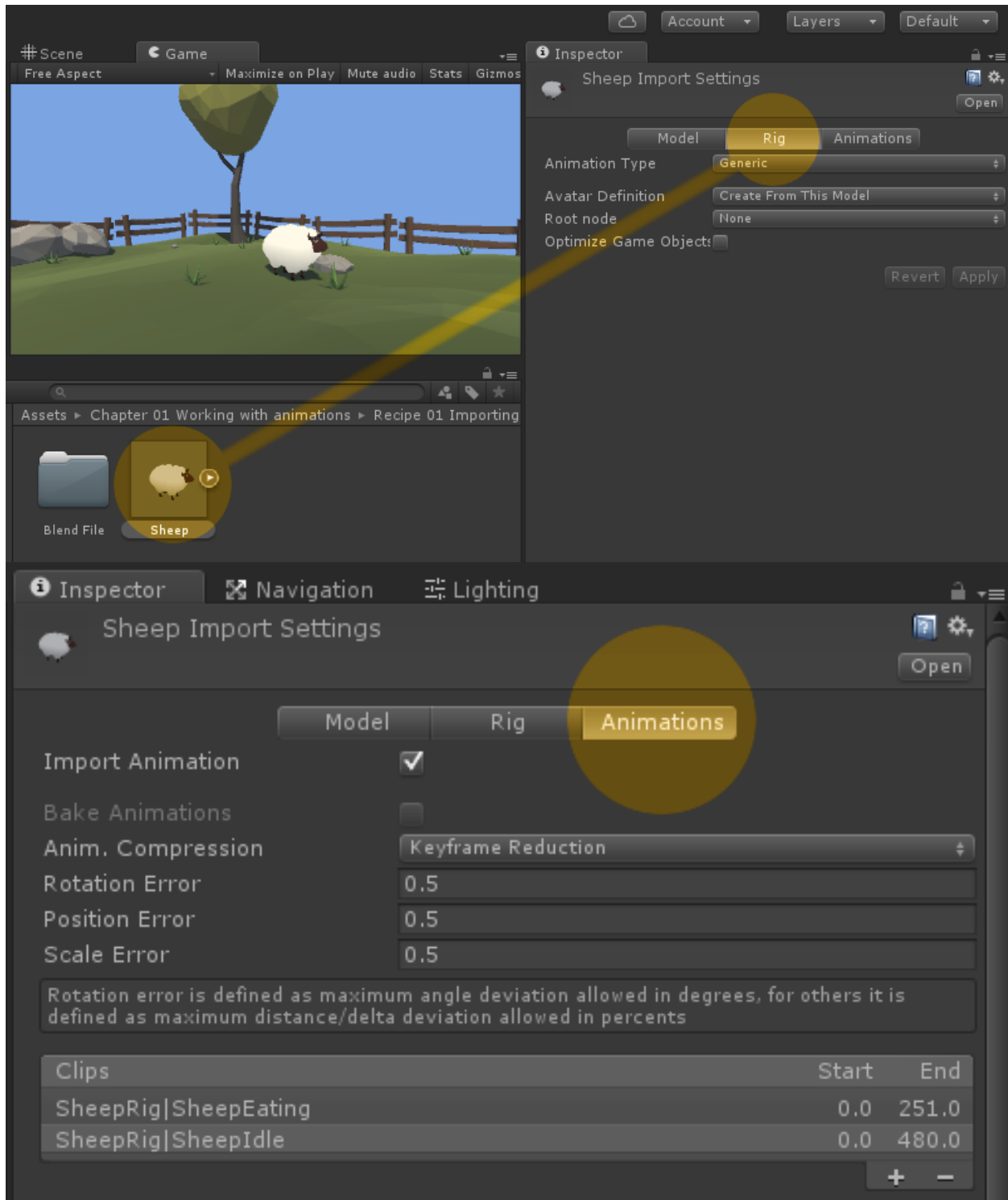
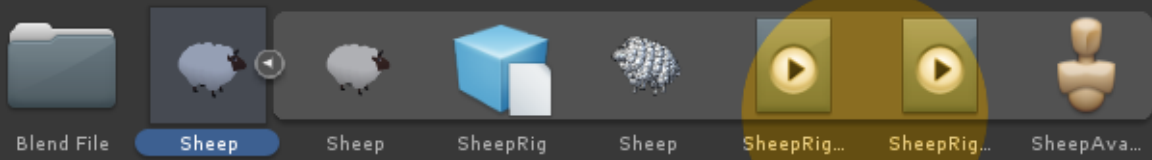


Chapter 1: Working with Animations





Clips	Start	End
SheepRig SheepEating	0.0	251.0
SheepRig SheepIdle	0.0	480.0

SheepRig|SheepIdle
Source Take SheepRig|SheepIdle

Length 20,000 24 FPS

0:00 5:00 10:00 15:00

Start 0 End 480

Loop Time
Loop Pose
Cycle Offset 0

Inspector Navigation Lighting

Humanoid Import Settings Open

Model Rig Animations

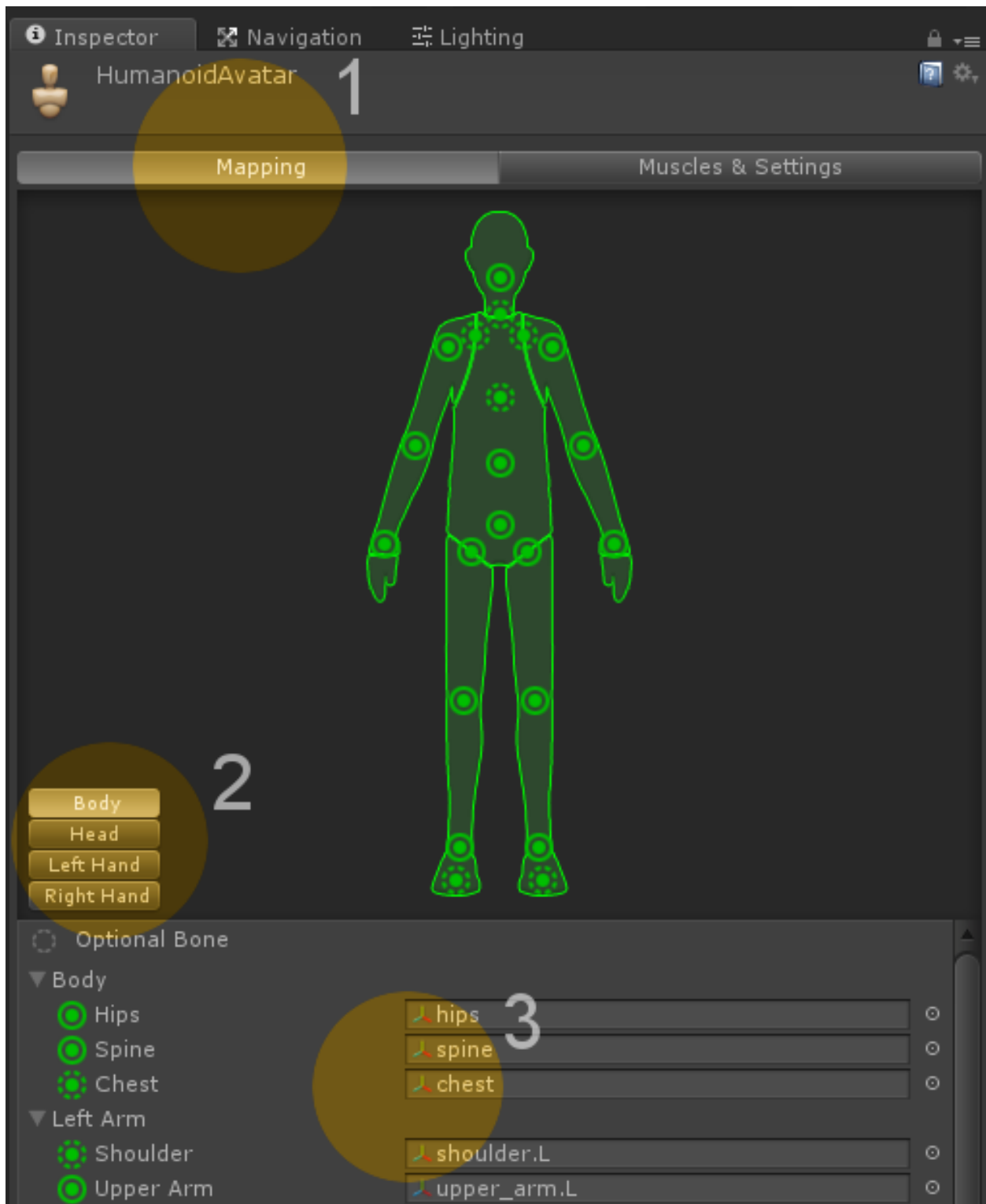
Animation Type Humanoid

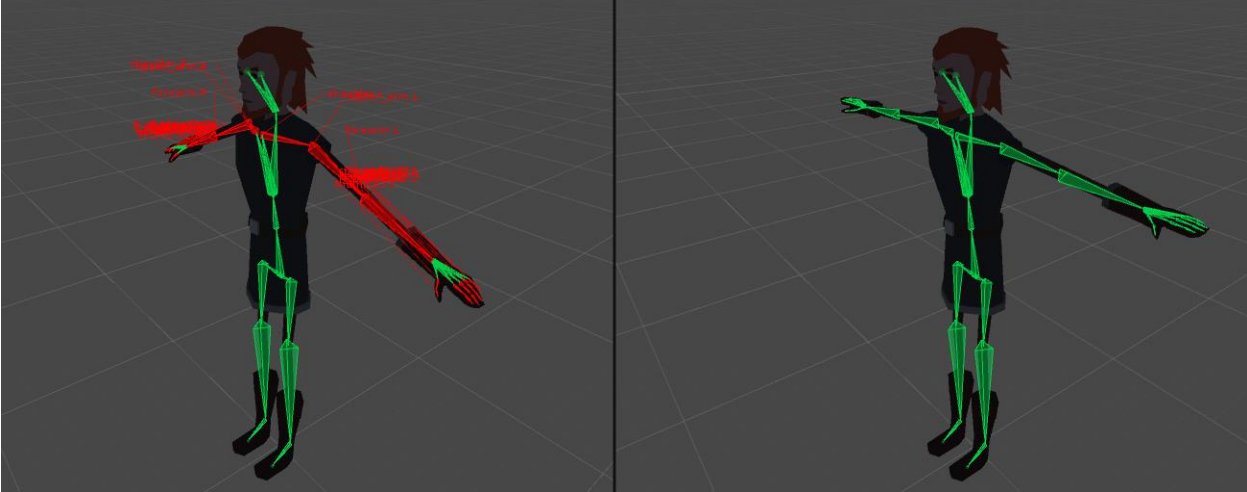
Avatar Definition Create From This Model

Configure...

Optimize Game Objects

Revert Apply





Inspector Navigation Lighting HumanoidAvatar

Mapping Muscles & Settings

Preview Muscle Group Preview

Reset All 1 Reset All Preview Values

- Open Close
- Left Right
- Roll Left Right
- In Out
- Roll In Out
- Finger Open Close
- Finger In Out

Preview Per-Muscle Settings

2

▼ Body

- ▼ Spine Front-Back -40 40
- ▶ Spine Left-Right
- ▶ Spine Twist Left-Right
- ▶ Chest Front-Back
- ▶ Chest Left-Right
- ▶ Chest Twist Left-Right
- ▶ Head
- ▶ Left Arm
- ▶ Left Fingers
- ▶ Right Arm
- ▶ Right Fingers
- ▶ Left Leg
- ▶ Right Leg

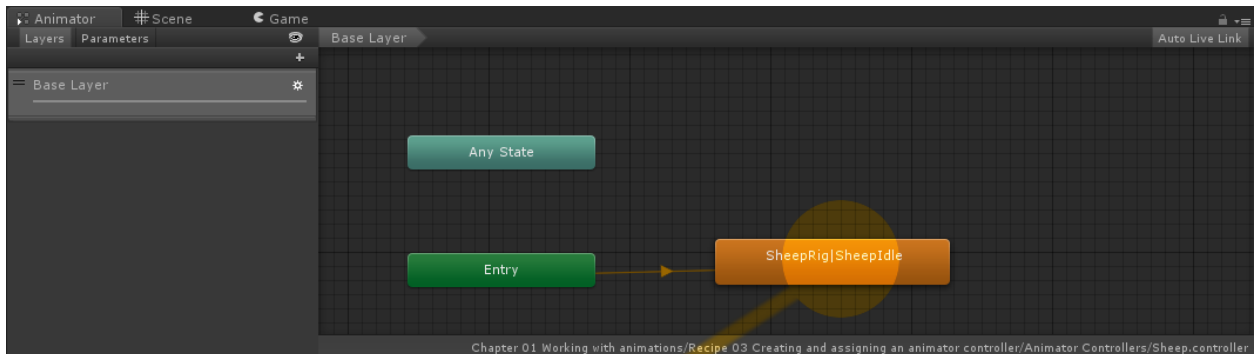
Additional Settings

3

Upper Arm Twist	0.479
Lower Arm Twist	0.5
Upper Leg Twist	0.5
Lower Leg Twist	0.5
Arm Stretch	0.05
Leg Stretch	0.058
Feet Spacing	0
Translation DoF	<input type="checkbox"/>

Muscles

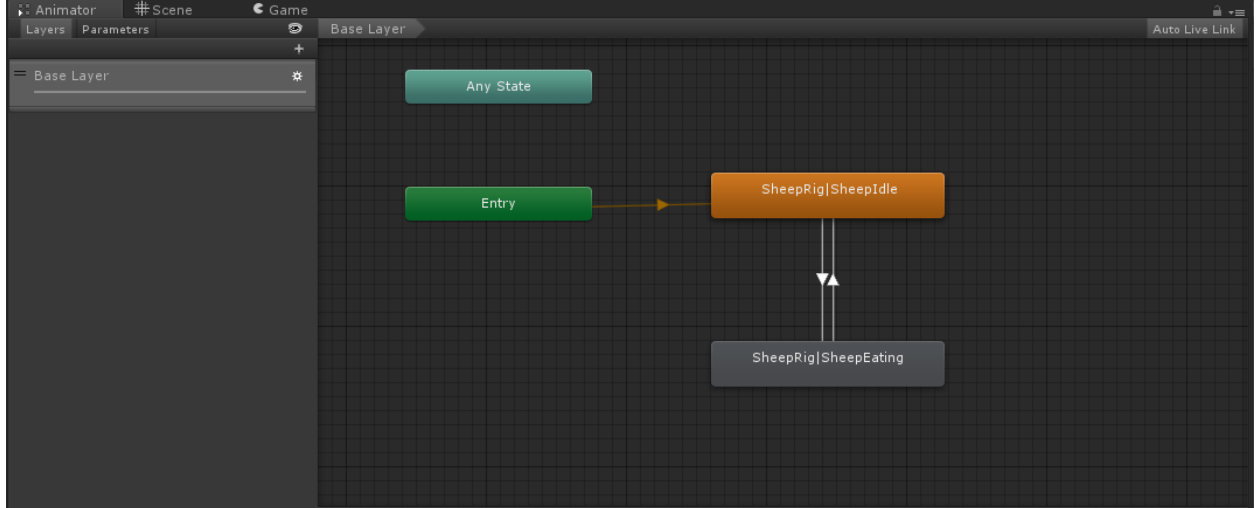
Revert Apply Done



Chapter 01 Working with animations/Recipe 03 Creating and assigning an animator controller/Animator Controllers/Sheep.controller

Assets > Chapter 01 Working with animations > Recipe 03 Creating and assigning an animator controller > Rigs >

- Blend Files
- Quadruped
- Sheep
- SheepRig
- Sheep
- SheepRig... (highlighted with a yellow circle)
- Quadrupe...



Chapter 01 Working with animations/Recipe 04 Creating animation transitions in Animator Controller/Animator Controllers/Sheep.controller

Inspector Navigation Lighting

SheepRig|SheepIdle -> SheepRig|SheepEating
1 AnimatorTransitionBase

Transitions Solo Mute
SheepRig|SheepIdle -> SheepRig|SheepEating

SheepRig|SheepIdle -> SheepRig|SheepEating

Has Exit Time

Settings

Exit Time 0.75

Fixed Duration

Transition Duration (s) 0.5

Transition Offset 0

Interruption Source None

Ordered Interruption

0:00 5:00 10:00 15:00 20:00 25:00

SheepRig|SheepIdle

SheepRig|SheepEating

Has Exit Time

Settings

The screenshot displays a software interface for managing state transitions. At the top, a timeline from 0:00 to 7:00 shows a white waveform. Below the timeline, a blue bar represents the 'Idle' state, which transitions to a 'Wave' state starting at approximately 4:45. A yellow circle highlights a dropdown menu in the 'Conditions' section, which is currently set to 'Wave'. Below this, a transition table lists 'Idle -> Wave' transitions. The first transition is highlighted in yellow and has a yellow circle around it. The second transition is highlighted in blue. The third transition is not highlighted. The bottom right section shows a 'Settings' panel for the selected transition, with 'Has Exit Time' checked.

0:00 1:00 2:00 3:00 4:00 5:00 6:00 7

Idle Idle Wave

Conditions

= Wave

Wave + -

Auto Live Link

Idle

Wave

Idle -> Wave
2 Transitions

Transitions Solo Mute

Idle -> Wave

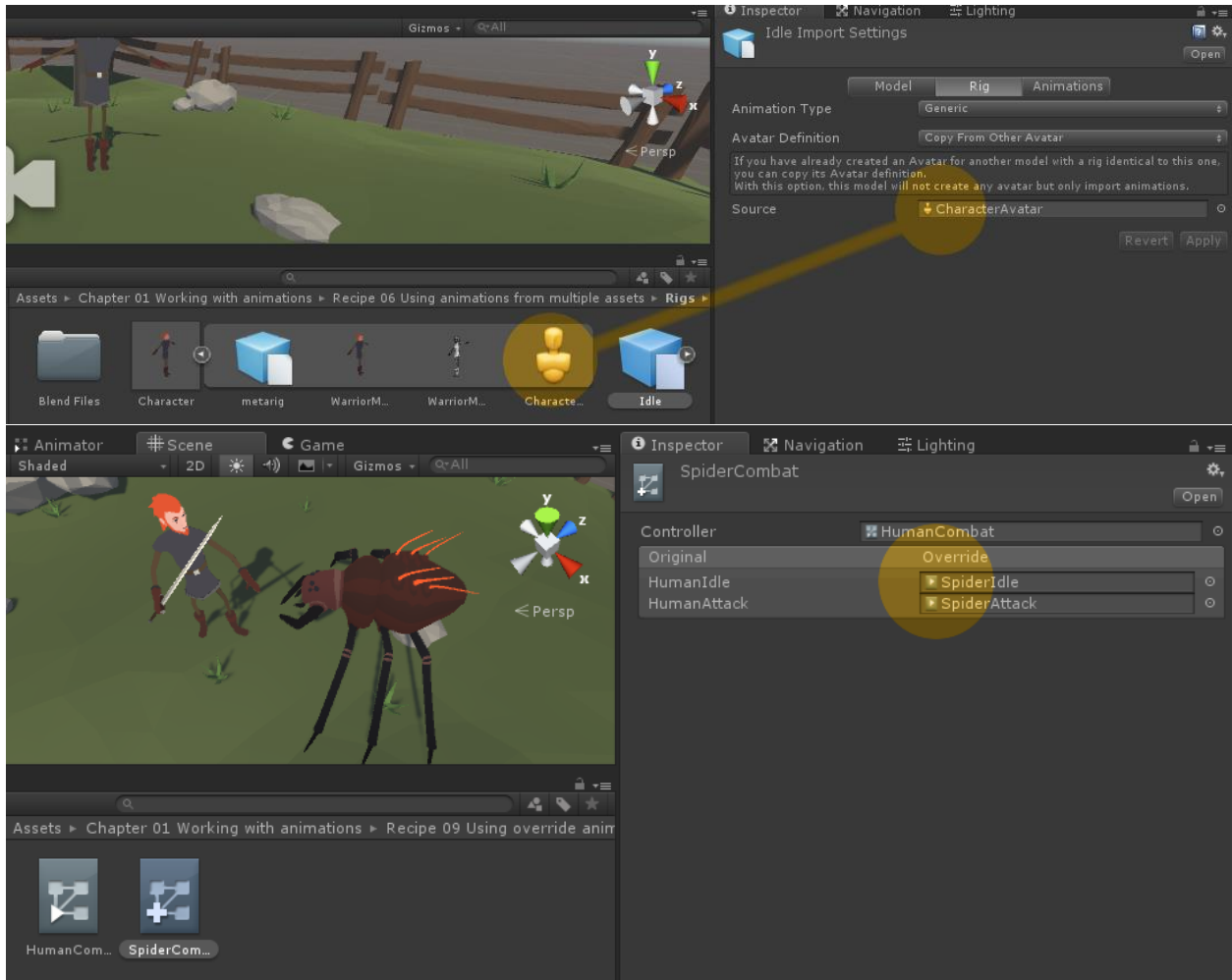
Idle -> Wave

Idle -> Wave

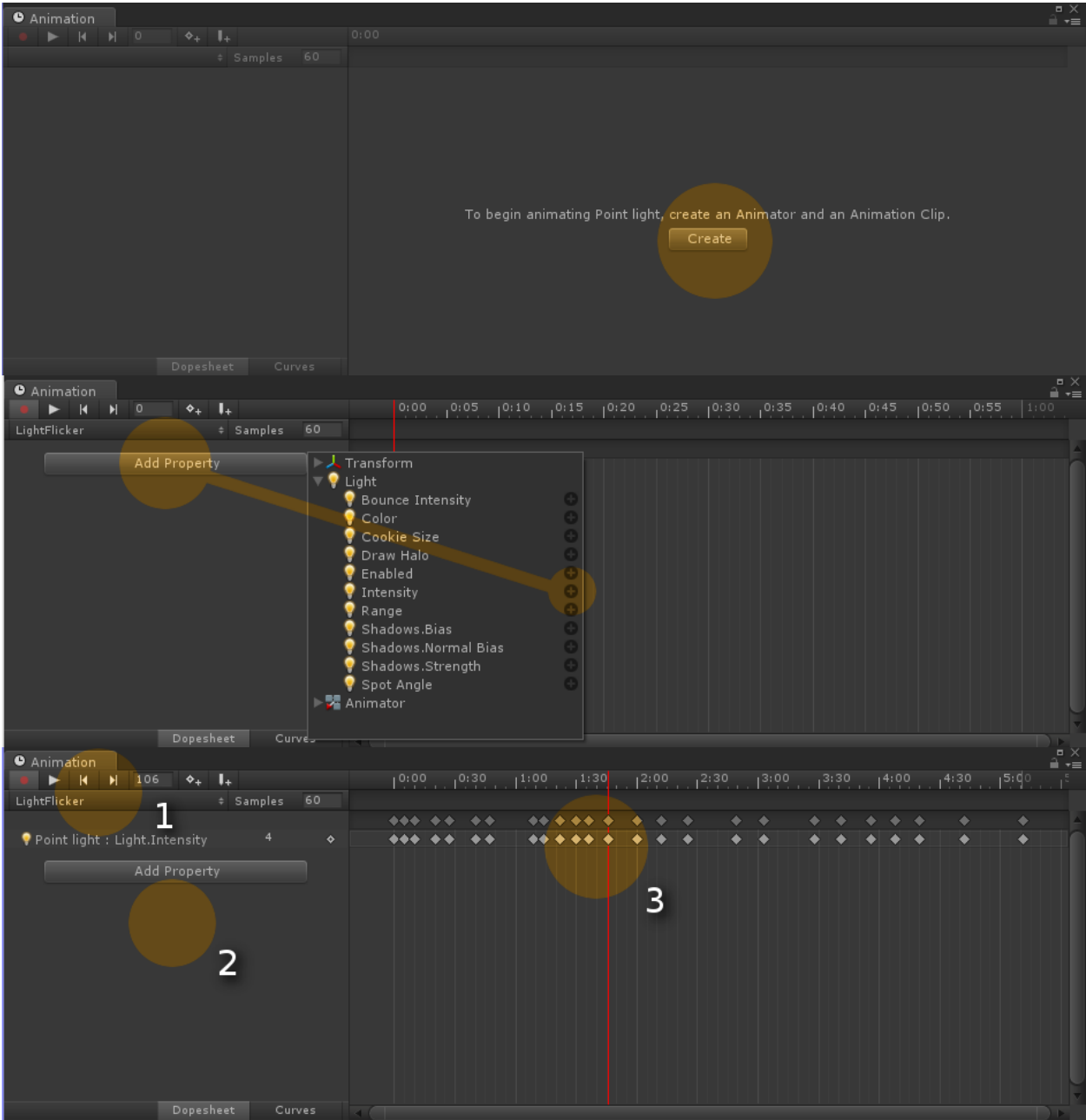
Idle -> Wave

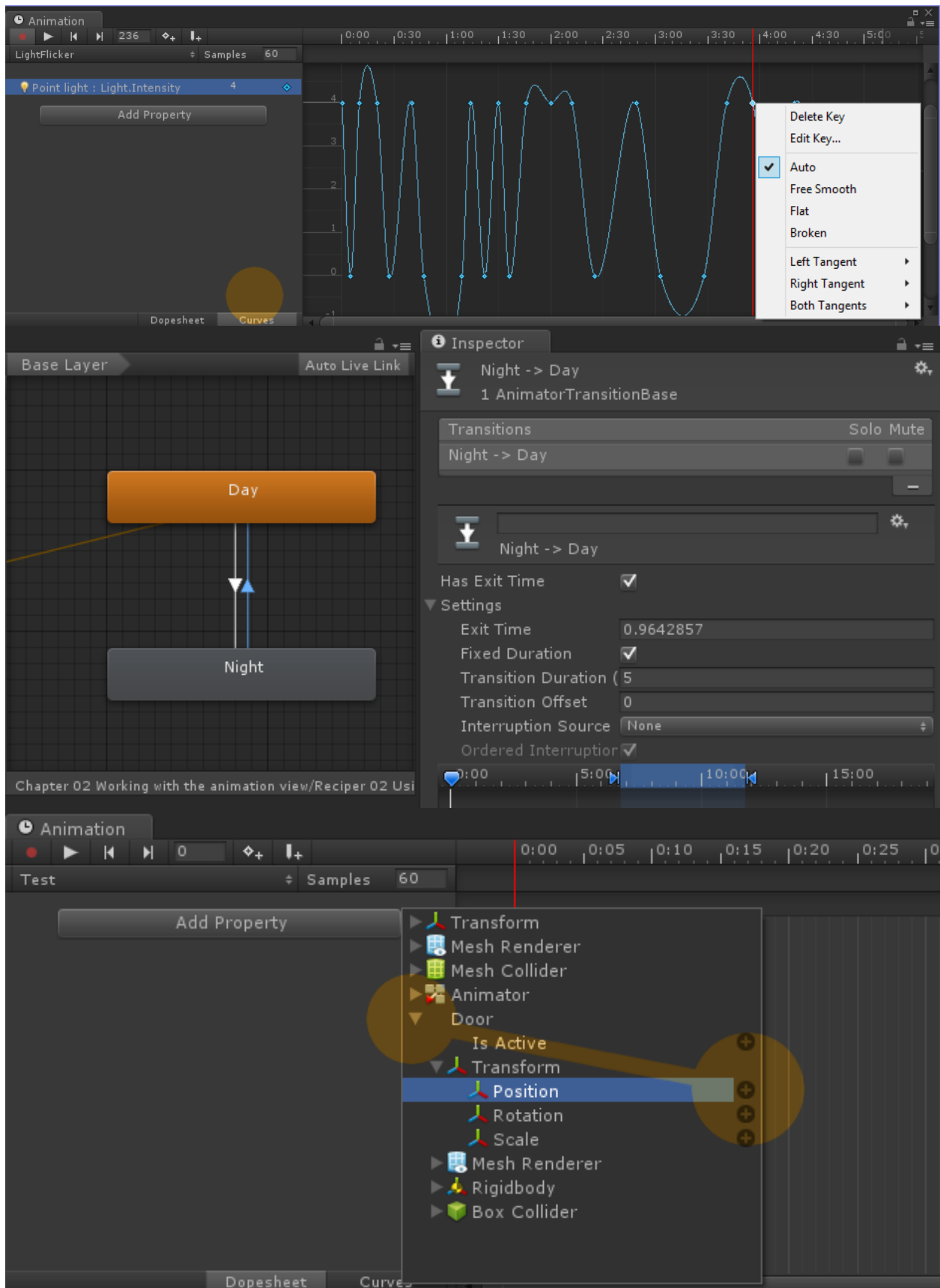
Has Exit Time

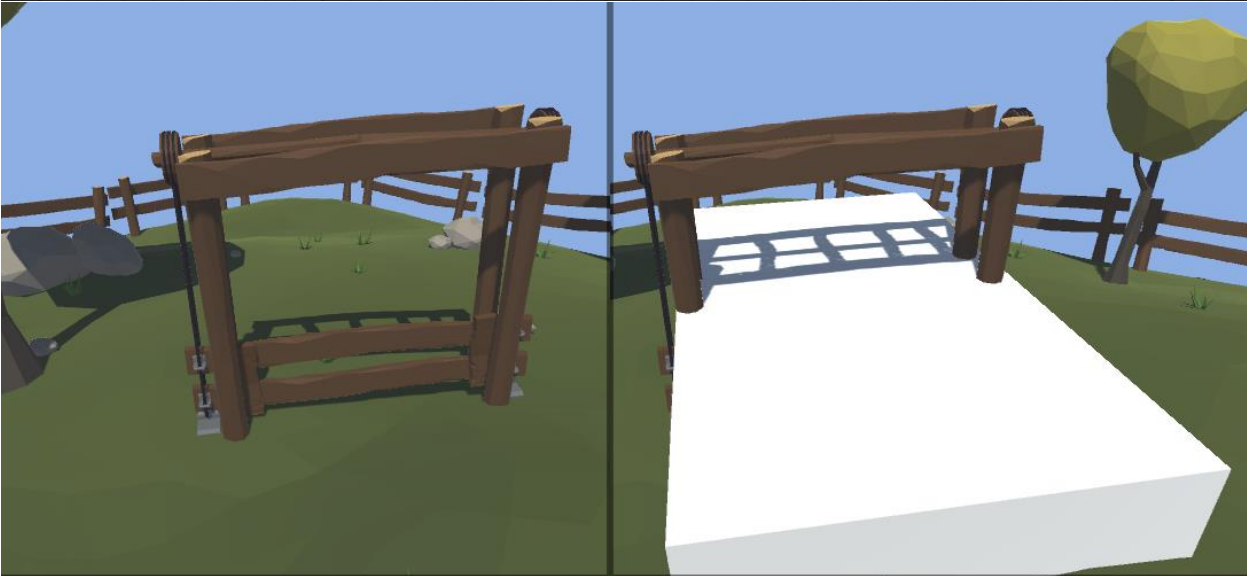
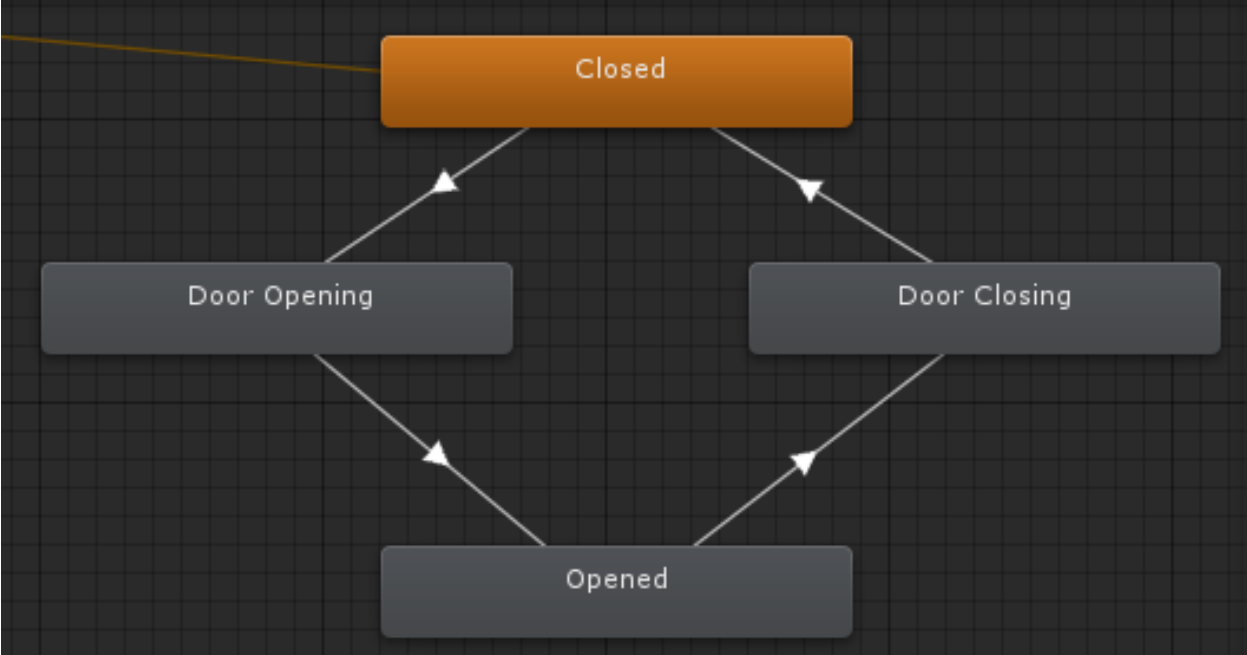
Settings



Chapter 2: Working with the Animation View



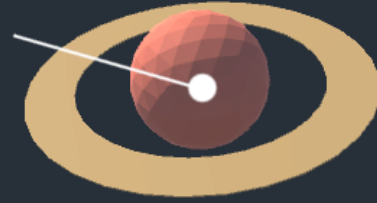




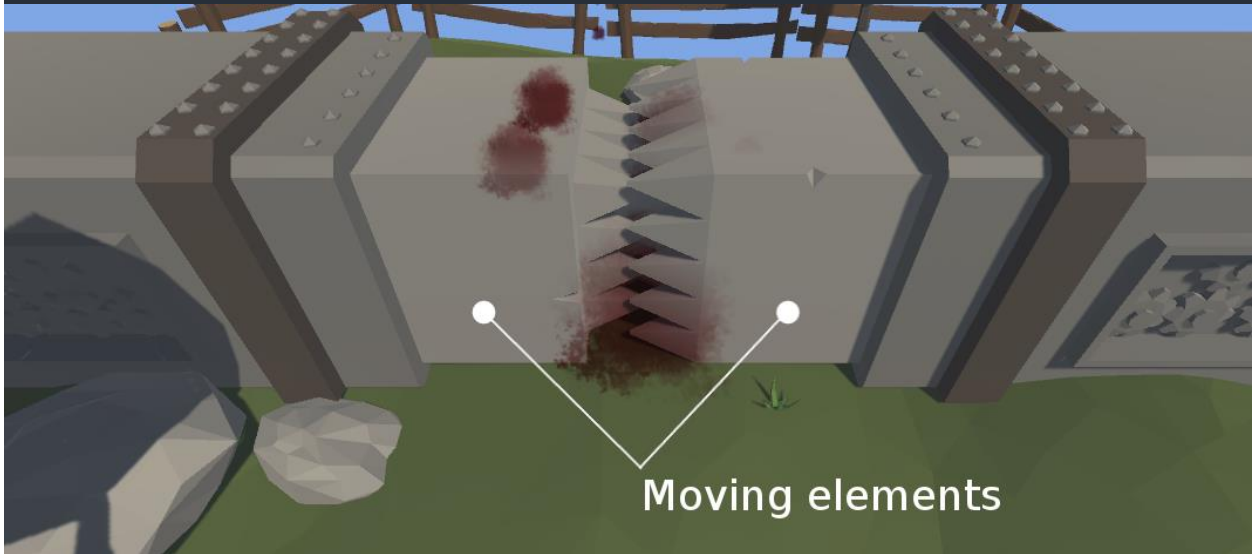
Without the cube

With the cube

Planet1 and Planet2Orbit



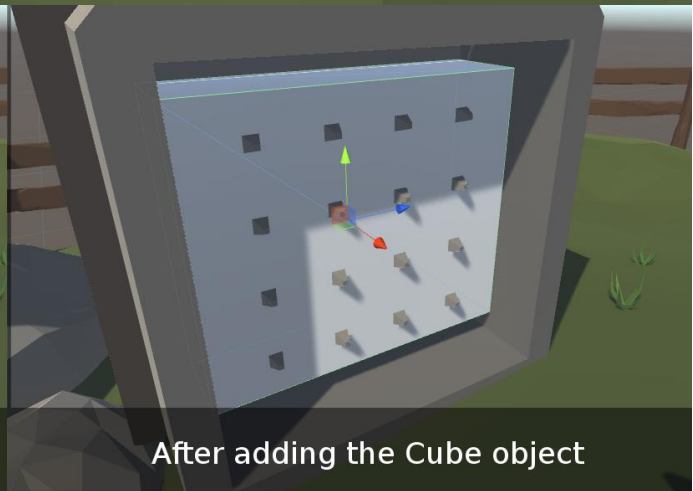
Planet2



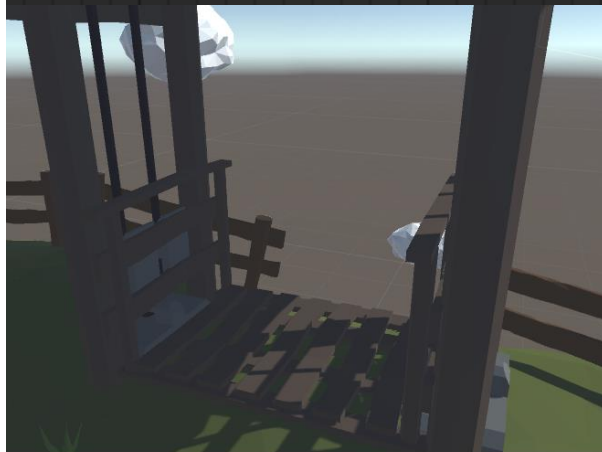
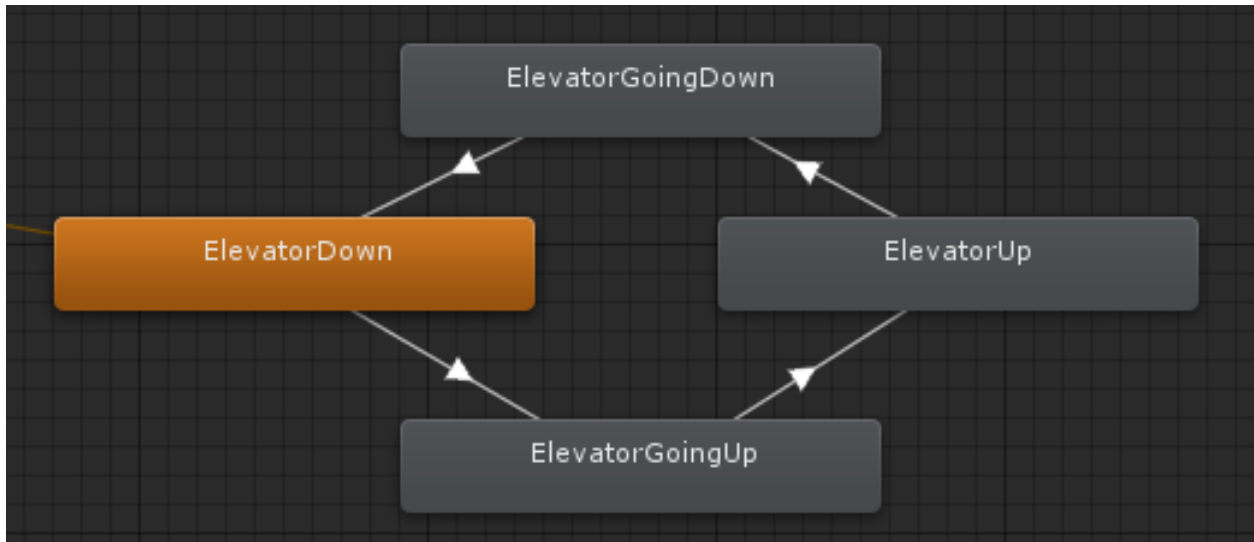
Moving elements



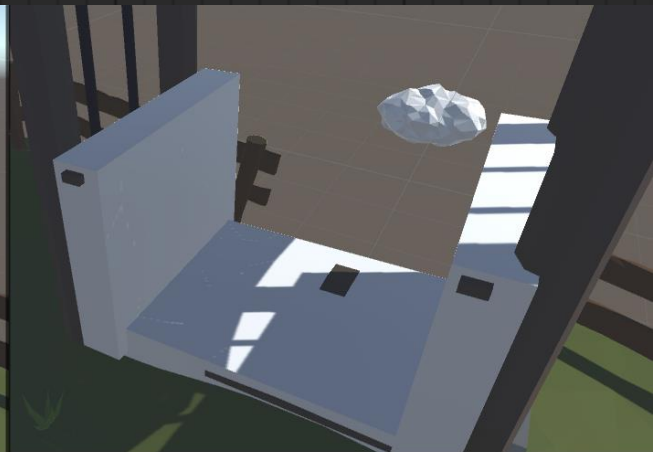
Before



After adding the Cube object

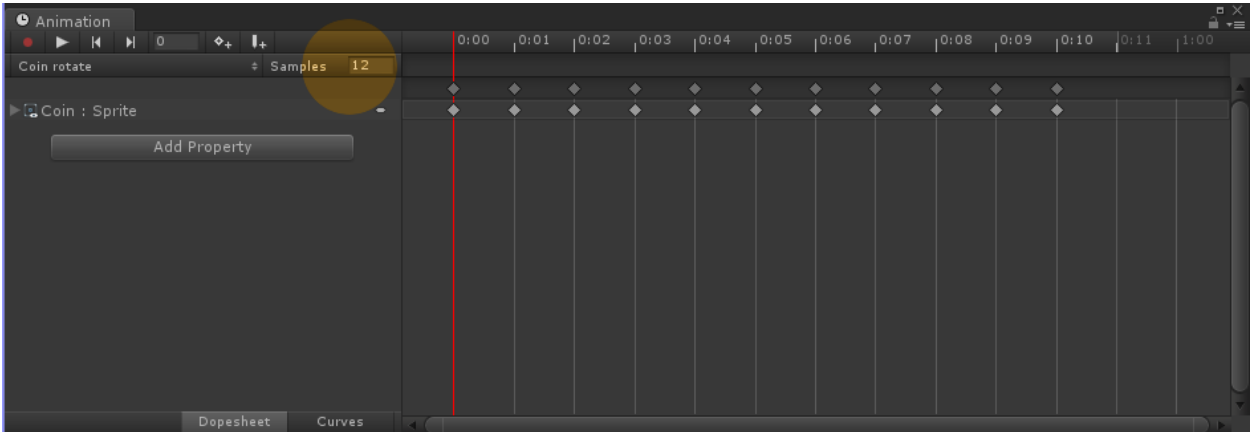


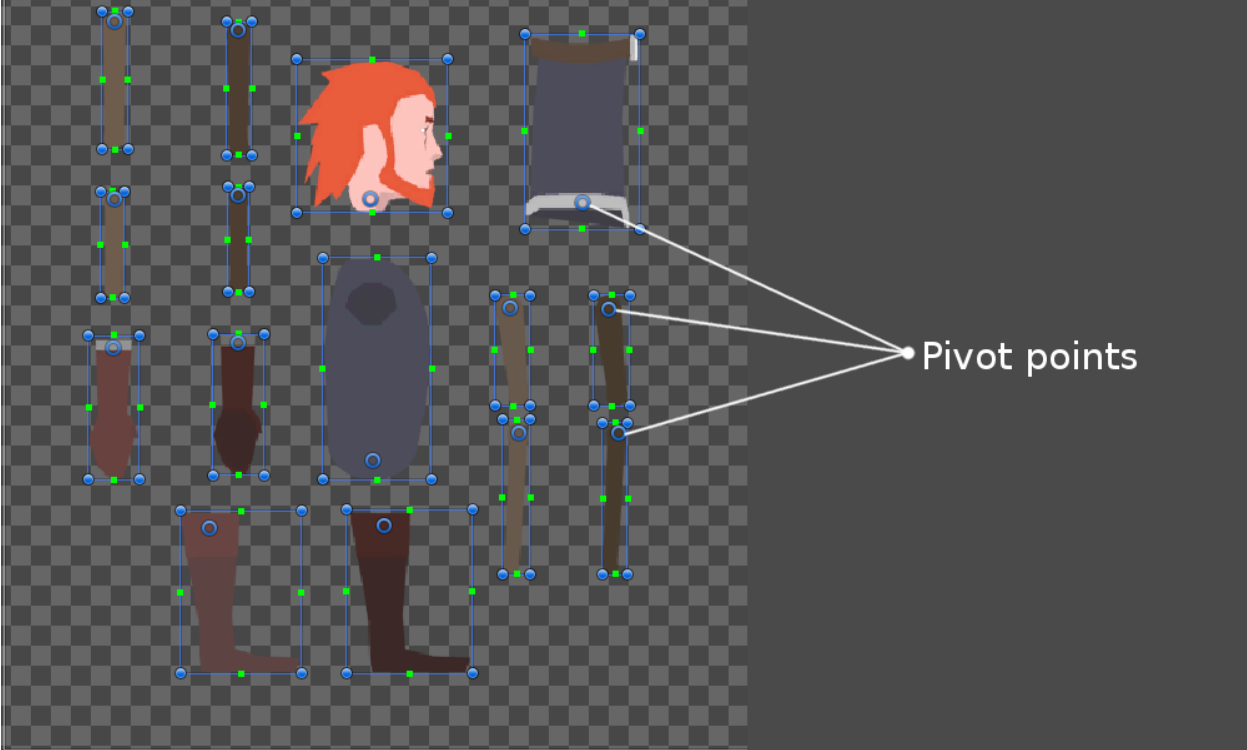
Without the cubes



With the cubes

Chapter 3: 2D and User Interface Animation





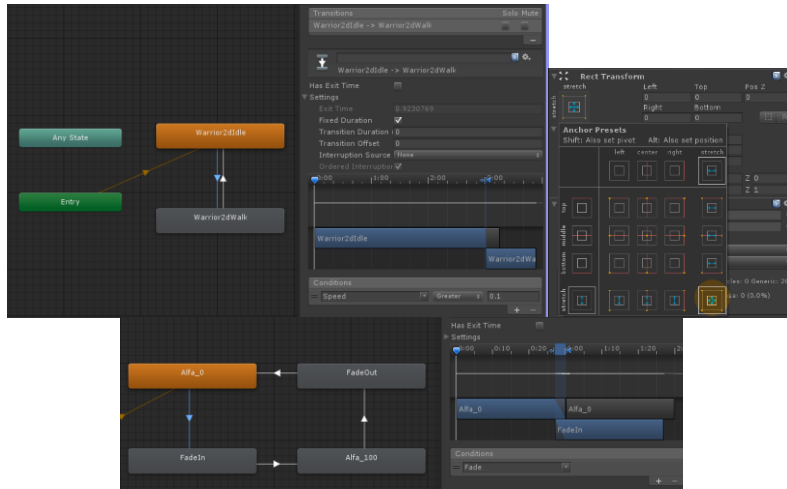


Image (Script)
? ⚙

Source Image

Color

Material

Raycast Target

Image Type

Fill Method

Fill Origin

Fill Amount

Preserve Aspect

ProgressBar

None (Material)

Filled

Horizontal

Left

Set Native Size

Button (Script)
? ⚙

Interactable

Transition

Normal Trigger

Highlighted Trigger

Pressed Trigger

Disabled Trigger

Navigation

Animation

Normal

Highlighted

Pressed

Disabled

Auto Generate Animation

Automatic

Visualize

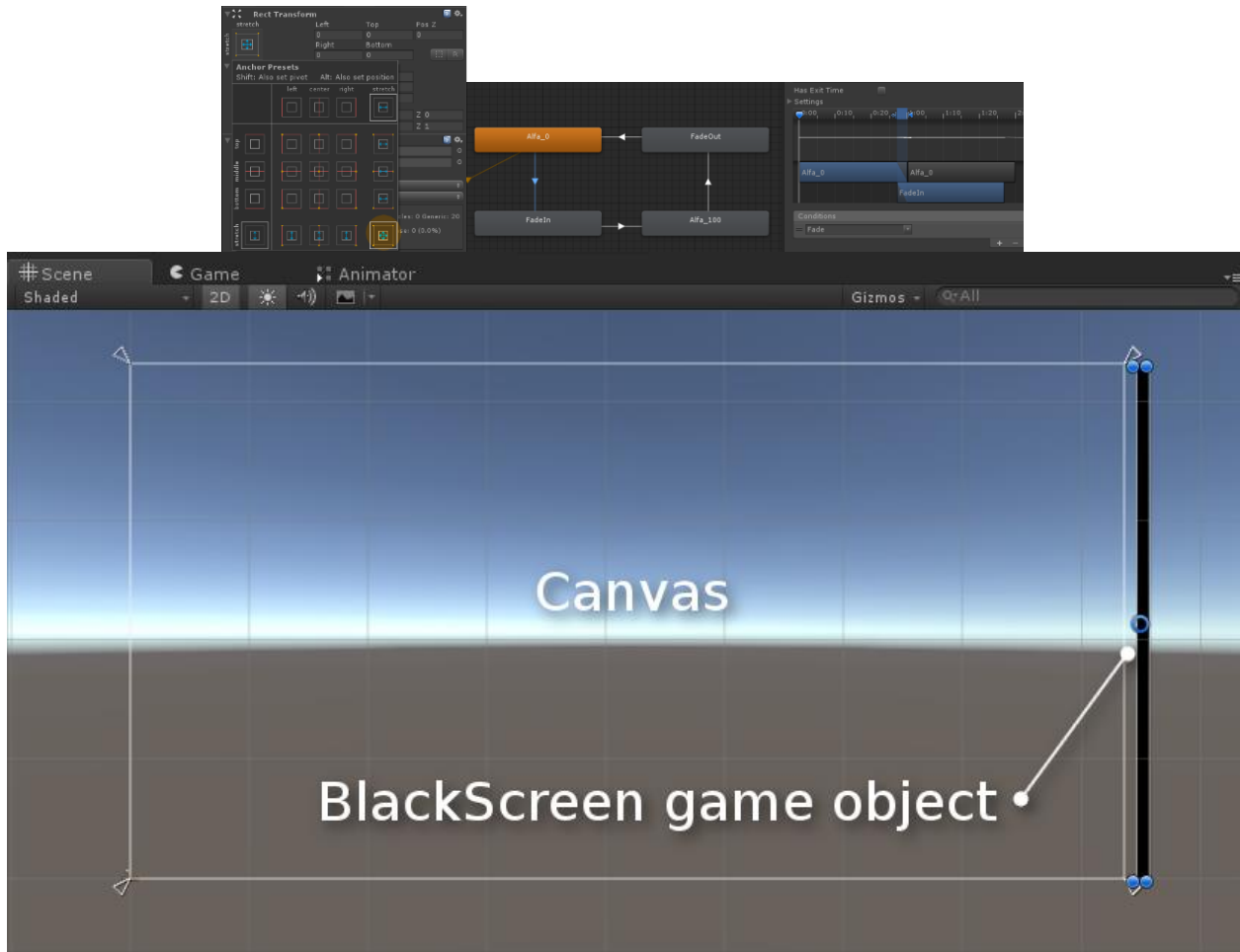


Image (Script)

Source Image: ProgressBar

Color: [Blue bar]

Material: None (Material)

Raycast Target:

Image Type: Filled

Fill Method: Horizontal

Fill Origin: Left

Fill Amount: 0

Preserve Aspect:

Set Native Size

Button (Script)

Interactable:

Transition: Animation

Normal Trigger: Normal

Highlighted Trigger: Highlighted

Pressed Trigger: Pressed

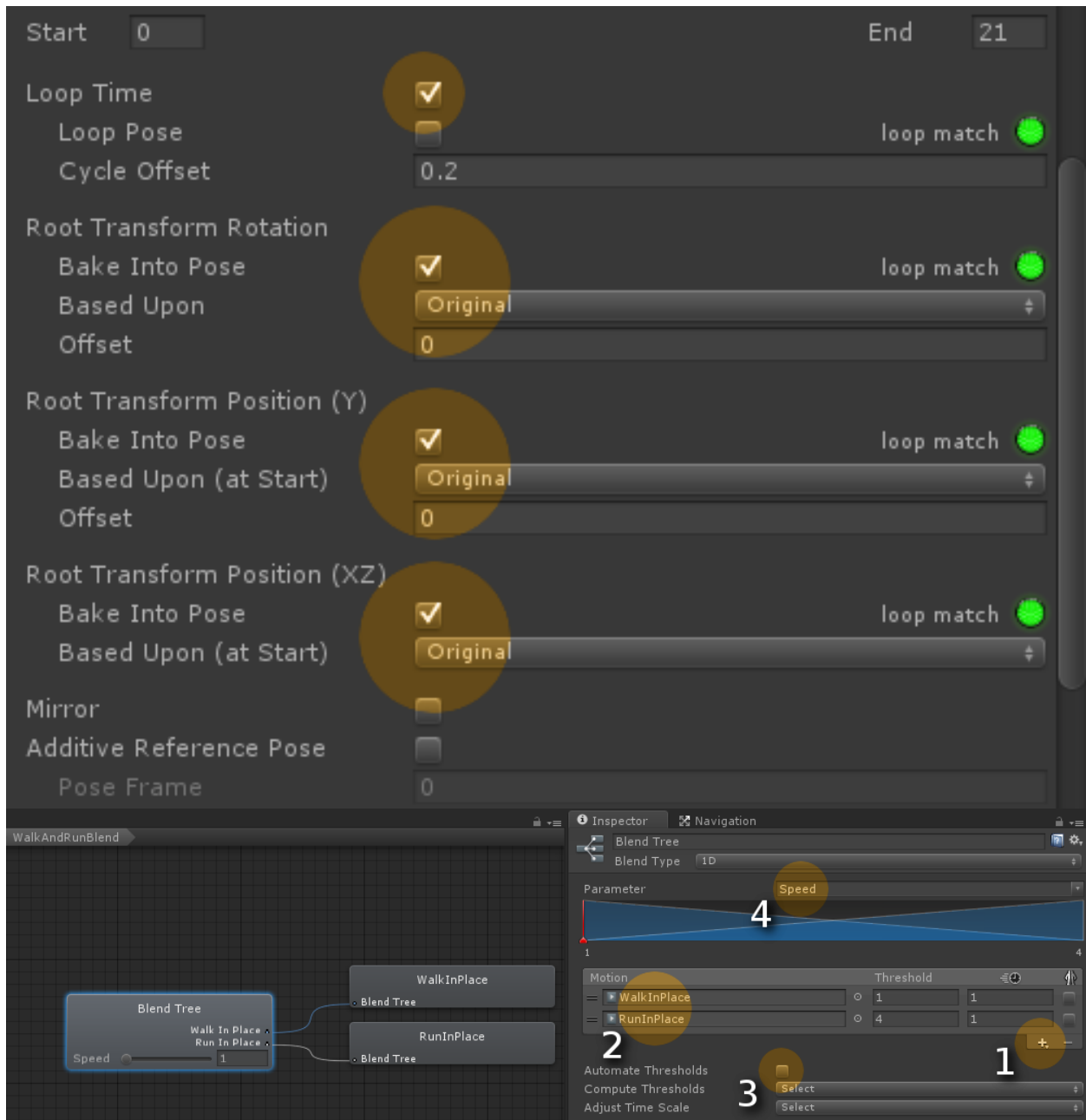
Disabled Trigger: Disabled

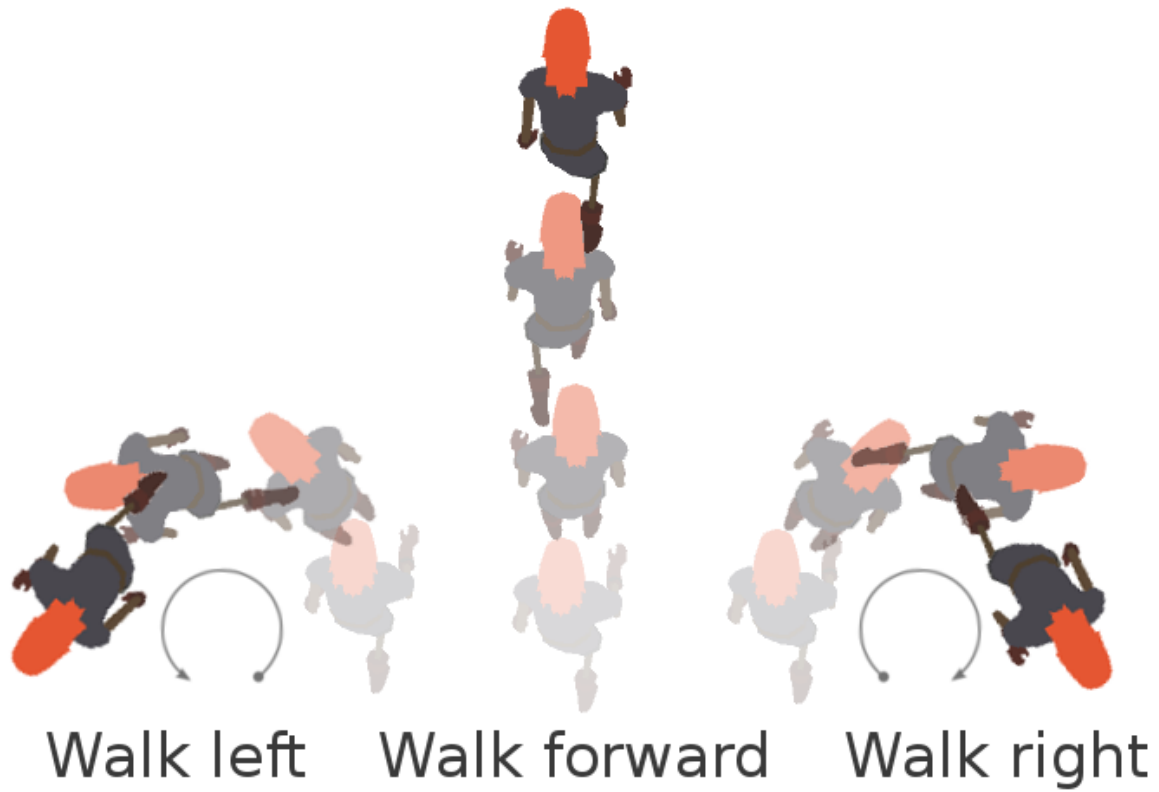
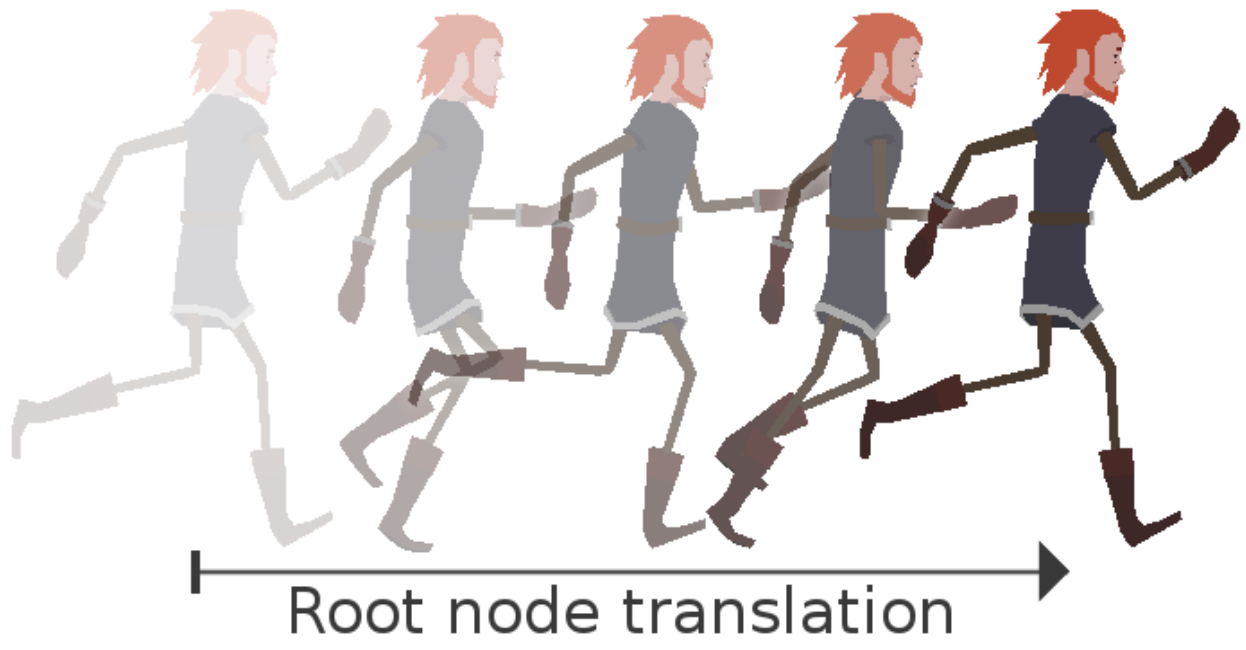
Auto Generate Animation

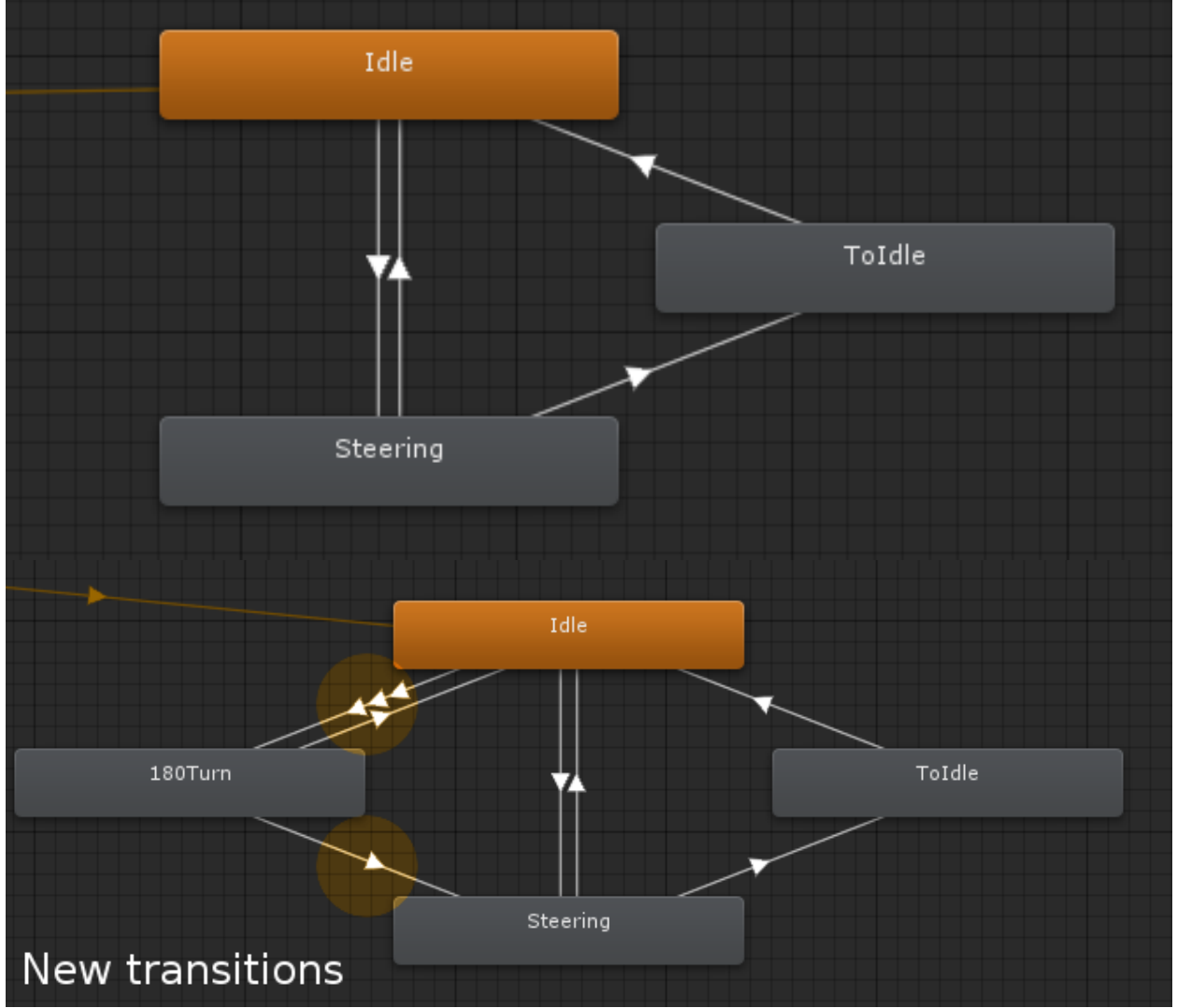
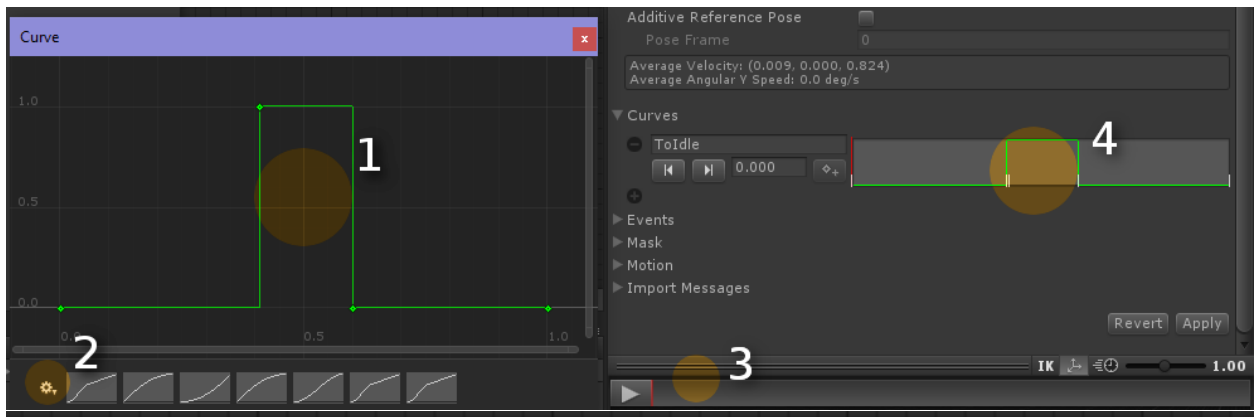
Navigation: Automatic

Visualize

Chapter 4: Character Movement









Base Layer Idle

Blend Tree

- Idle
- IdleCrouch

Crouch 0

Inspector: Blend Tree, Blend Type: ID, Parameter: Crouch

Motion	Thresh	Min	Max
Idle	0	1	
IdleCrouch	1	1	

Automate Threshold: Compute Thresholds: Select Adjust Time Scale: Select

Base Layer Steering

BlendTree

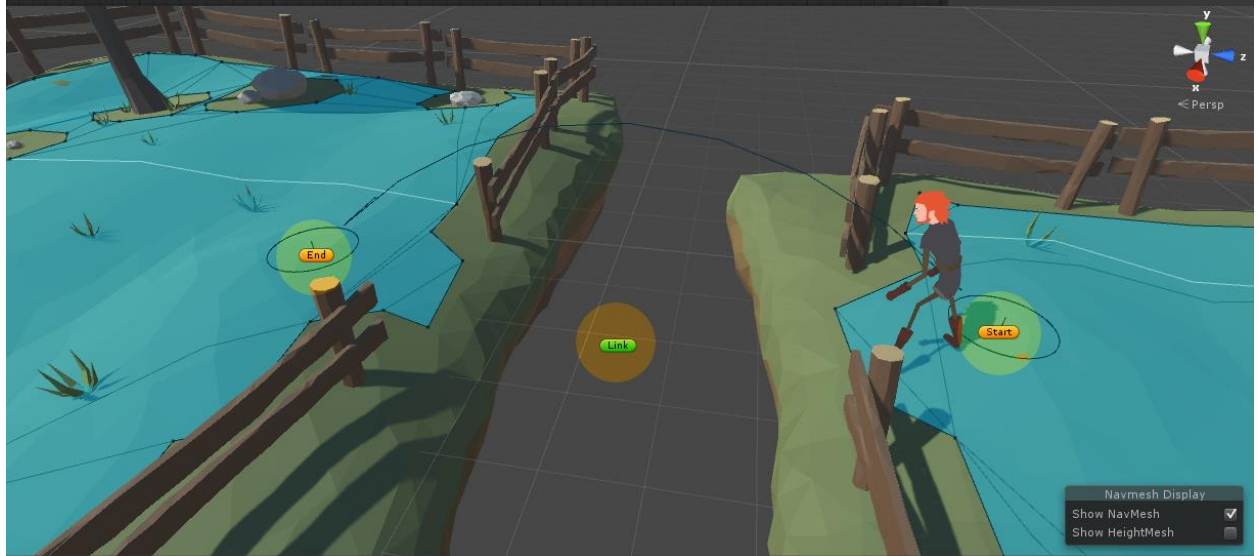
- WalkLeft
- WalkForward
- WalkRight
- WalkLeftCrouch
- WalkCrouch
- WalkRightCrouch

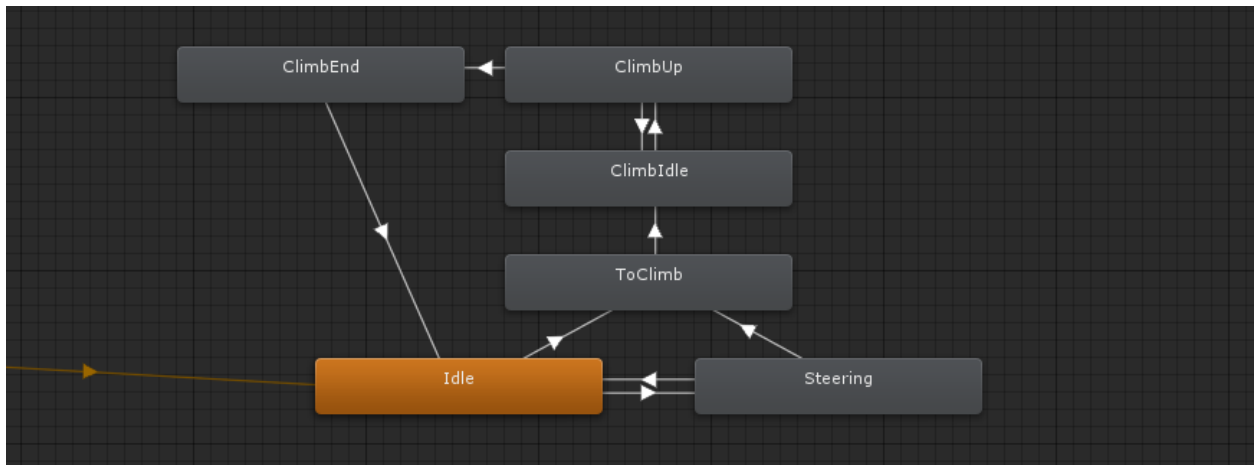
Director 0

Inspector: BlendTree, Blend Type: ID, Parameter: Direction

Motion	Thresh	Min	Max
WalkLeft	-45	1	
WalkForward	0	1	
WalkRight	45	1	

Automate Threshold: Compute Thresholds: Select Adjust Time Scale: Select





Blend Tree

- Speed: 1
- Director: 45
- Director: 45

BlendTree

- Fly Left Down
- Fly Left
- Fly Left Up
- Fly Forward Down
- Fly Forward
- Fly Forward Up
- Fly Right Down
- Fly Right
- Fly Right Up

Inspector Navigation

BlendTree

Blend Type 2D Freeform Cartesian

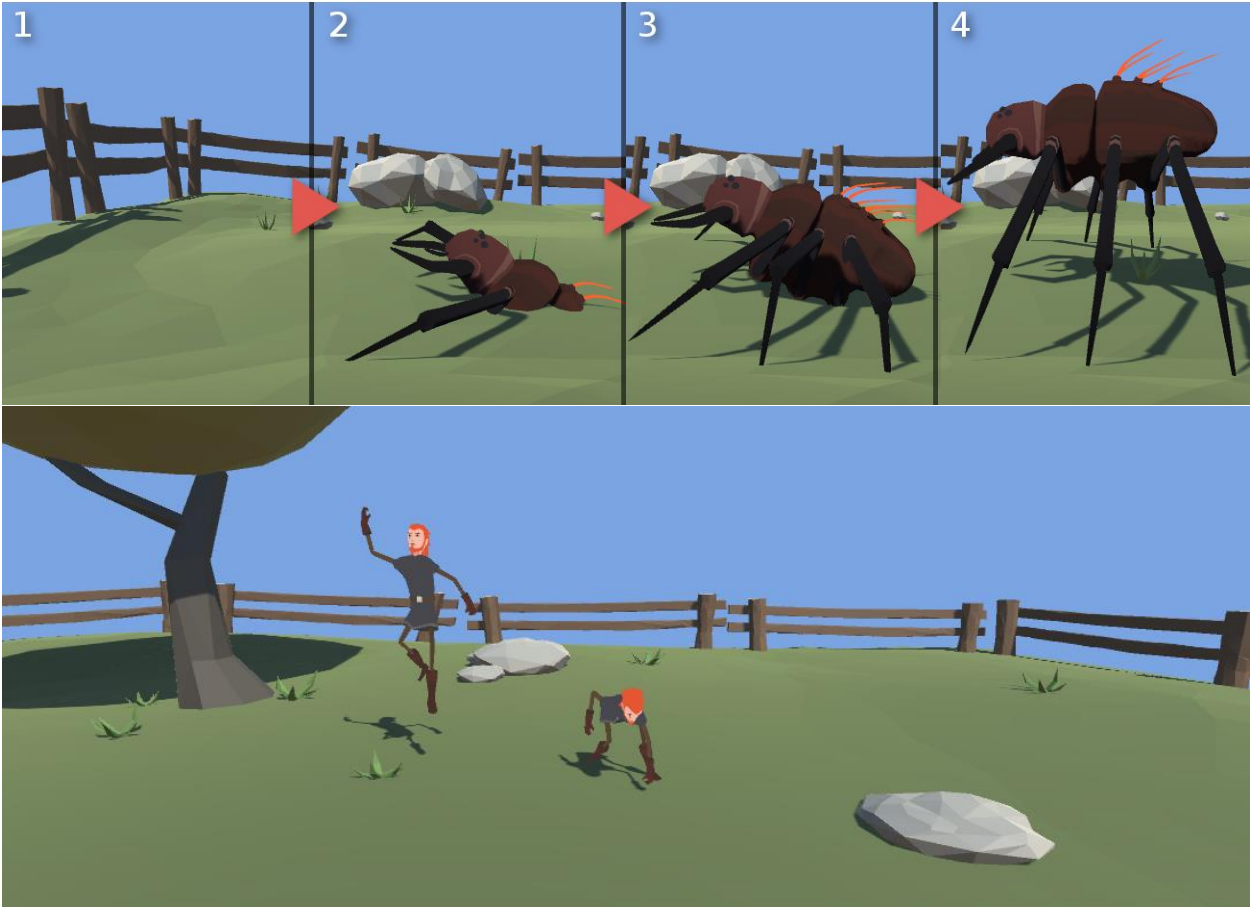
Parameters DirectionHor DirectionVer

Motion	Pos X	Pos Y	
FlyLeftDown	-45	-45	1
FlyLeft	-45	0	1
FlyLeftUp	-45	45	1
FlyForwardDown	0	-45	1
FlyForward	0	0	1
FlyForwardUp	0	45	1
FlyRightDown	45	-45	1
FlyRight	45	0	1
FlyRightUp	45	45	1

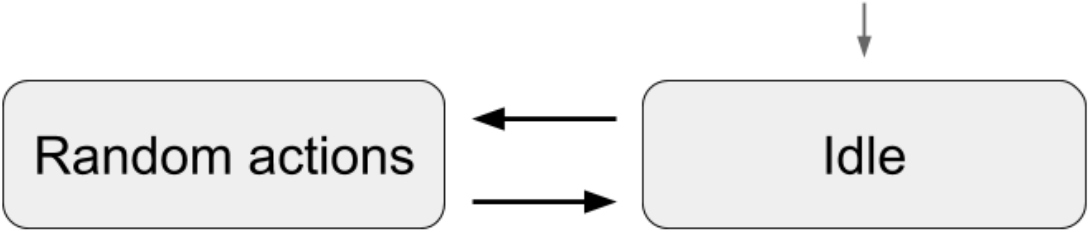
Compute Positions [Select]

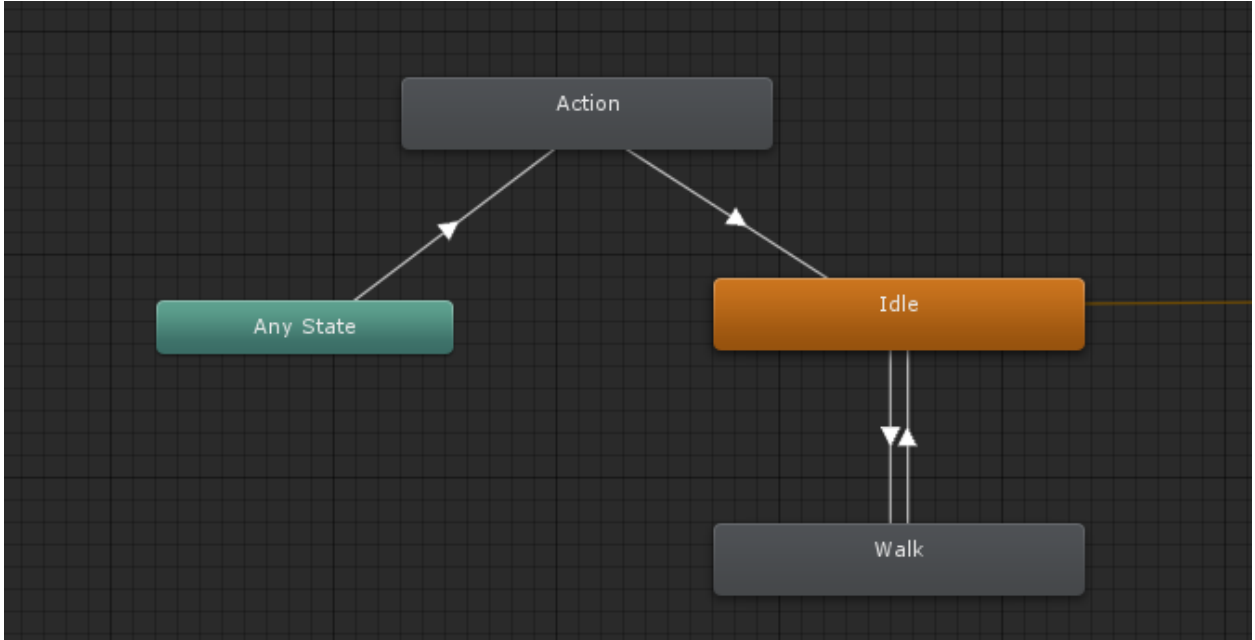
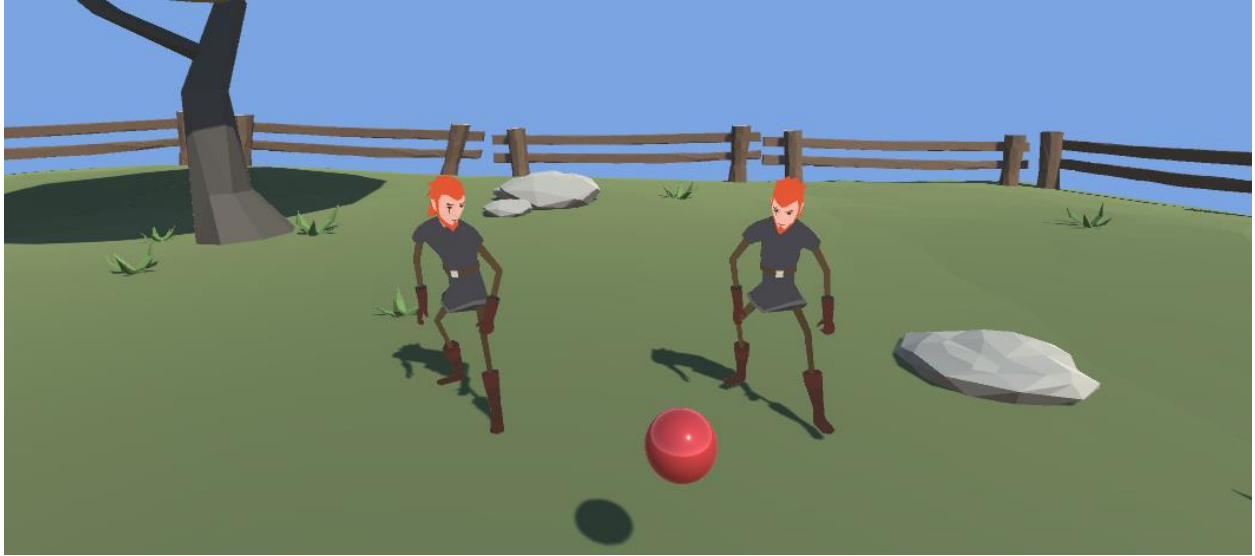
Adjust Time Scale [Select]

Chapter 5: Character Actions and Expressions

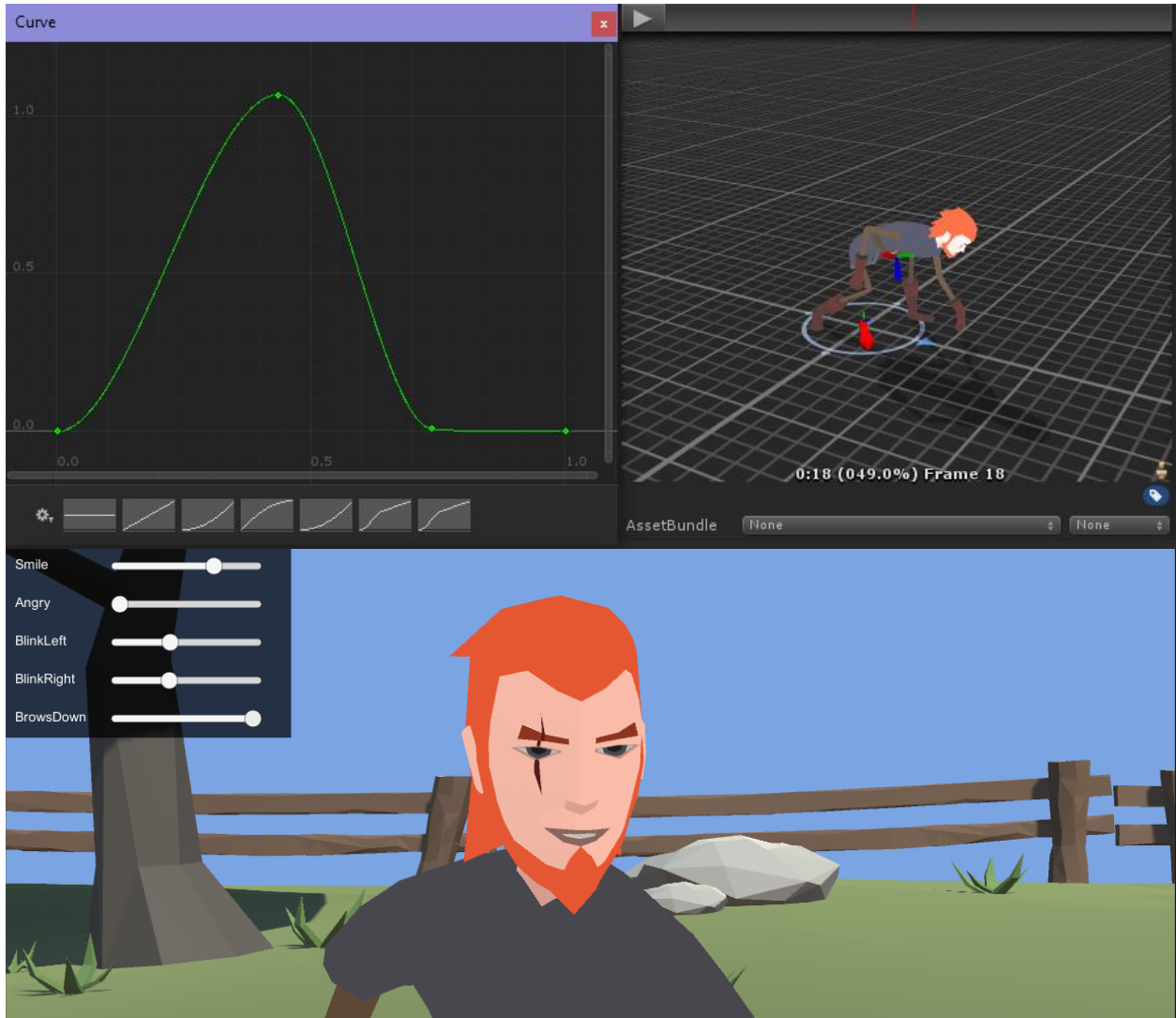


Set the parameter here

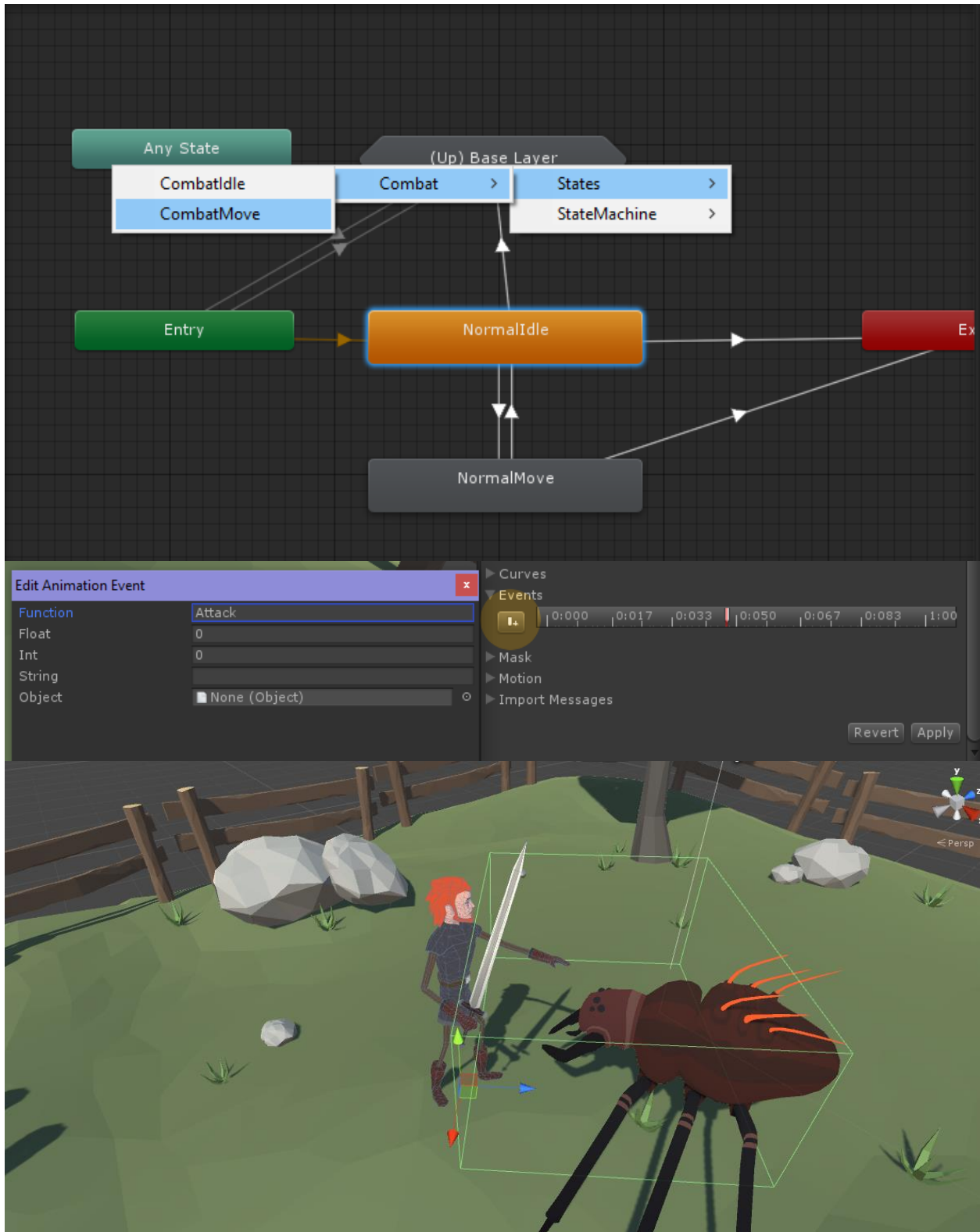


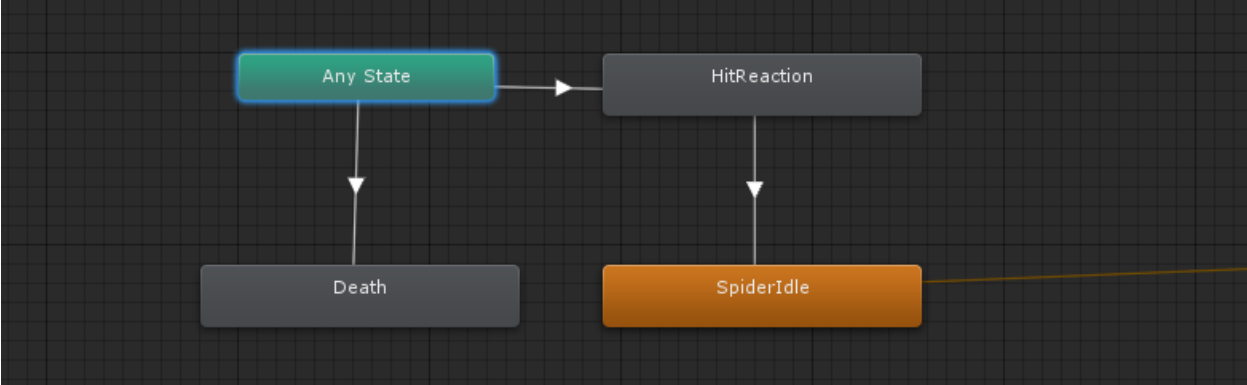


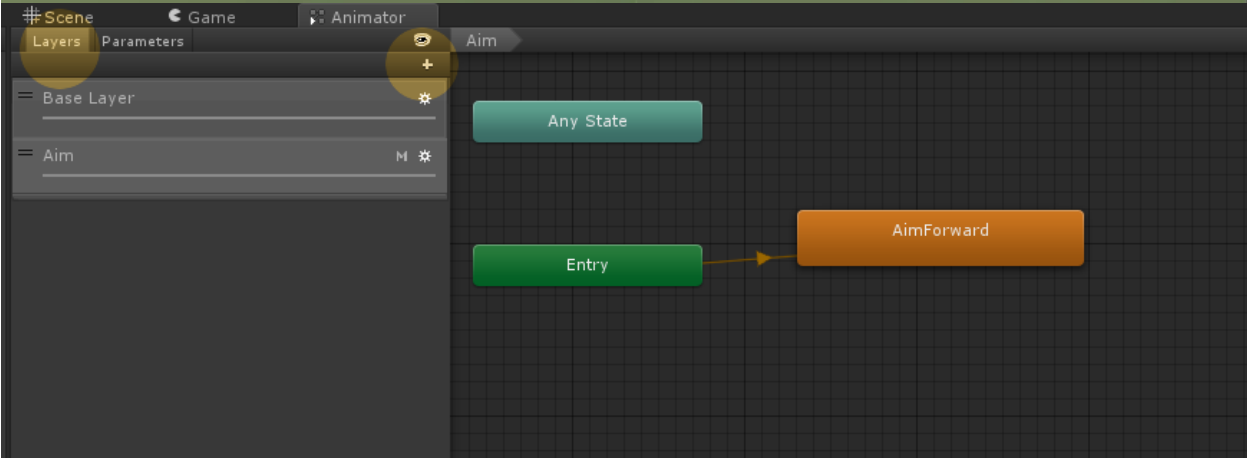


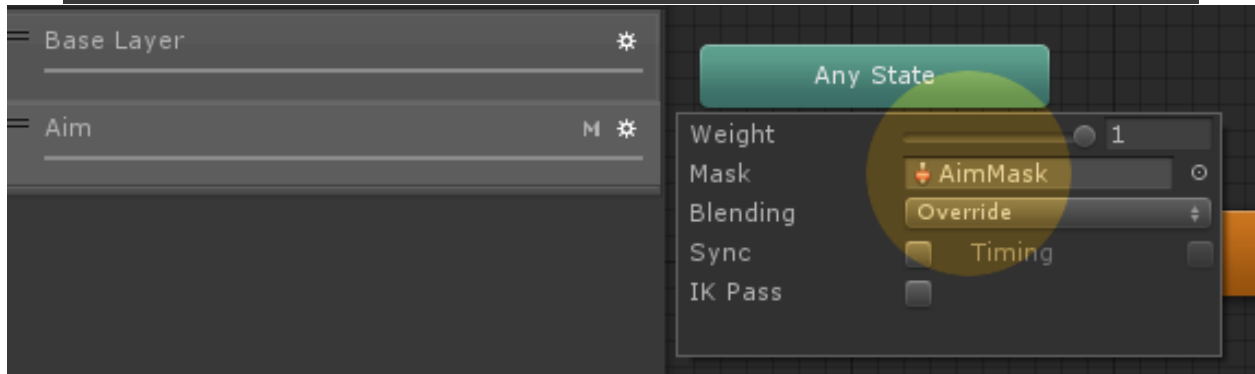
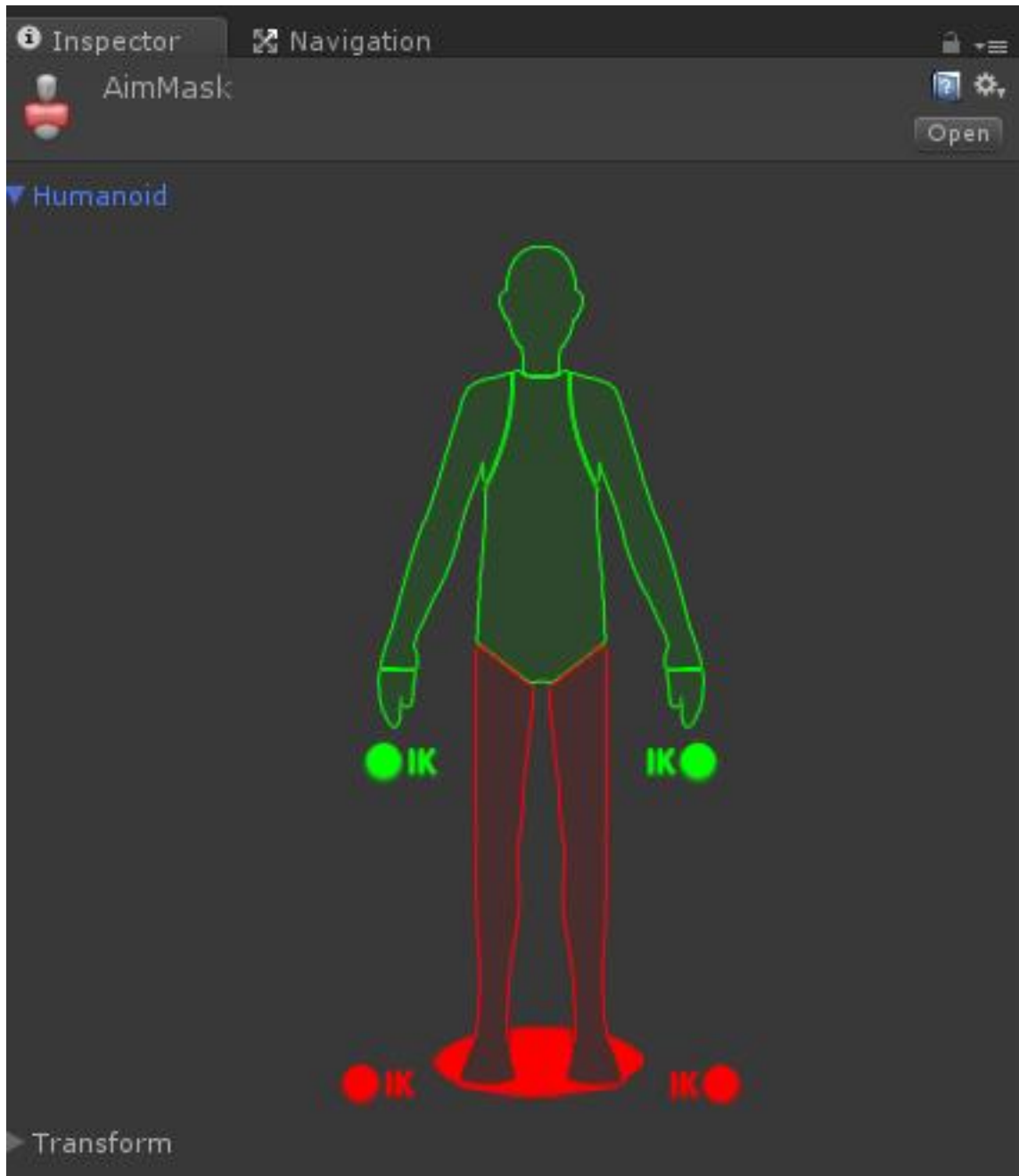


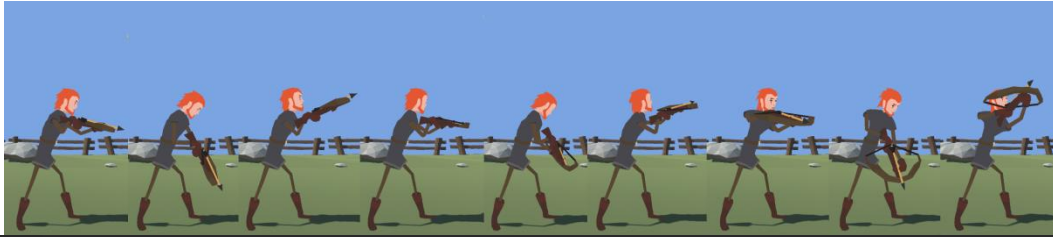
Chapter 6: Handling Combat











Inspector Navigation

Blend Tree
Blend Type 2D Freeform Cartesian

Parameters AimHor AimVer

Motion

	Pos X	Pos Y	
AimLeftDown	-45	-45	1
AimLeft	-45	0	1
AimLeftUp	-45	45	1
AimForwardDown	0	-45	1
AimForward	0	0	1
AimForwardUp	0	45	1
AimRightDown	45	-45	1
AimRight	45	0	1
AimRightUp	45	45	1

Blend Tree

IK 1.00

Blend Tree

- AimLeftDown
- Blend Tree
- AimLeft
- Blend Tree
- AimLeftUp
- Blend Tree
- AimForwardDown
- Blend Tree
- AimForward
- Blend Tree
- AimForwardUp
- Blend Tree
- AimRightDown
- Blend Tree
- AimRight
- Blend Tree
- AimRightUp
- Blend Tree

Blend Tree

Aim Left Down
Aim Left
Aim Left Up
Aim Forward Down
Aim Forward
Aim Forward Up
Aim Right Down
Aim Right
Aim Right Up

AimHor 0.77553
AimVer -0.2585

Inspector Navigation

Humanoid

Tag Untagged Layer Def

Model Select Revert

Transform

Position X 0 Y 0

Rotation X 0 Y 1

Scale X 1 Y 1

Animator

Controller Idle

Avatar HumanoidAvatar

Apply Root Motion

Layers

Layers

- Everything
- Nothing
- Default
- TransparentFX
- Ignore Raycast
- Water
- UI
- BodyParts

Sorting Layers

- Default
- Black

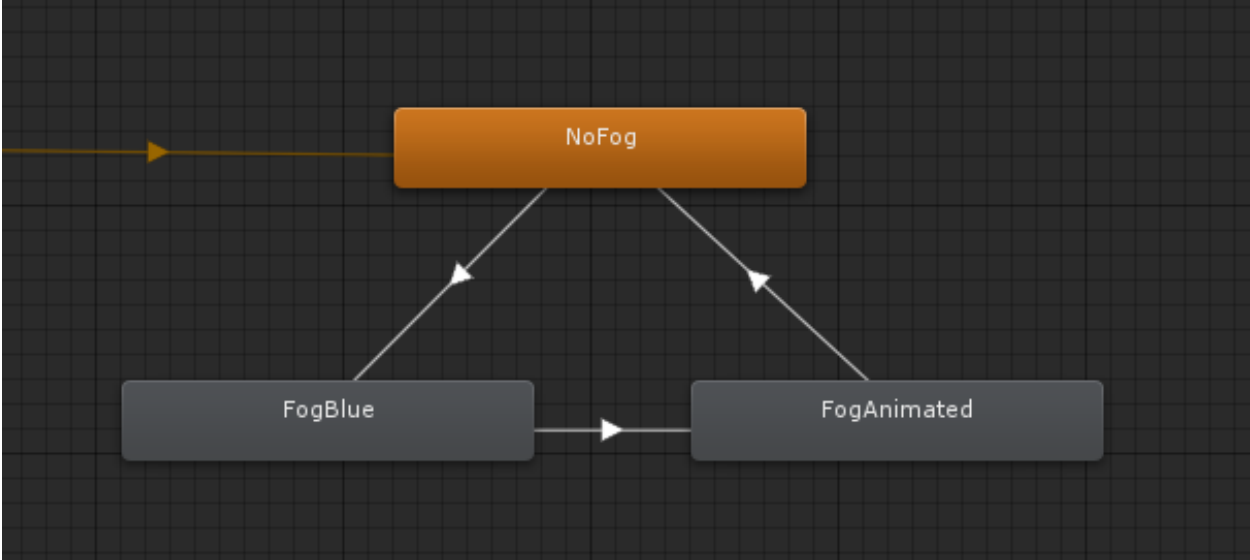
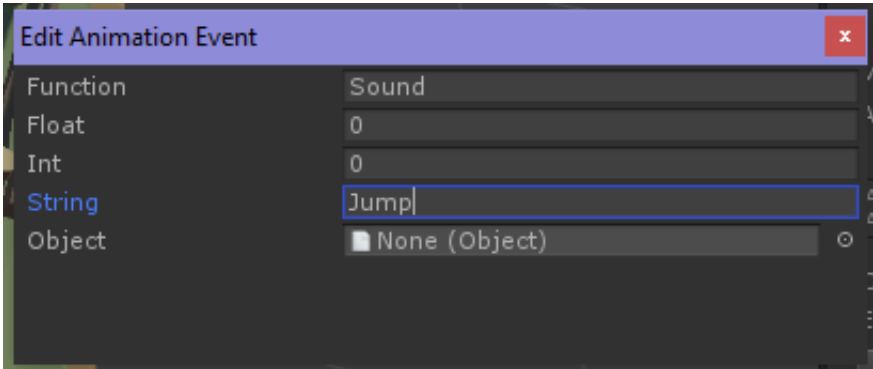
Edit Layers...

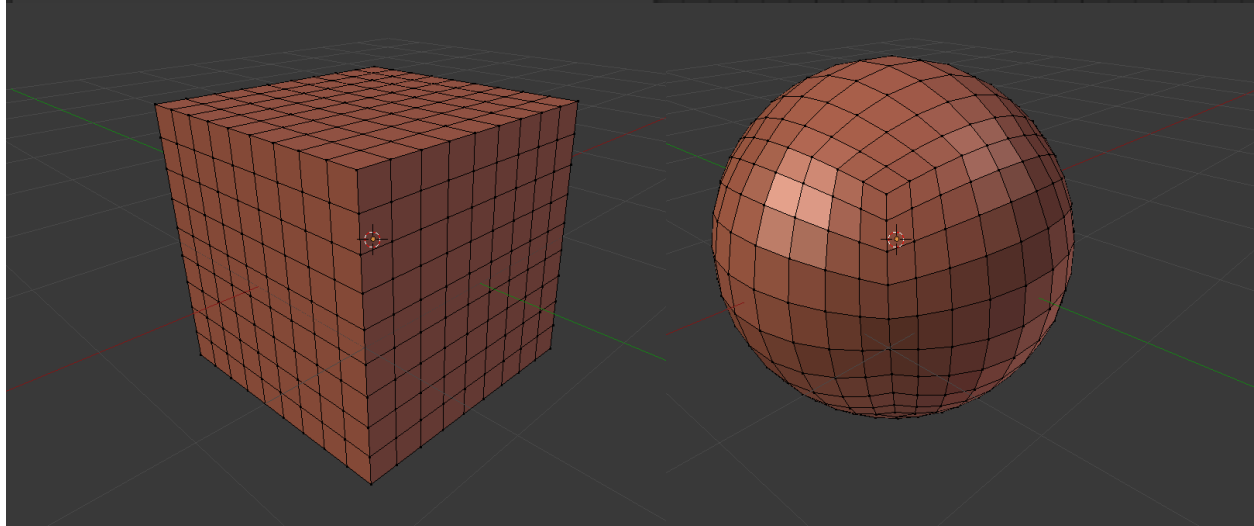
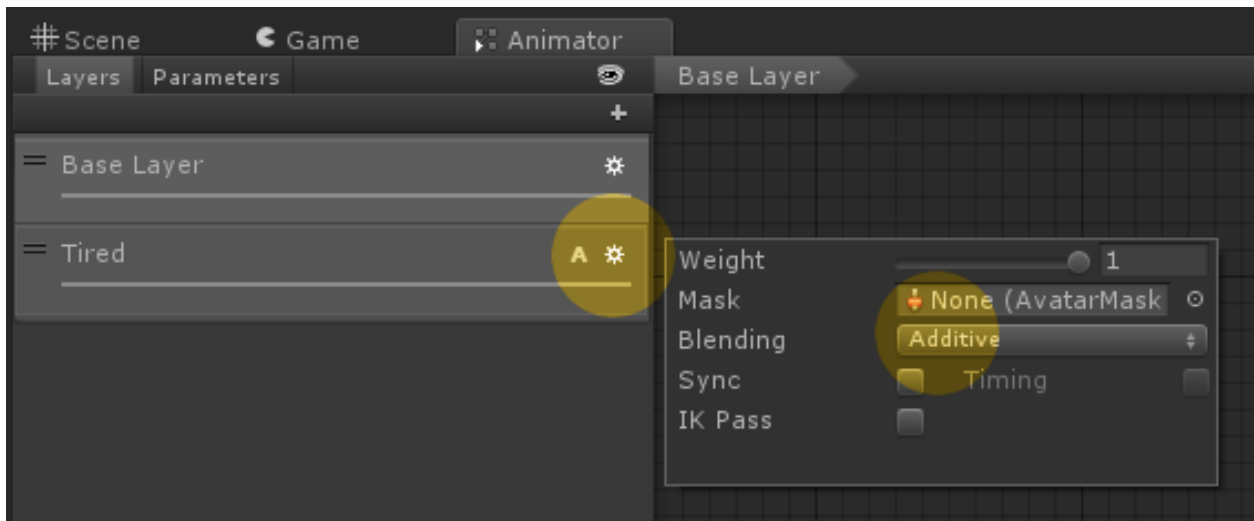
▼ Layer Collision Matrix

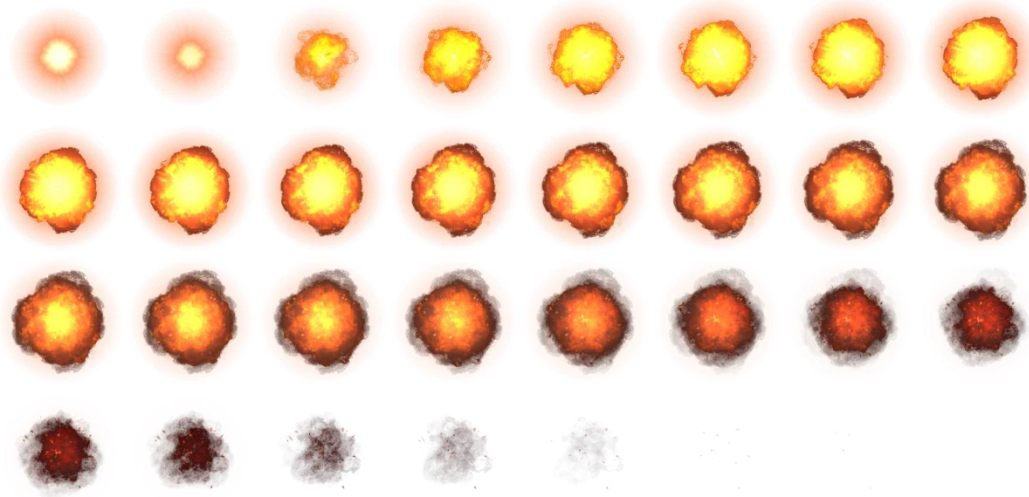
	Default	TransparentFX	Ignore Raycast	Water	UI	BodyParts
Default	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TransparentFX	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ignore Raycast	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Water	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
UI	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
BodyParts	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>



Chapter 7: Special Effects

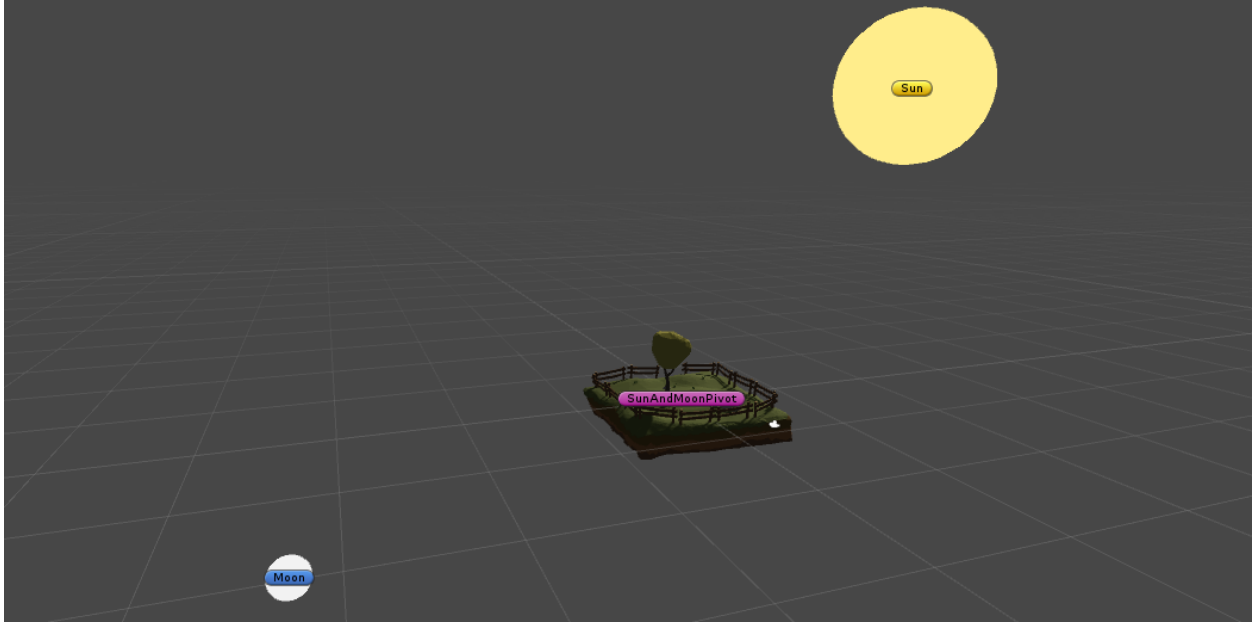
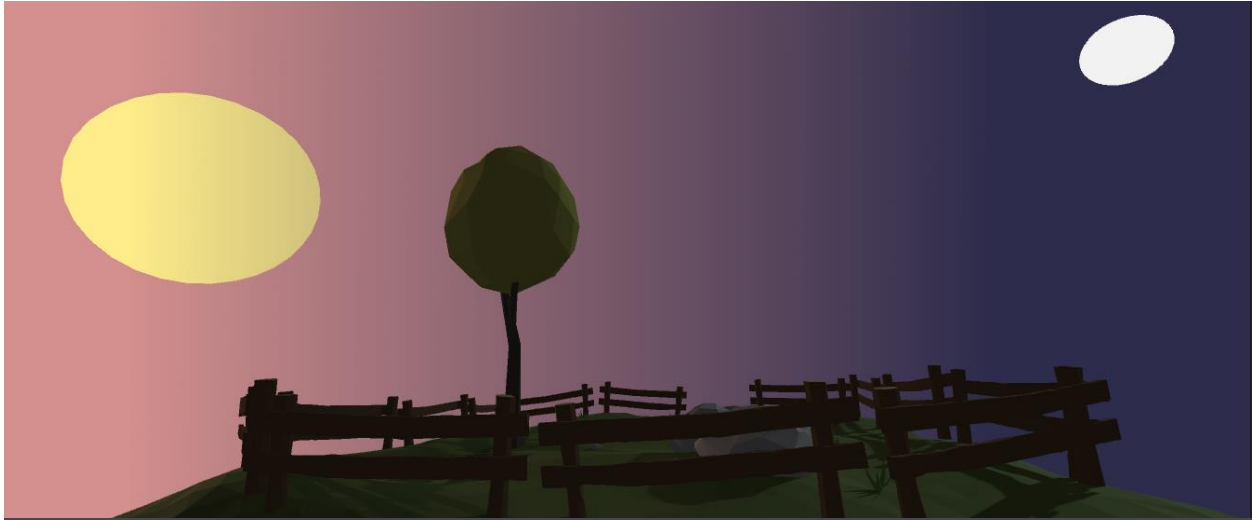




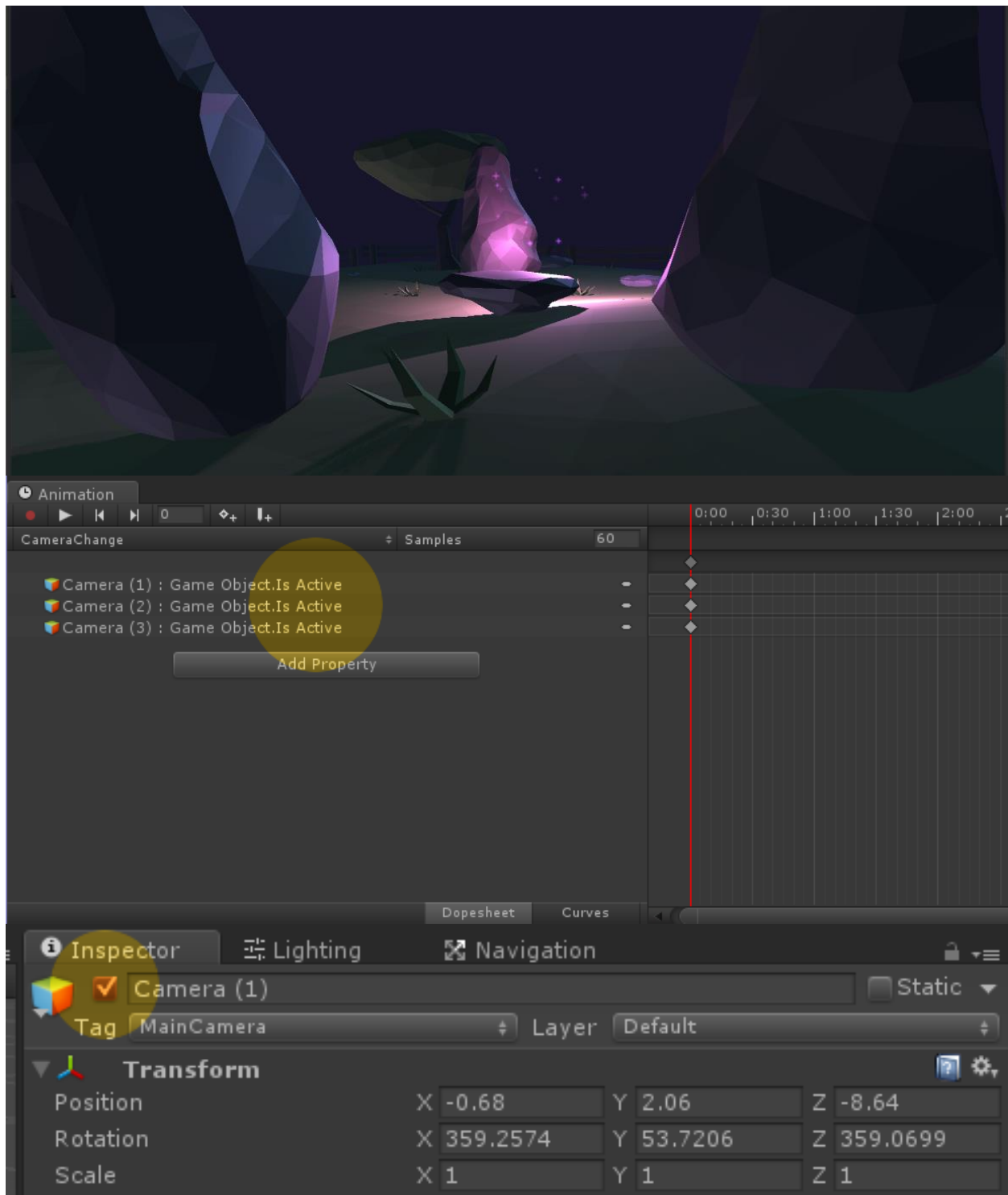


✓ Texture Sheet Animation

Tiles	X 8	Y 4
Animation	Whole Sheet	
Frame over Time	<input type="range"/>	
Cycles	1	

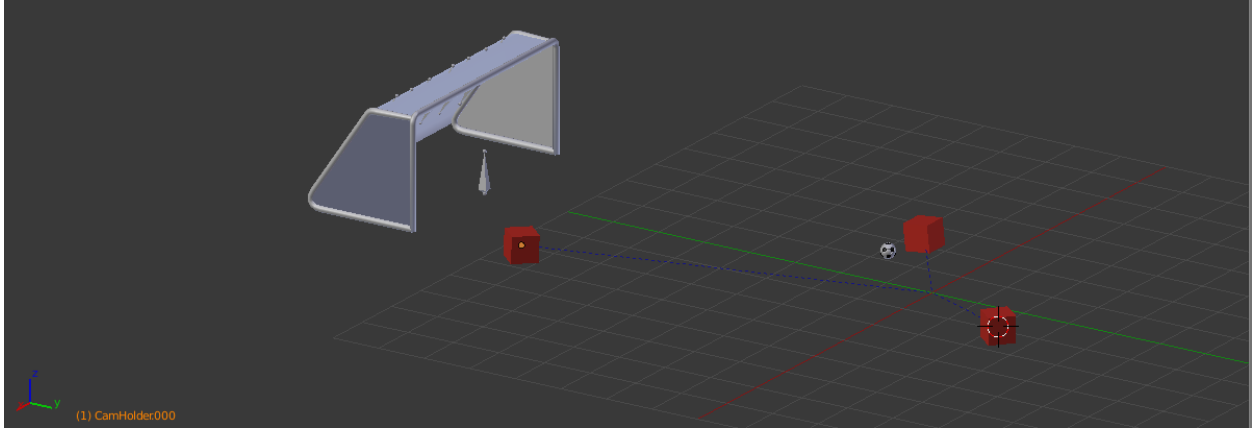


Chapter 8: Animating Cutscenes





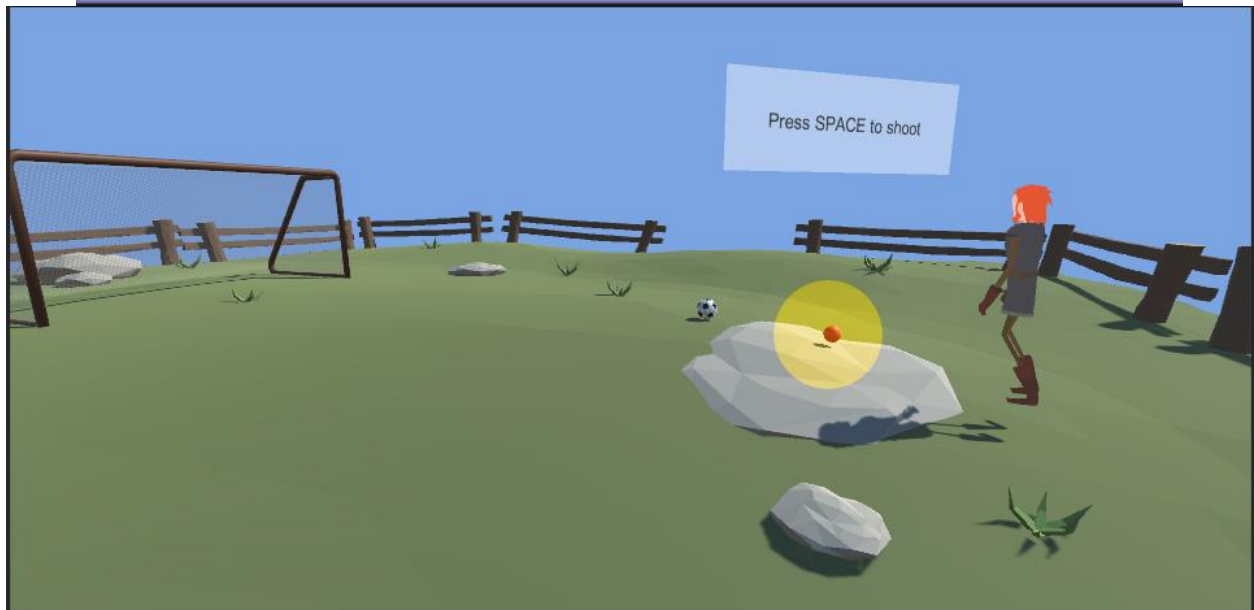
User Ortho





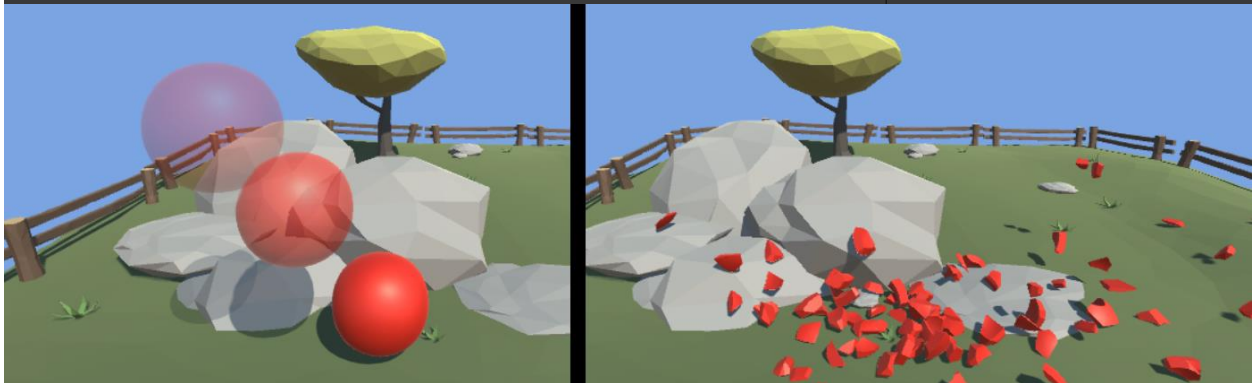
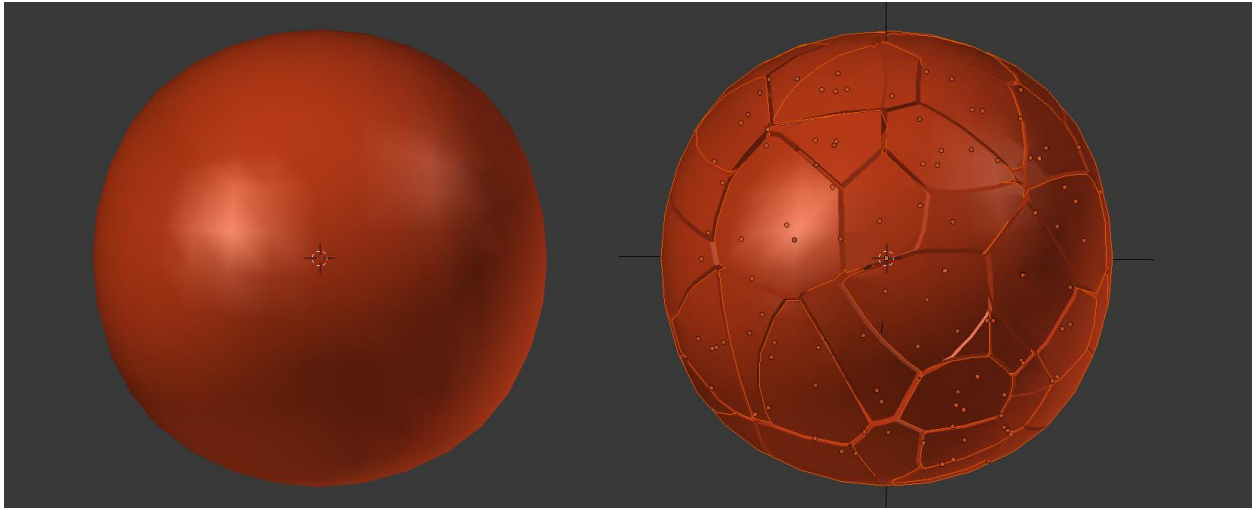
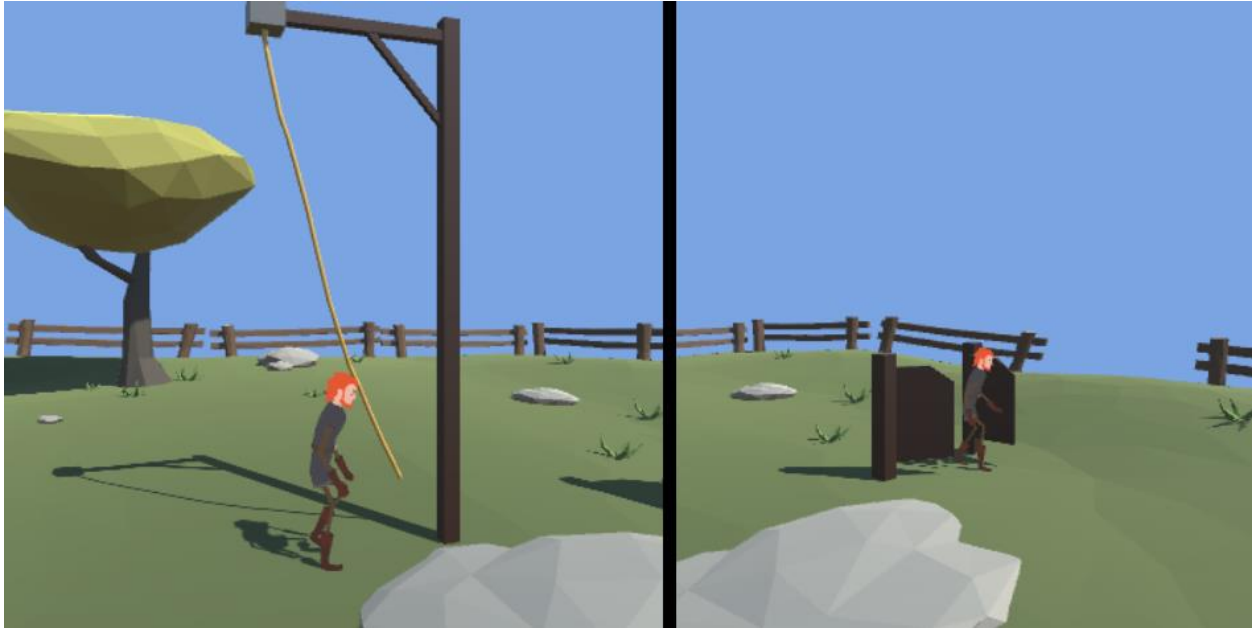
Edit Animation Event

Function	SetSubtitles
Float	0
Int	0
String	Goaaal!
Object	None (Object)



Chapter 9: Physics and Animations







Create Ragdoll



Drag all bones from the hierarchy into their slots.
Make sure your character is in T-Stand.

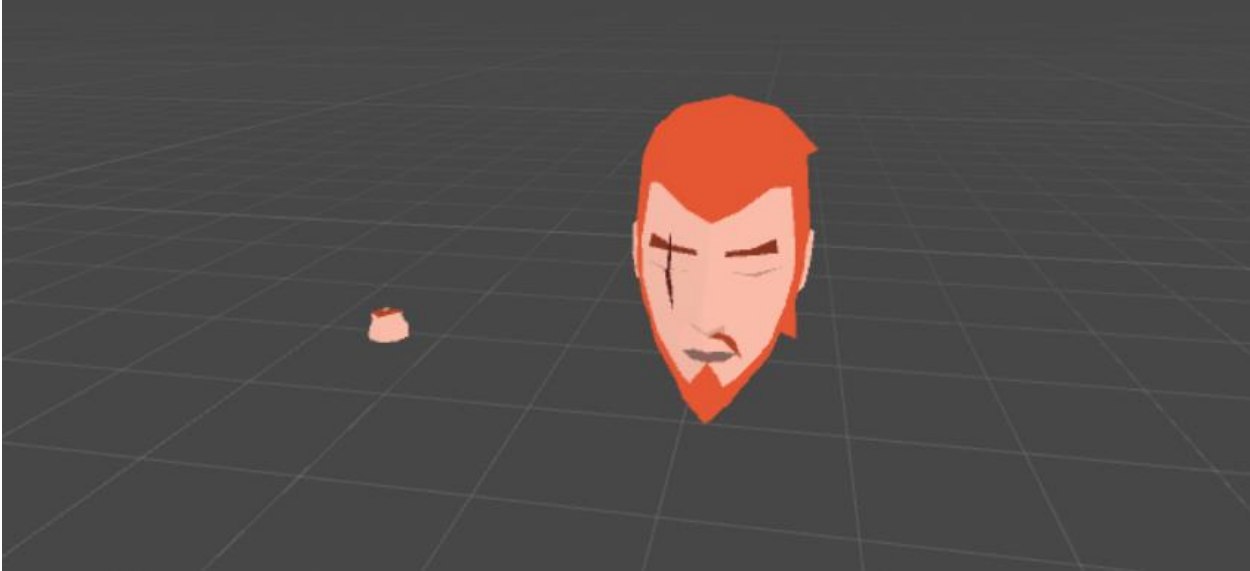
Pelvis	hips (Transform)	○
Left Hips	thigh_L (Transform)	○
Left Knee	shin_L (Transform)	○
Left Foot	foot_L (Transform)	○
Right Hips	thigh_R (Transform)	○
Right Knee	None (Transform)	○
Right Foot	None (Transform)	○
Left Arm	None (Transform)	○
Left Elbow	None (Transform)	○
Right Arm	None (Transform)	○
Right Elbow	None (Transform)	○
Middle Spine	None (Transform)	○
Head	None (Transform)	○
Total Mass	20	
Strength	0	
Flip Forward	<input type="checkbox"/>	

Right Knee has not been assigned yet.

Create

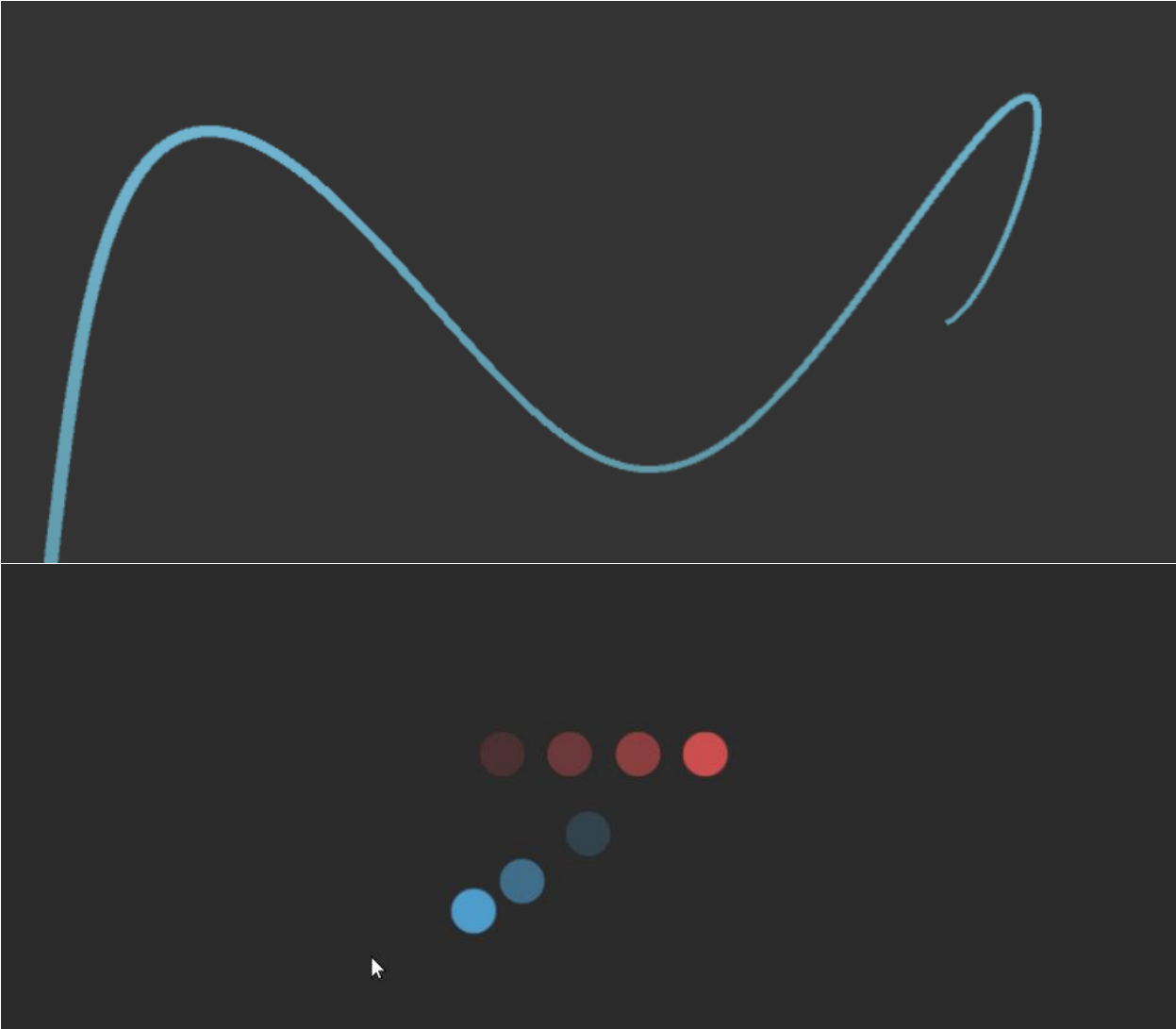








Chapter 10: Miscellaneous




Inspector Lighting Navigation








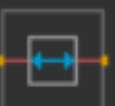





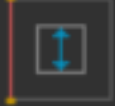


RedDot Static

Tag Untagged Layer UI

Rect Transform

	center	Pos X	Pos Y	Pos Z
		0	0	0
		Width	Height	
		30	30	

Anchor Presets
Shift: Also set pivot Alt: Also set position

	left	center	right	stretch
top				
middle				
bottom				
stretch				

Inspector details: Pos X: 0, Pos Y: 0, Pos Z: 0, Width: 30, Height: 30. Anchor Presets grid shows 'center' and 'middle' anchors highlighted with yellow circles.

