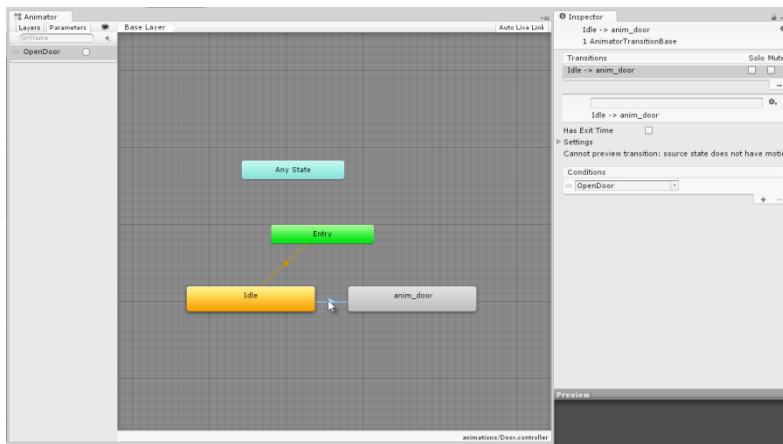
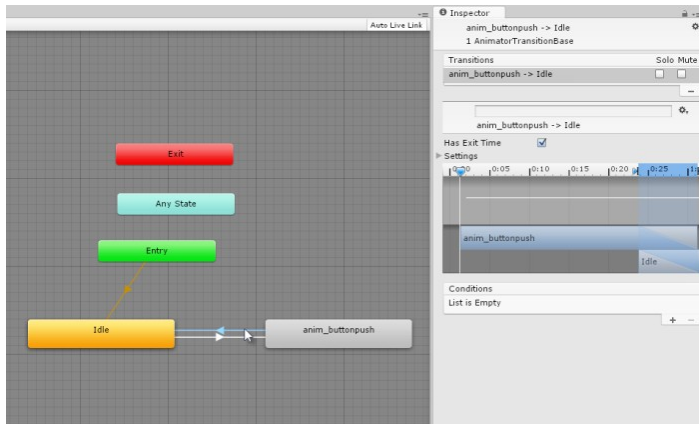
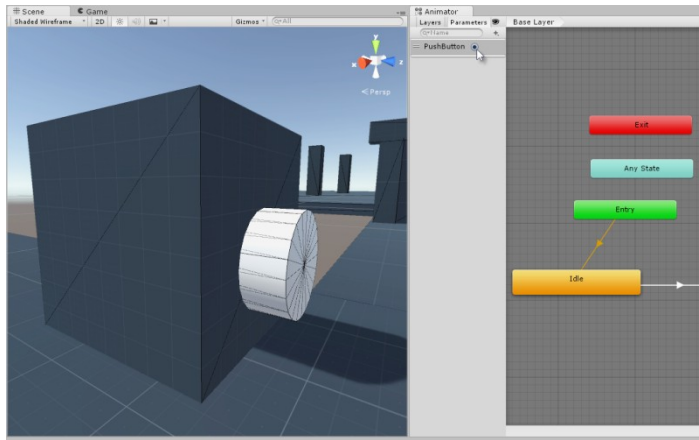
Generate Root Motion Curves

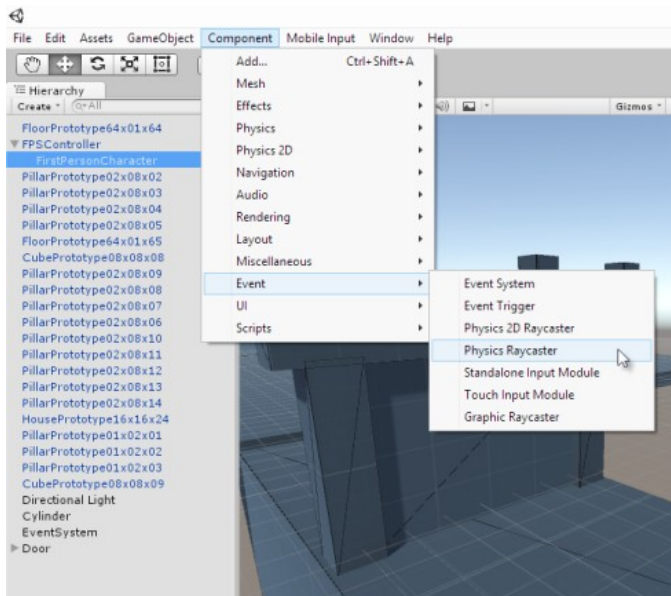
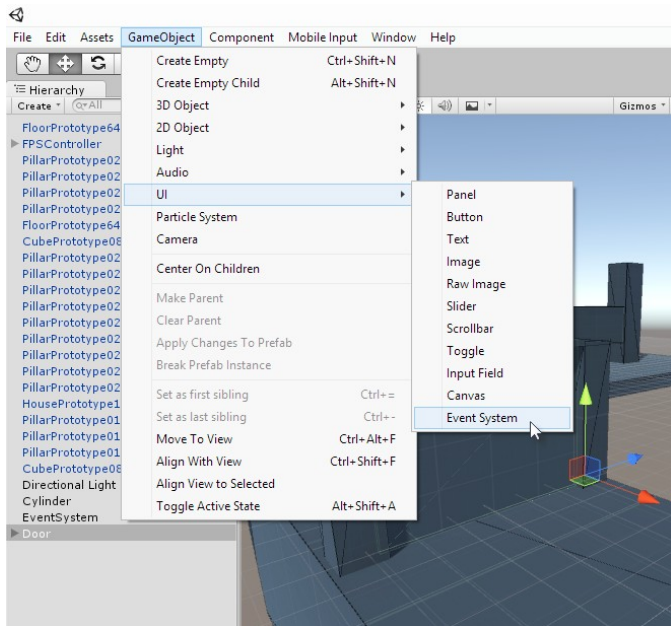
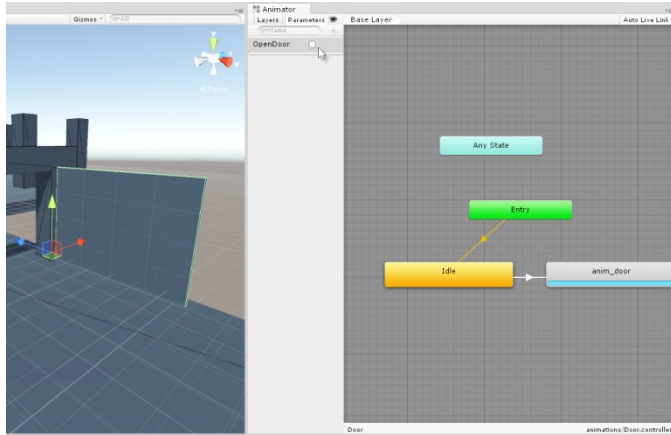
Curves Pos: 1 Rot: 0 Scale: 0 Muscles: 0 Generic: 0 PPTs: 0
 Curves Total: 3, Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 3
 2.1 KB

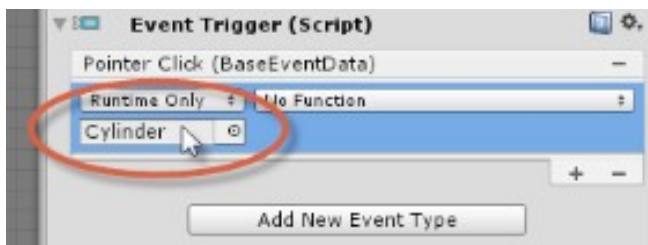
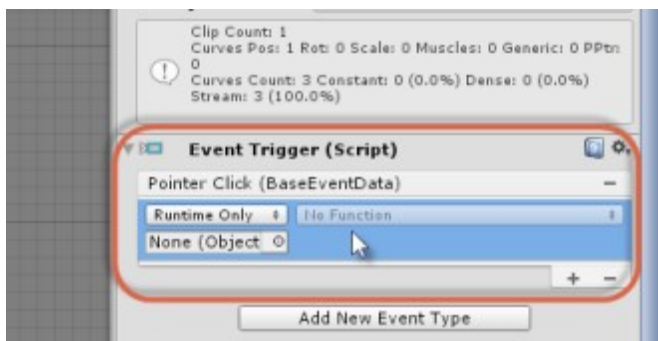
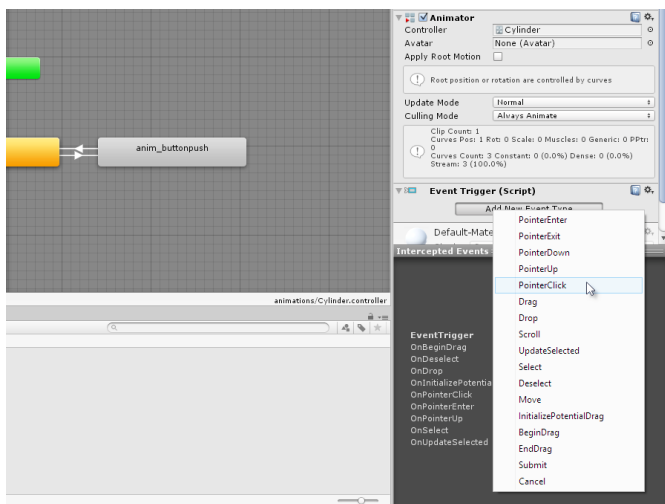
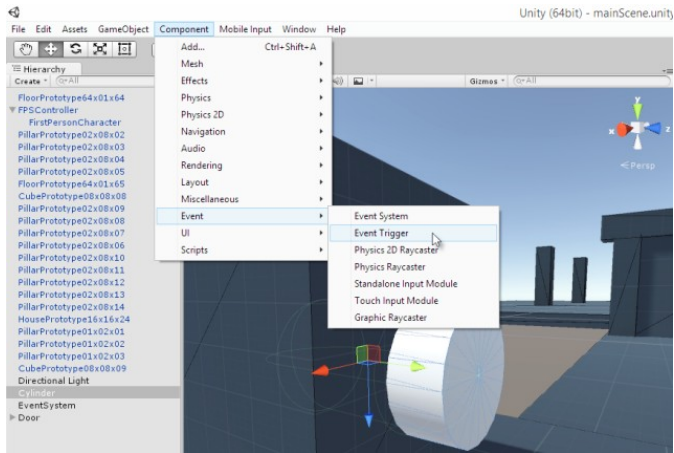


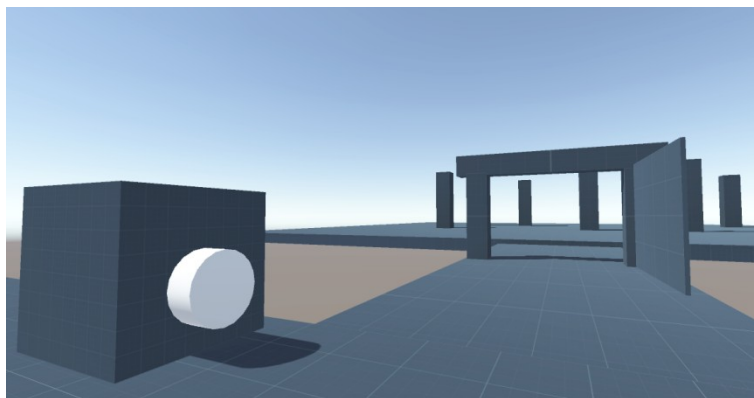
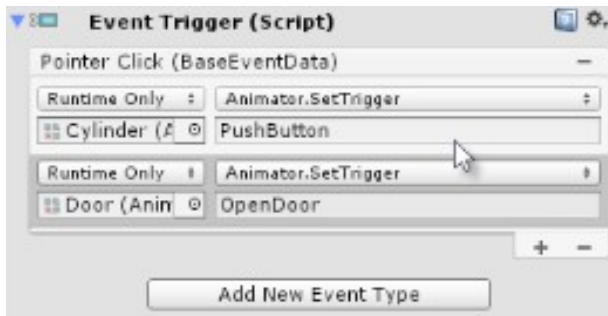
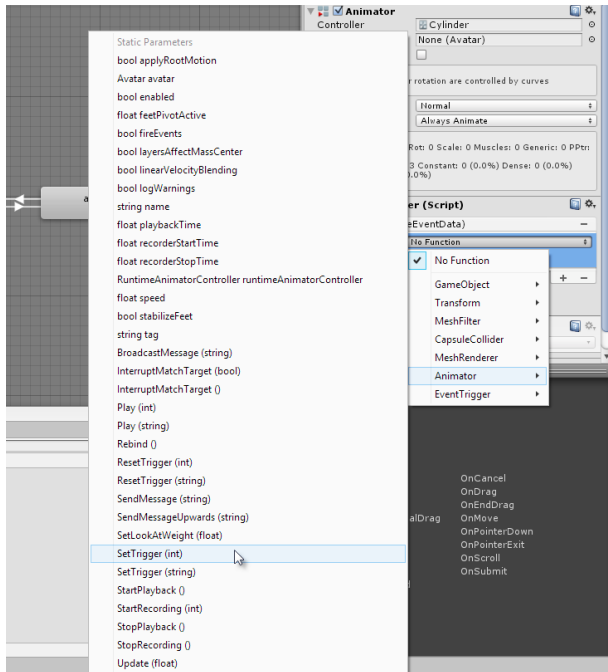




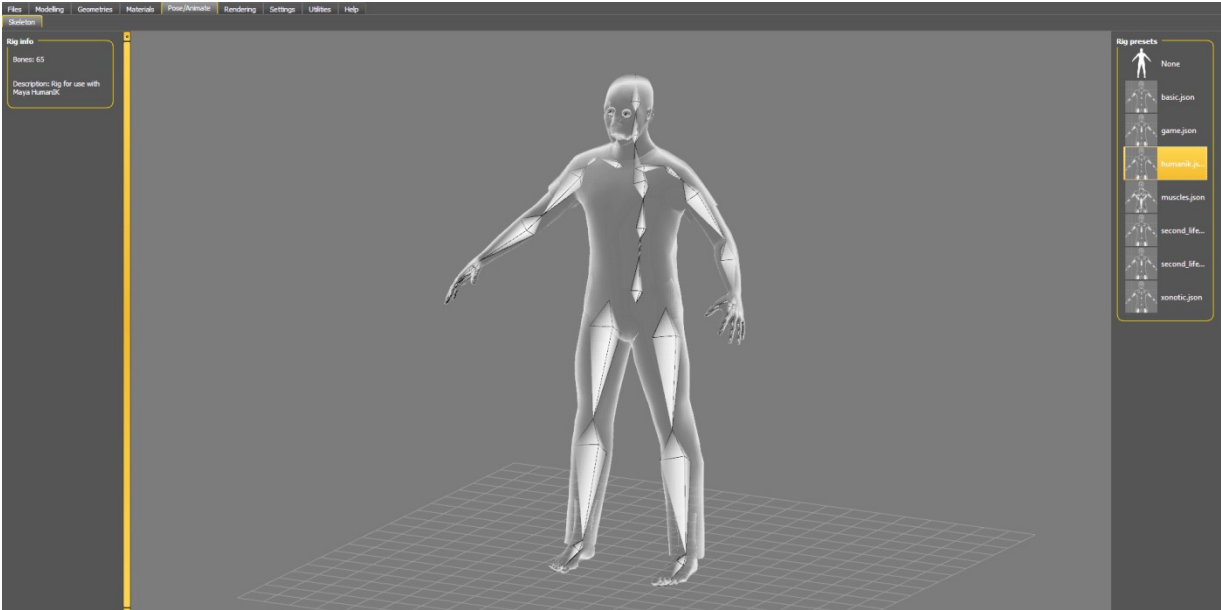
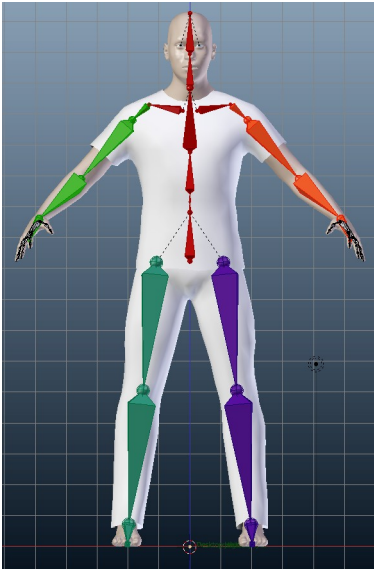


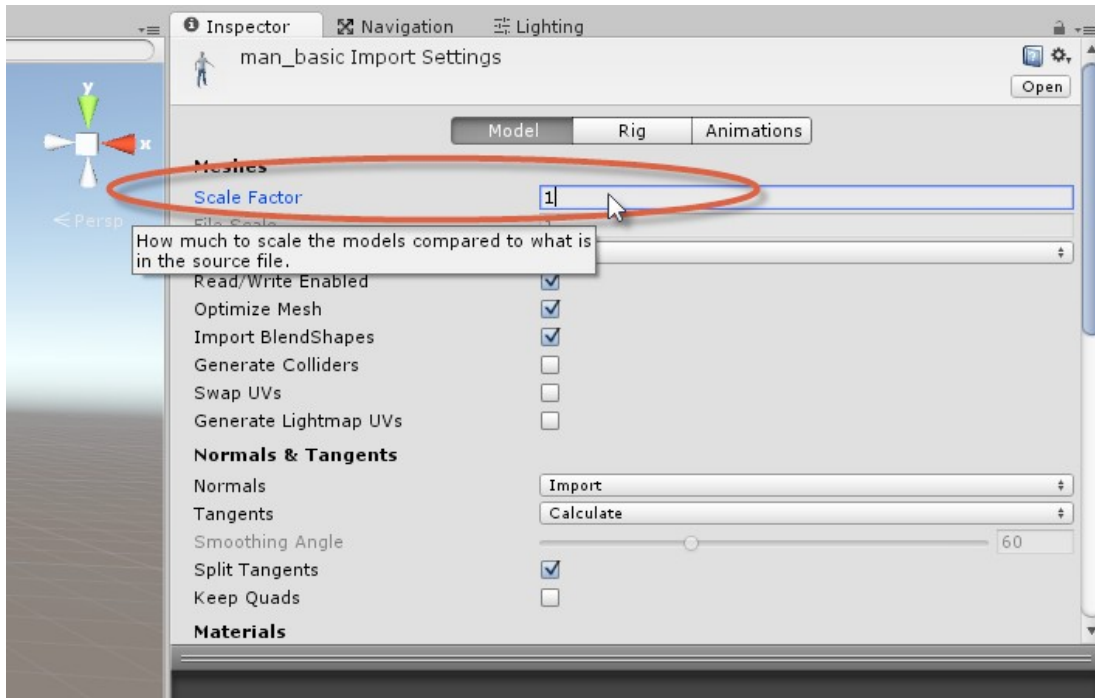
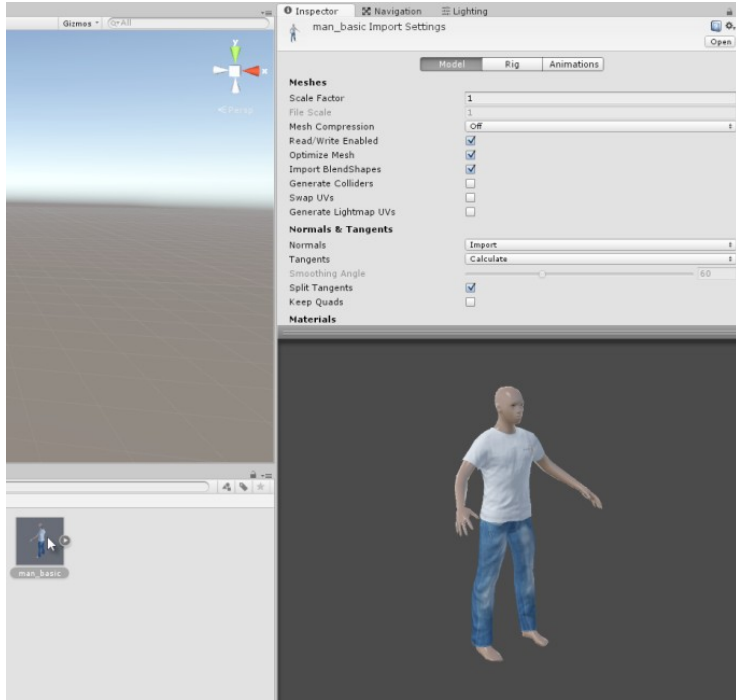


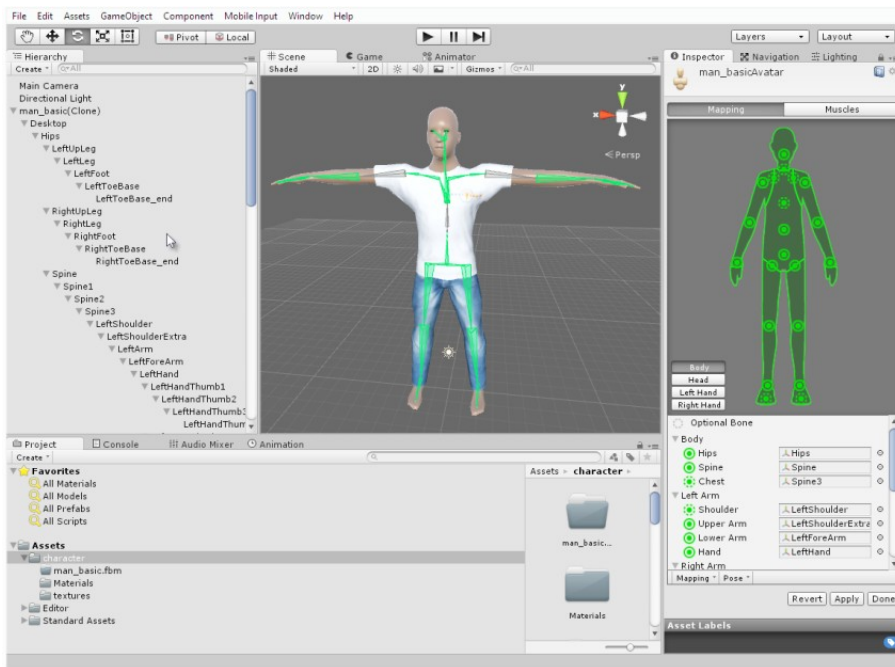
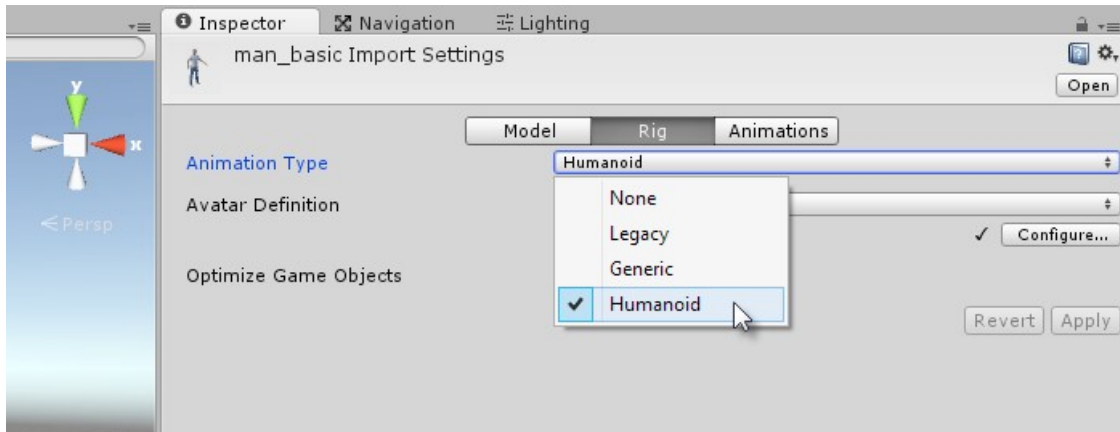


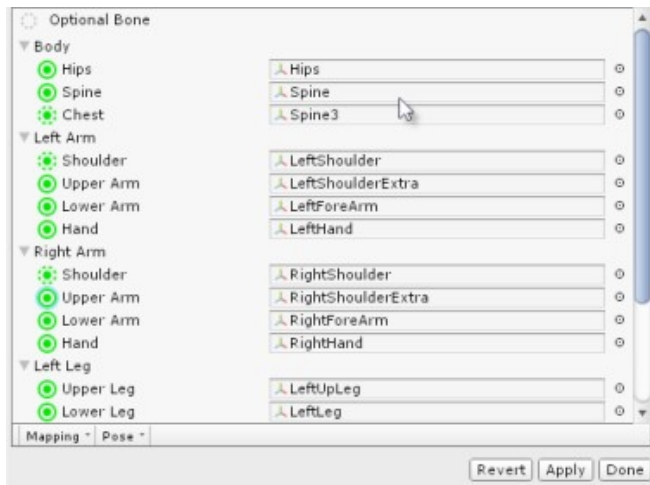
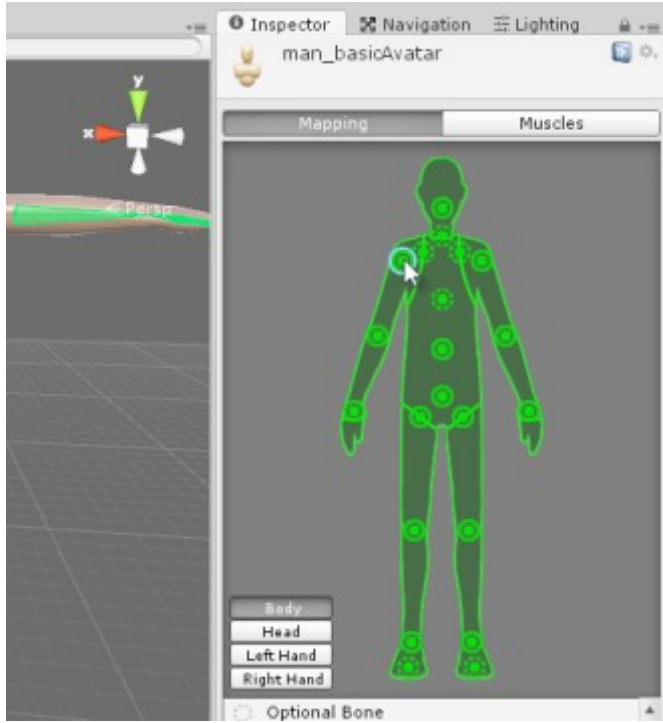


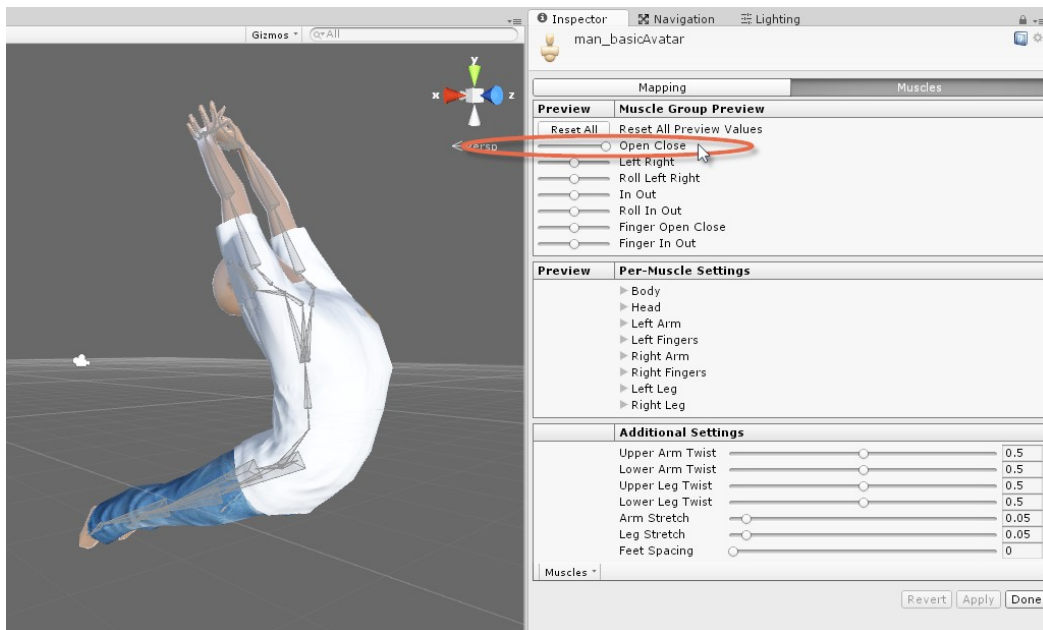
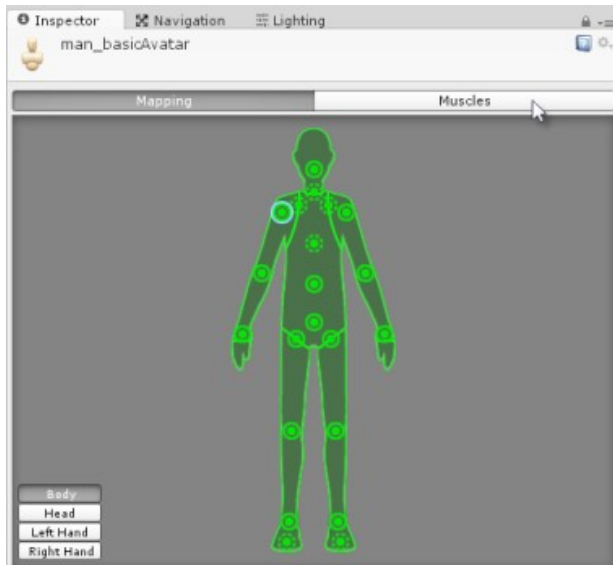
Chapter 5: Character Animation Fundamentals

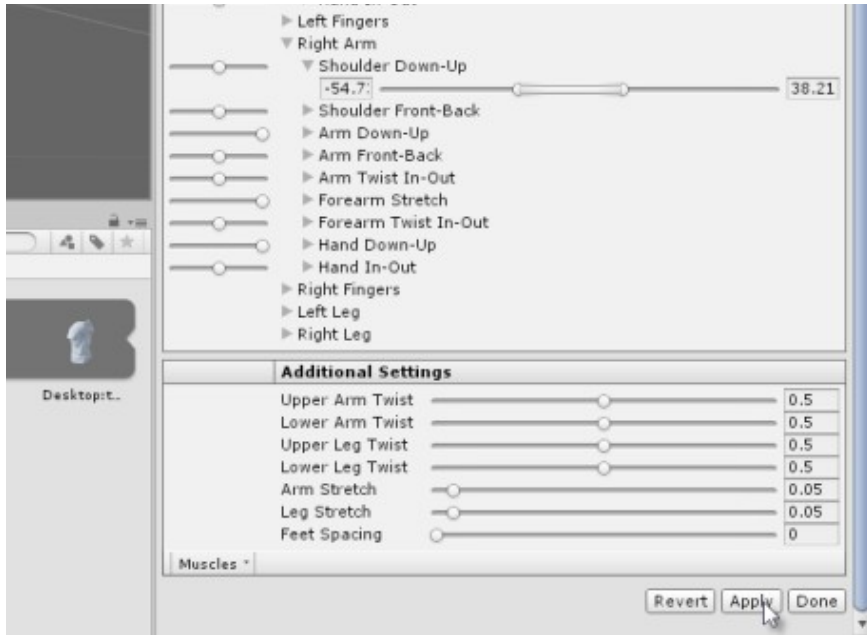
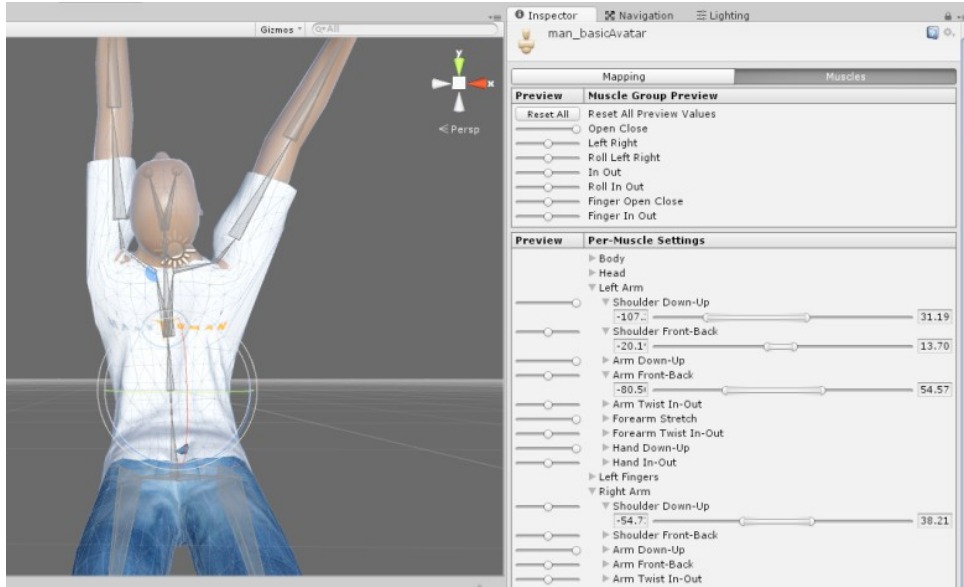


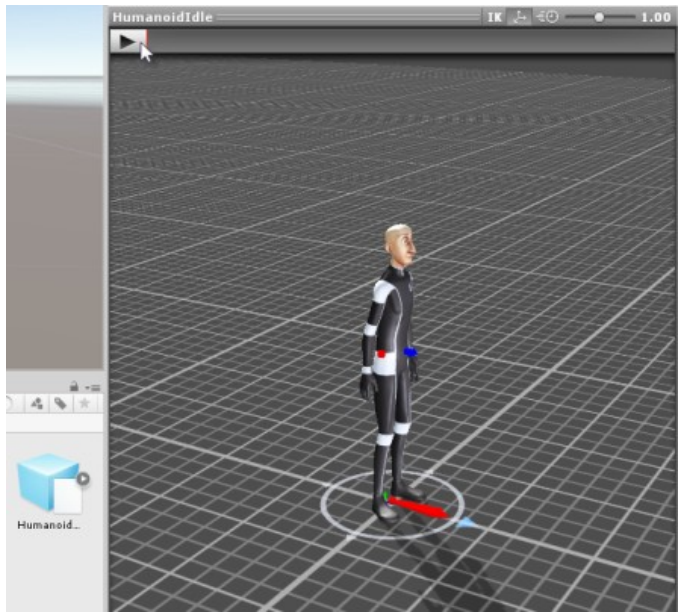
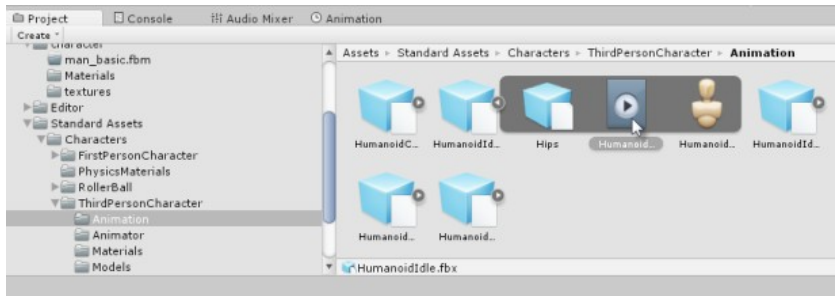
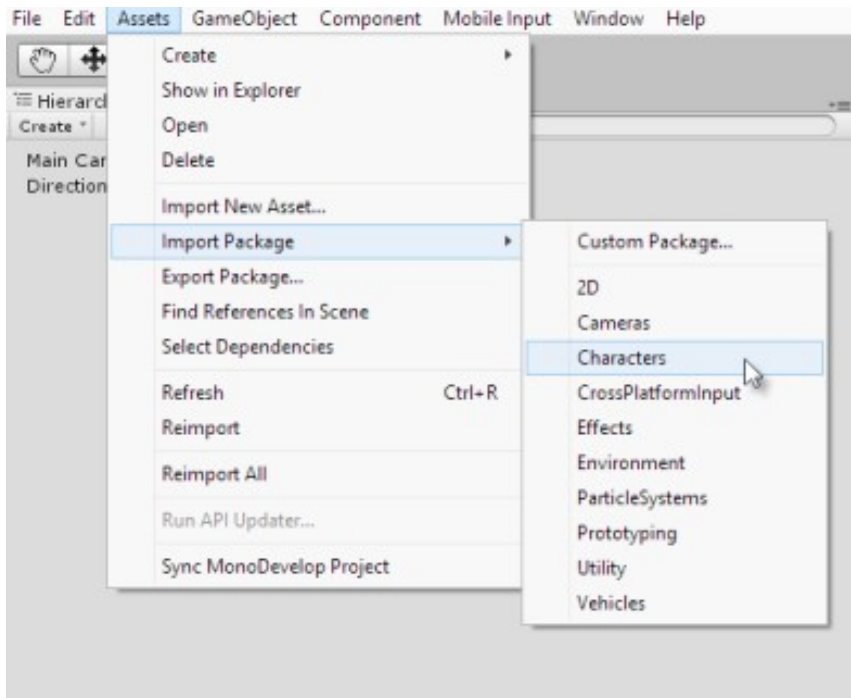


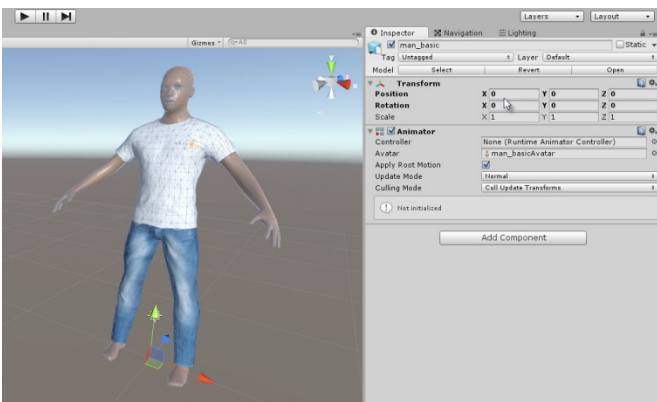
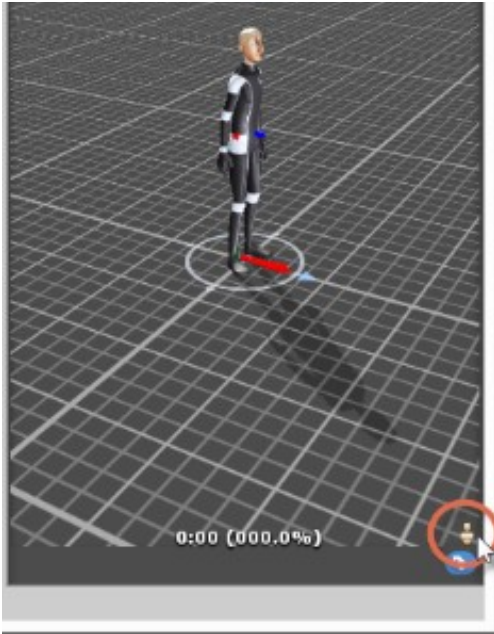


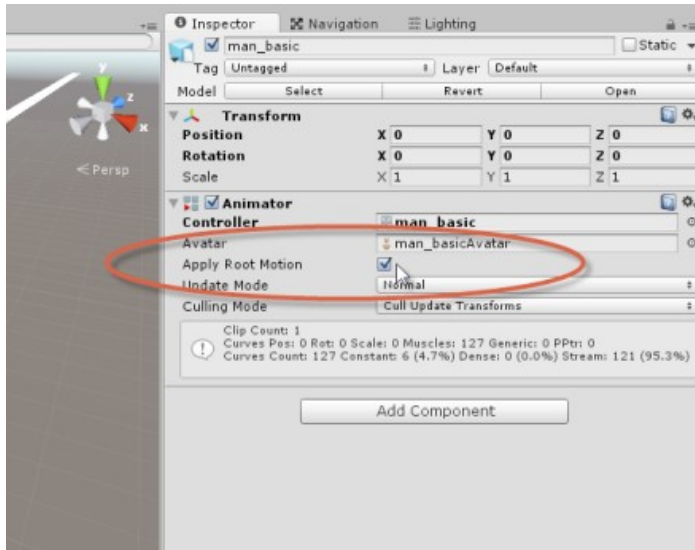
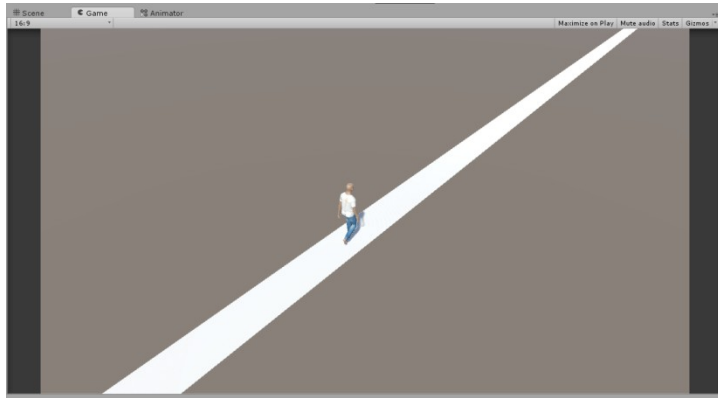
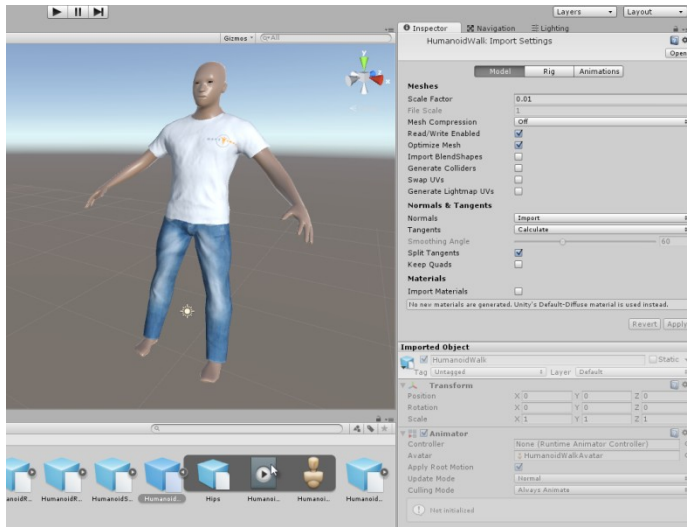


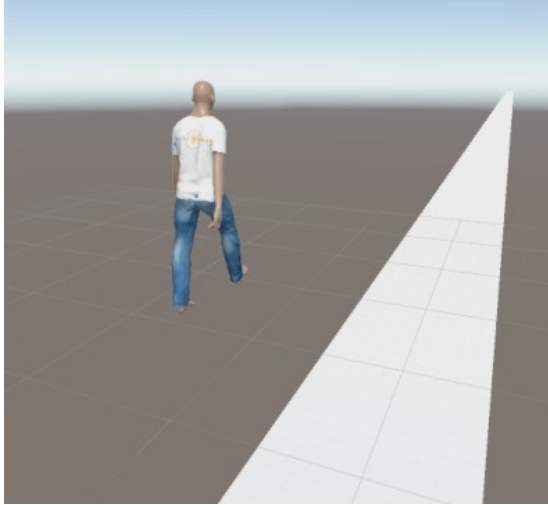












Inspector Navigation Lighting
HumanoidWalk: Import Settings

Model Rig Animations

Import Animation

Bake Animations

Anim. Compression Off

Clips	Start	End
HumanoidWalk	215.2	244.9

HumanoidWalk

Length 0.990 30 FPS

Start 215.2 End 244.9

Loop Time loop match ●

Loop Pose

Cycle Offset 0

Root Transform Rotation

Bake Into Pose loop match ●

Based Upon (at Start) Body Orientation

Offset 3.3

Root Transform Position (Y)

Bake Into Pose loop match ●

Based Upon (at Start) Feet

Offset 0

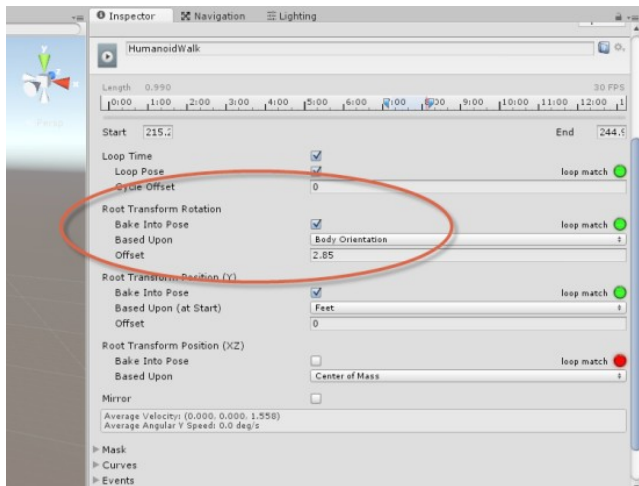
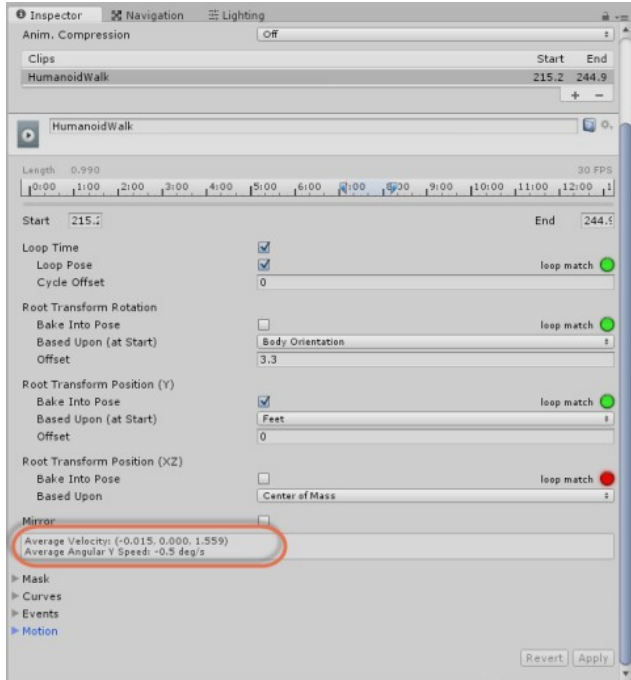
Root Transform Position (XZ)

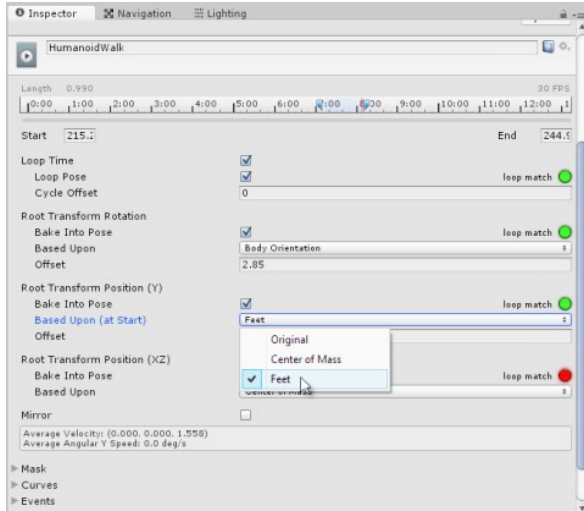
Bake Into Pose loop match ●

Based Upon Center of Mass

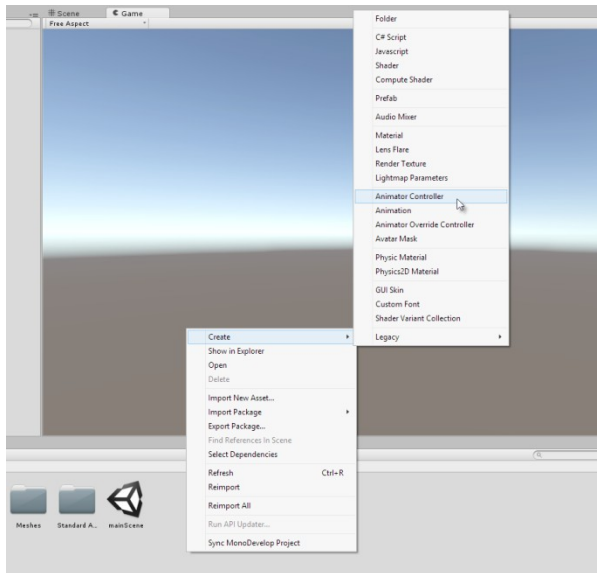
Mirror

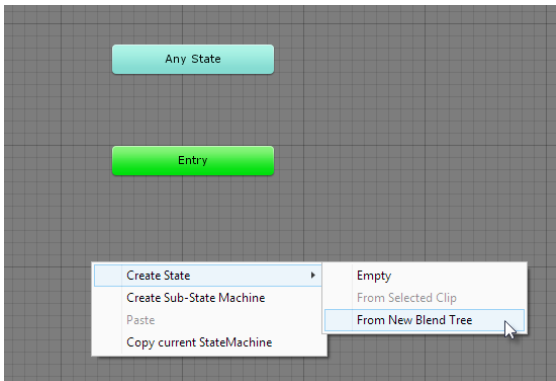
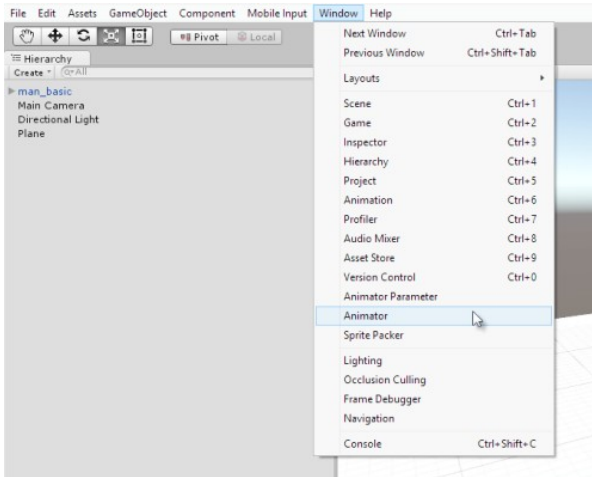
Average Velocity: (-0.015, 0.000, 1.559)
Average Angular Y Speed: -0.5 deg/s

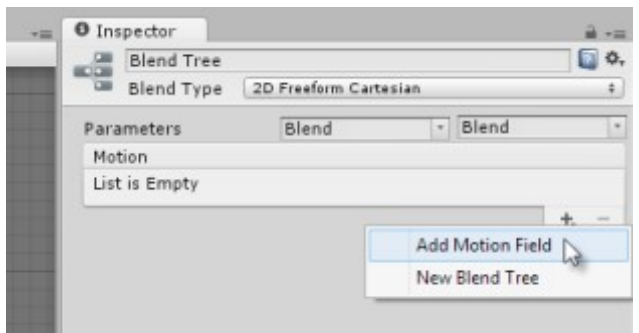
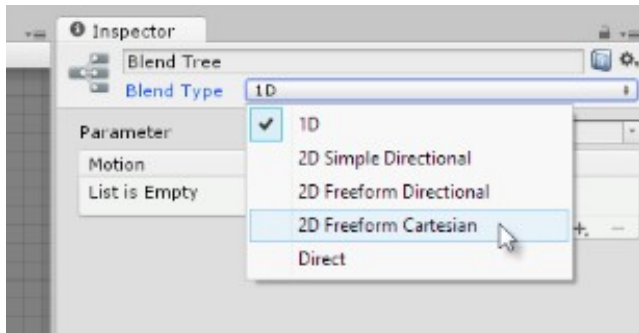
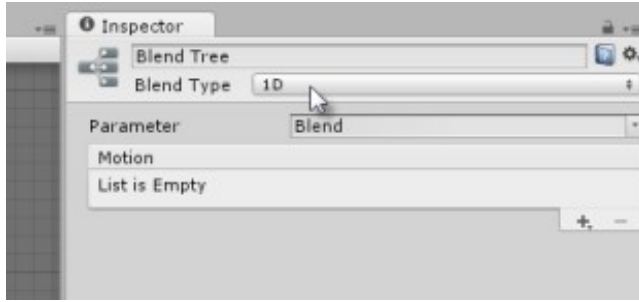
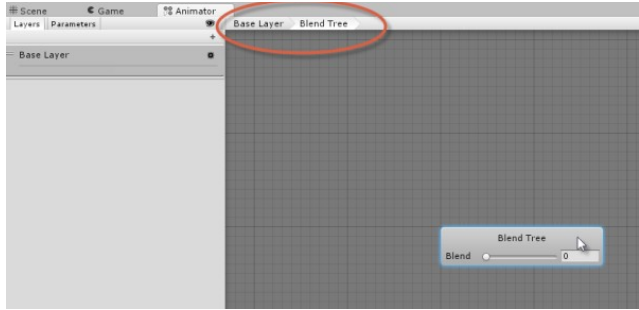


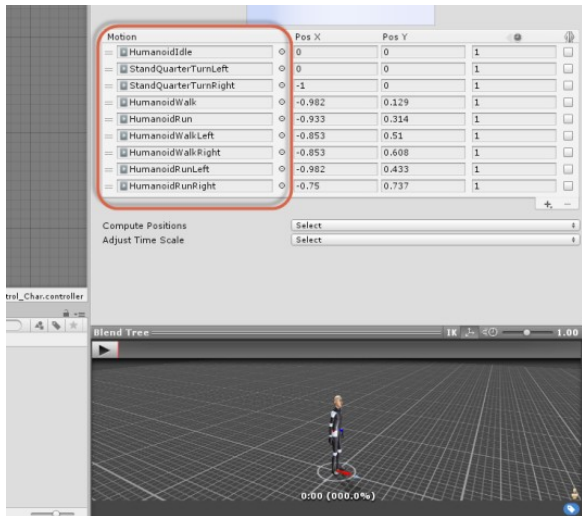
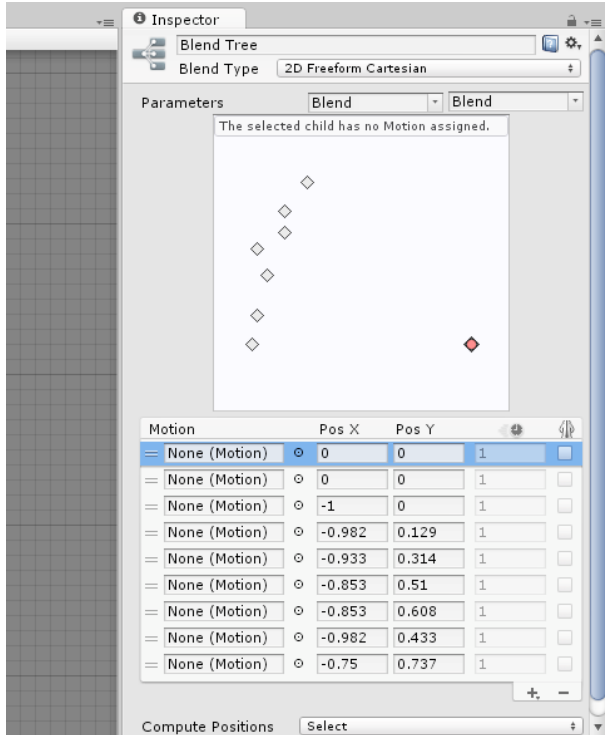


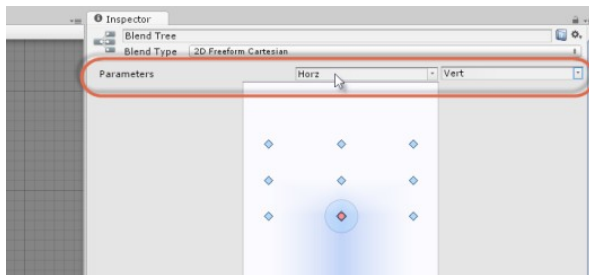
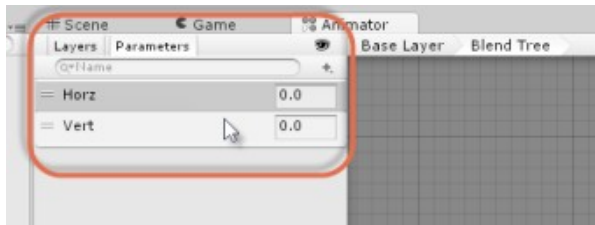
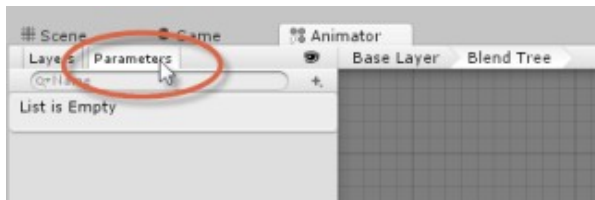
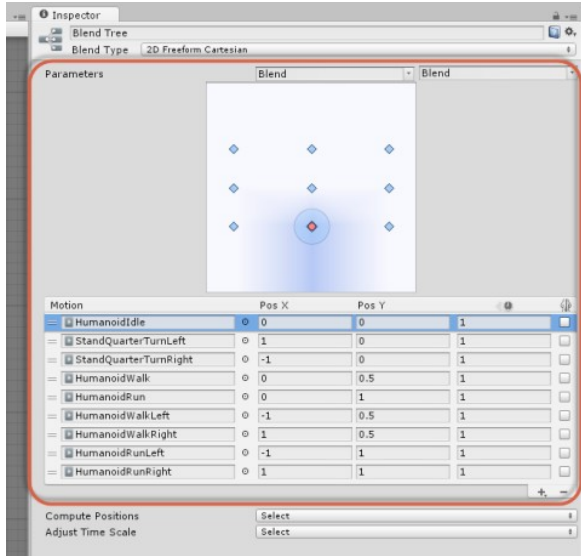
Chapter 6: Advanced Character Animation

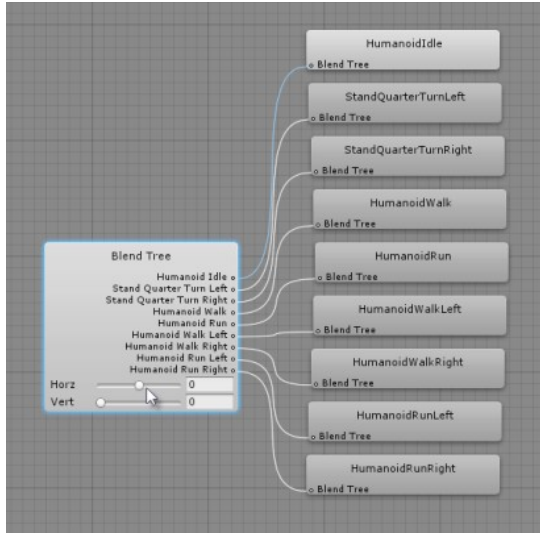






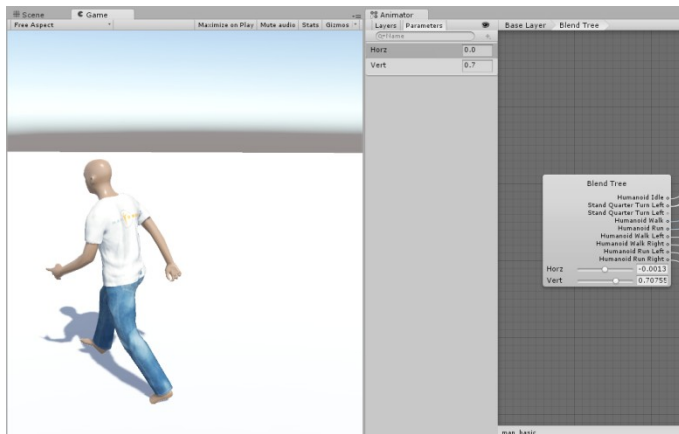
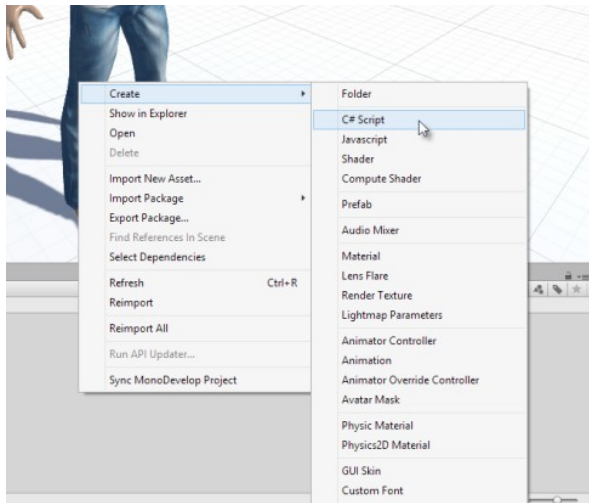






Motion	Pos X	Pos Y	
HumanoidIdle	0	0	1
StandQuarterTurnLeft	0	0	1
StandQuarterTurnRight	0	-1	1
HumanoidWalk	0	0	0.5
HumanoidRun	0	1	1
HumanoidWalkLeft	0	-1	0.5
HumanoidWalkRight	0	1	0.5
HumanoidRunLeft	0	-1	1
HumanoidRunRight	0	1	1

Property	Value
Position	X 0, Y 0
Rotation	X 0, Y 0
Scale	X 1, Y 1
Animator Controller	animcontrol_char
Avatar	man_basicAvatar
Update Mode	Normal
Culling Mode	Call Update Transforms



Chapter 7: Blend Shapes, IK, and Movie Textures

