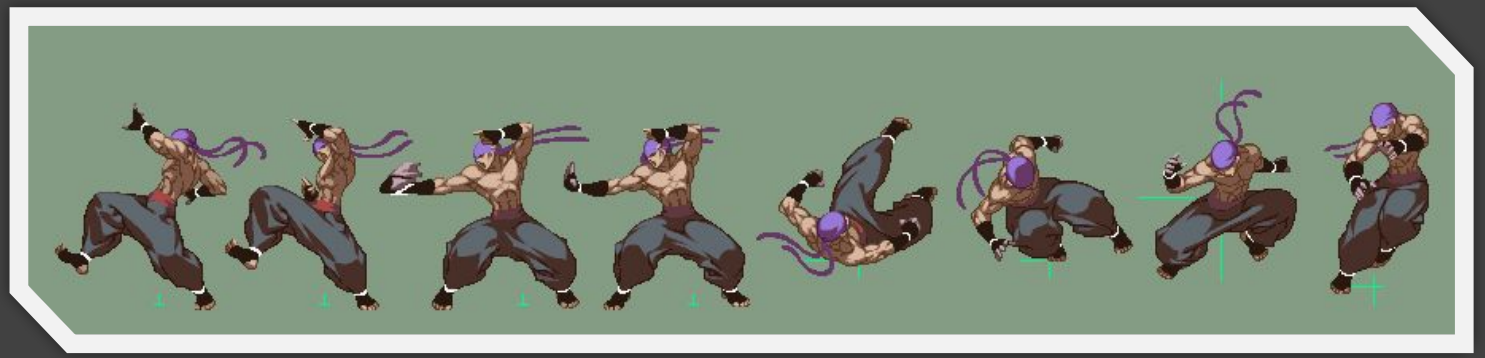
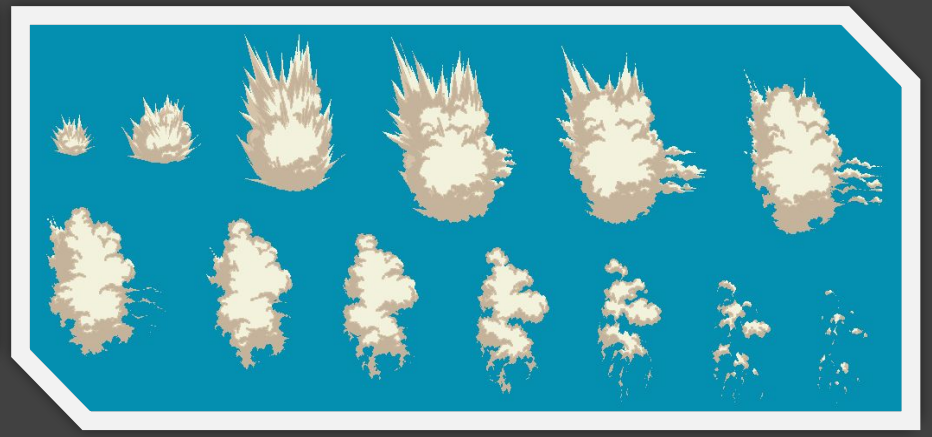
Анимация игрового персонажа

Основные способы анимирования

- Покадровая 2D анимация
- Скелетная 2D и 3D анимация
- Захват движений

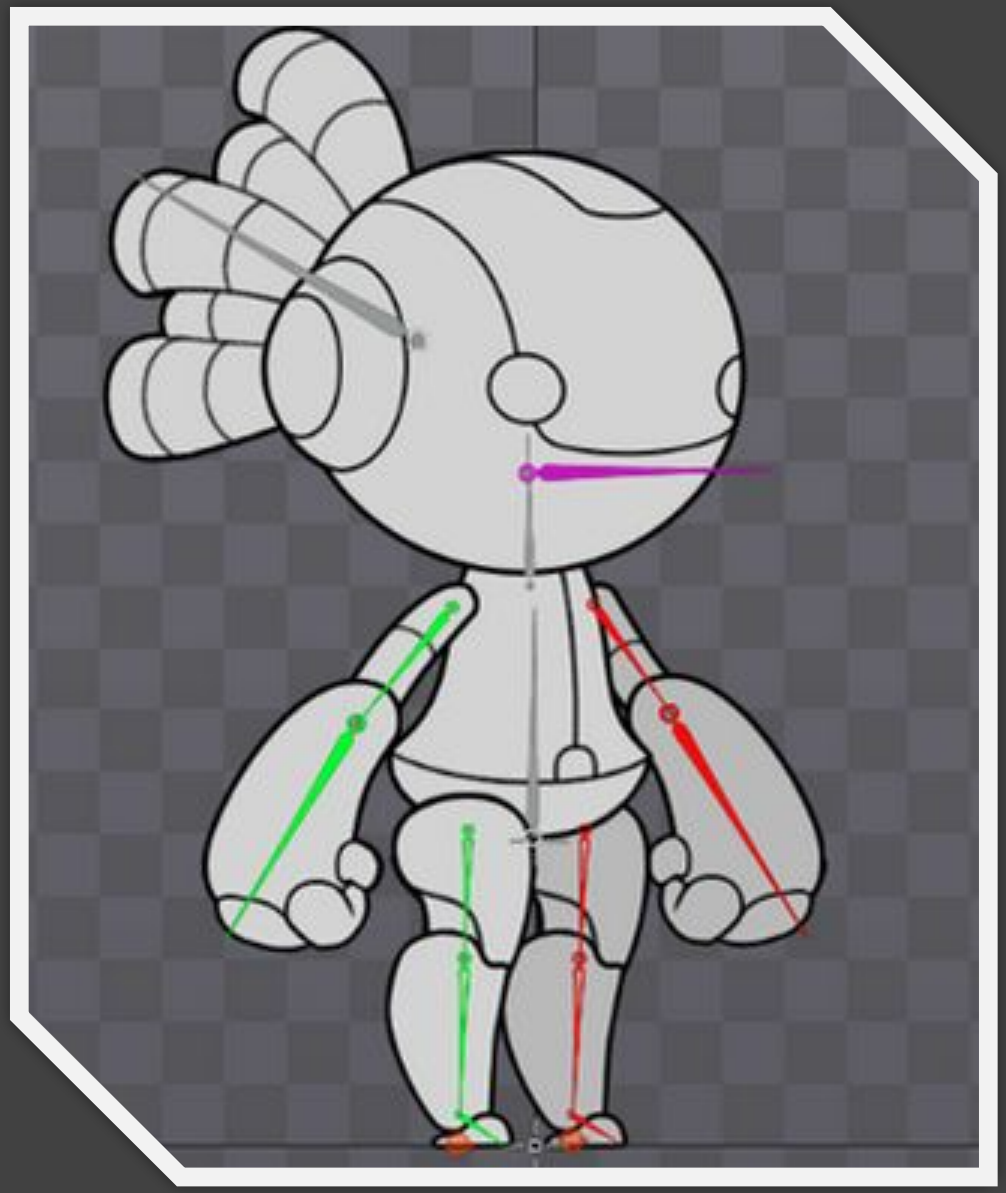
Покадровая 2D анимация



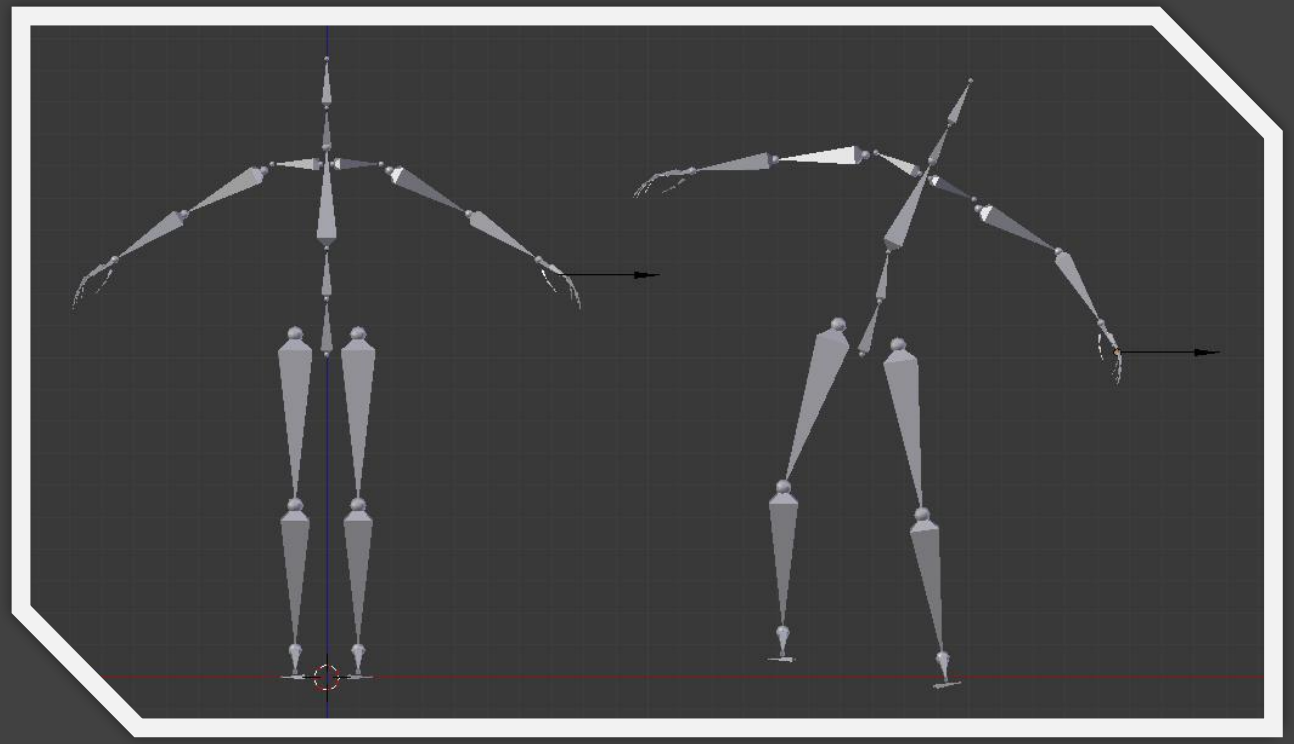


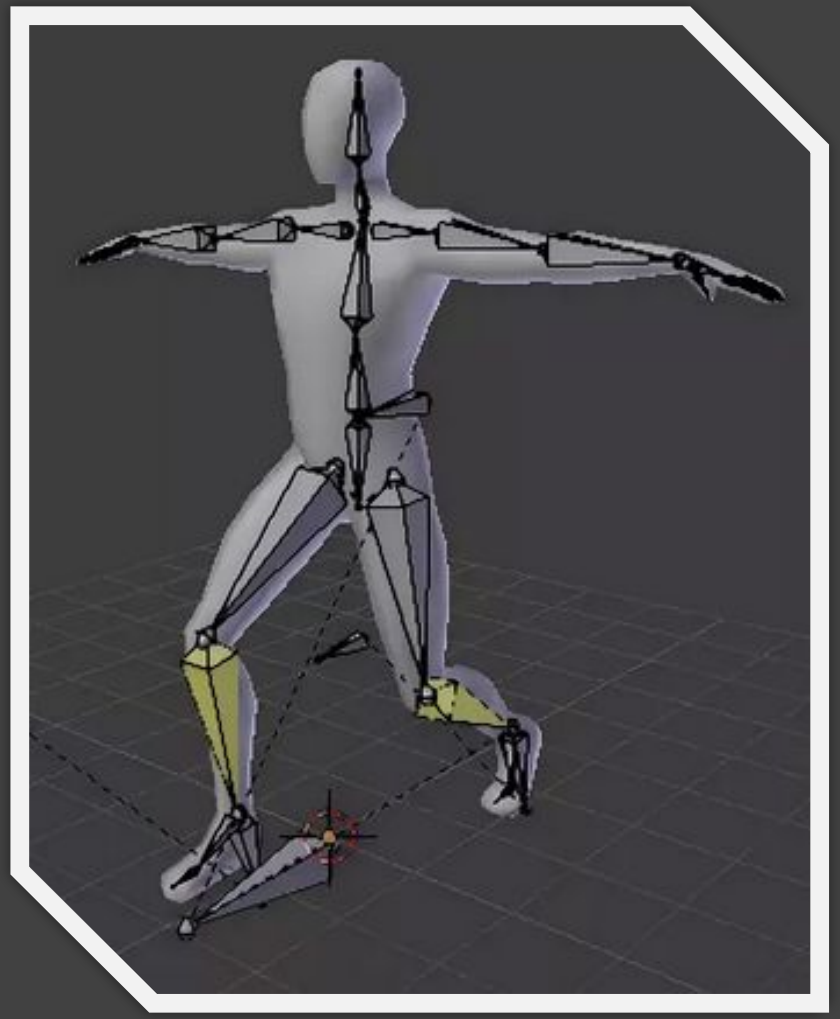
Работа покадровой 2D анимации

Скелетная 2D анимация



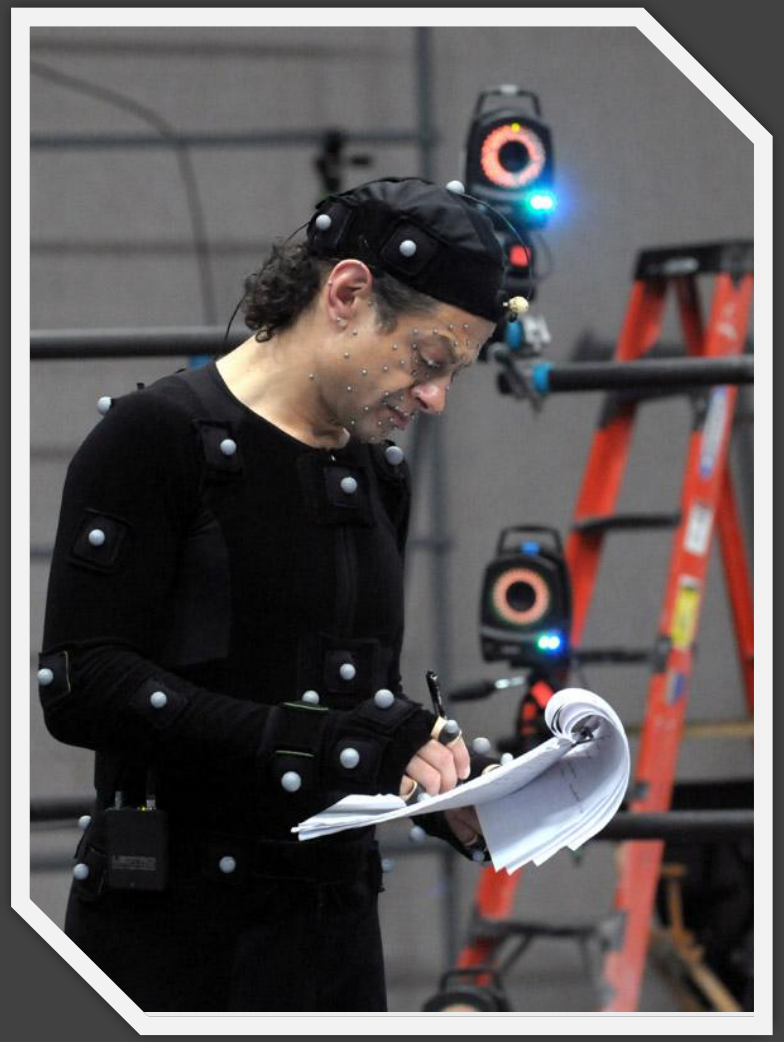
Скелетная 3D анимация



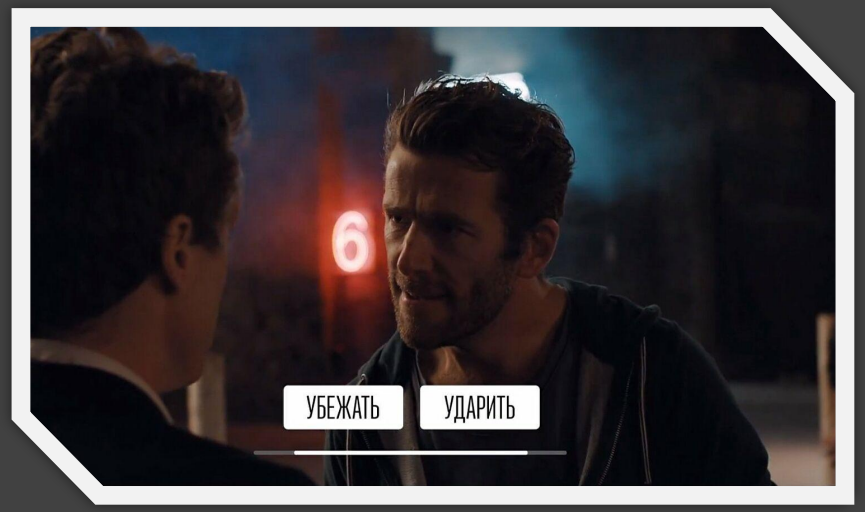


Работа скелетной анимации

Захват движений

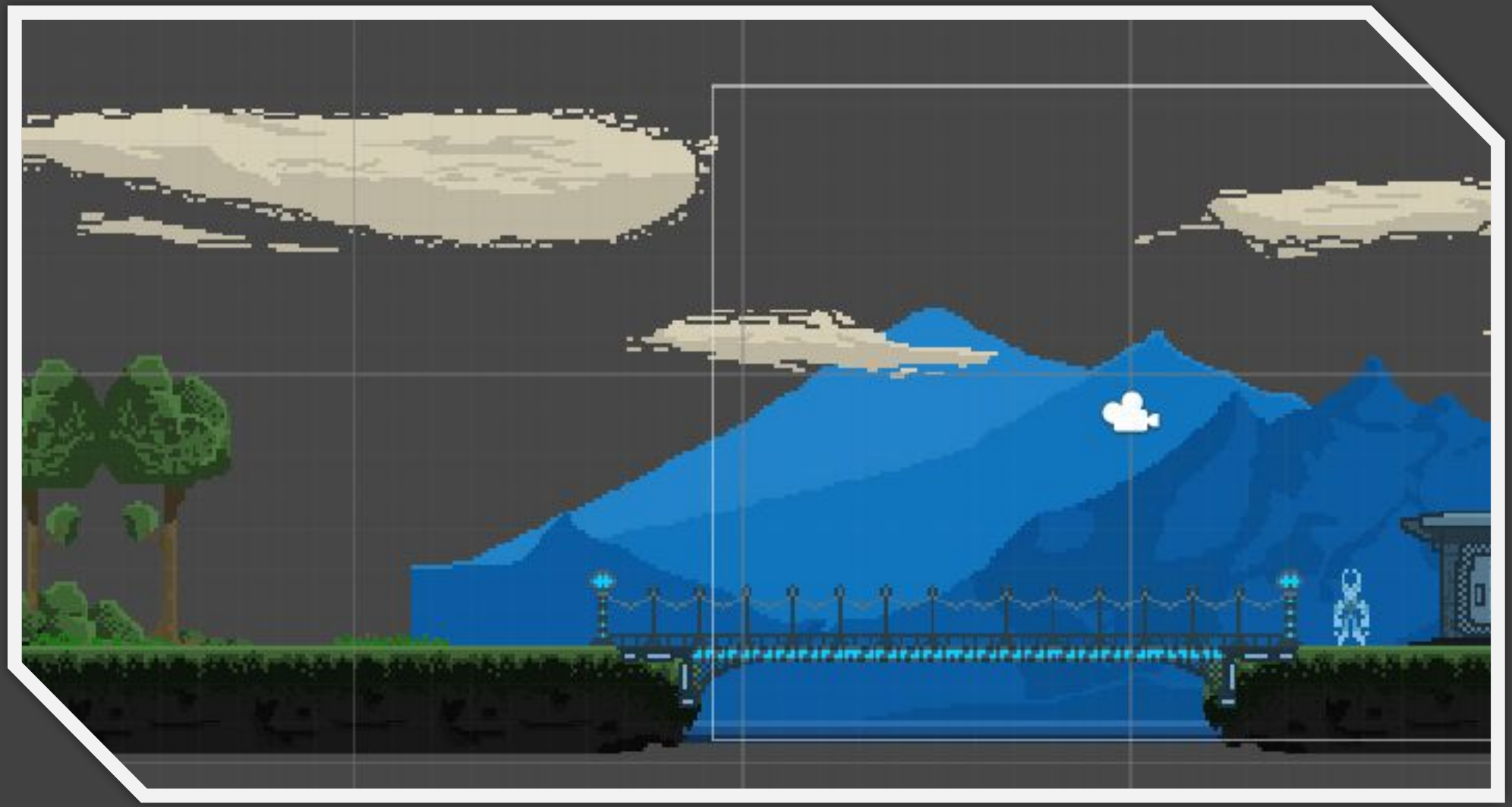


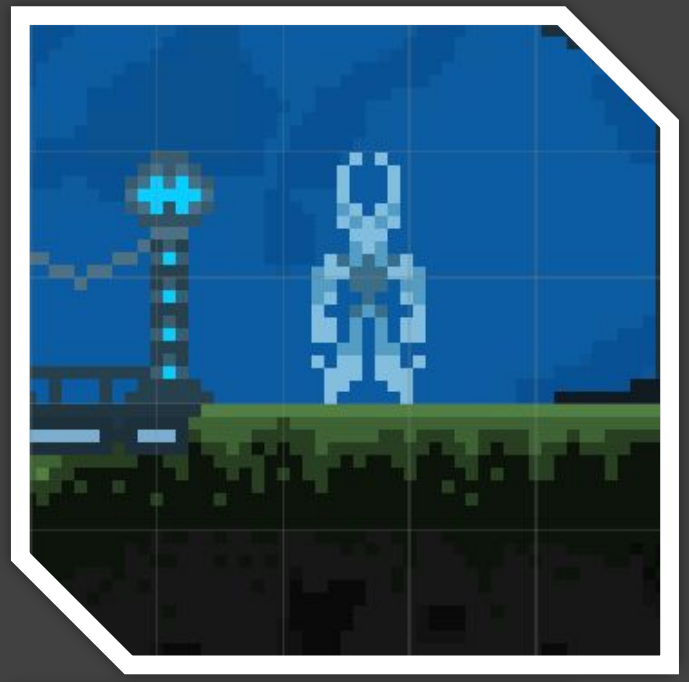
Работа захвата движений

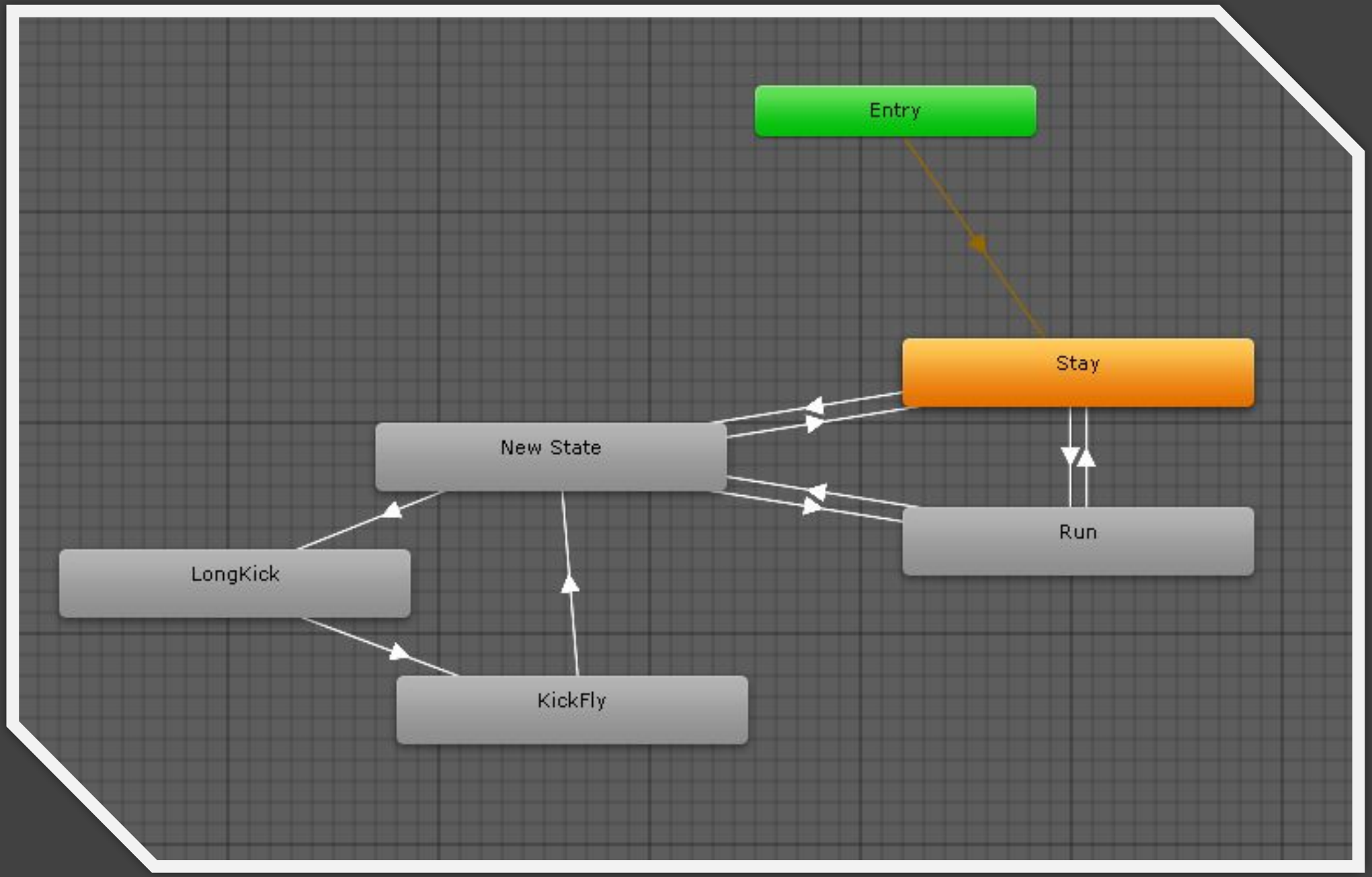


Другие способы анимирования персонажа

Пример игровой анимации



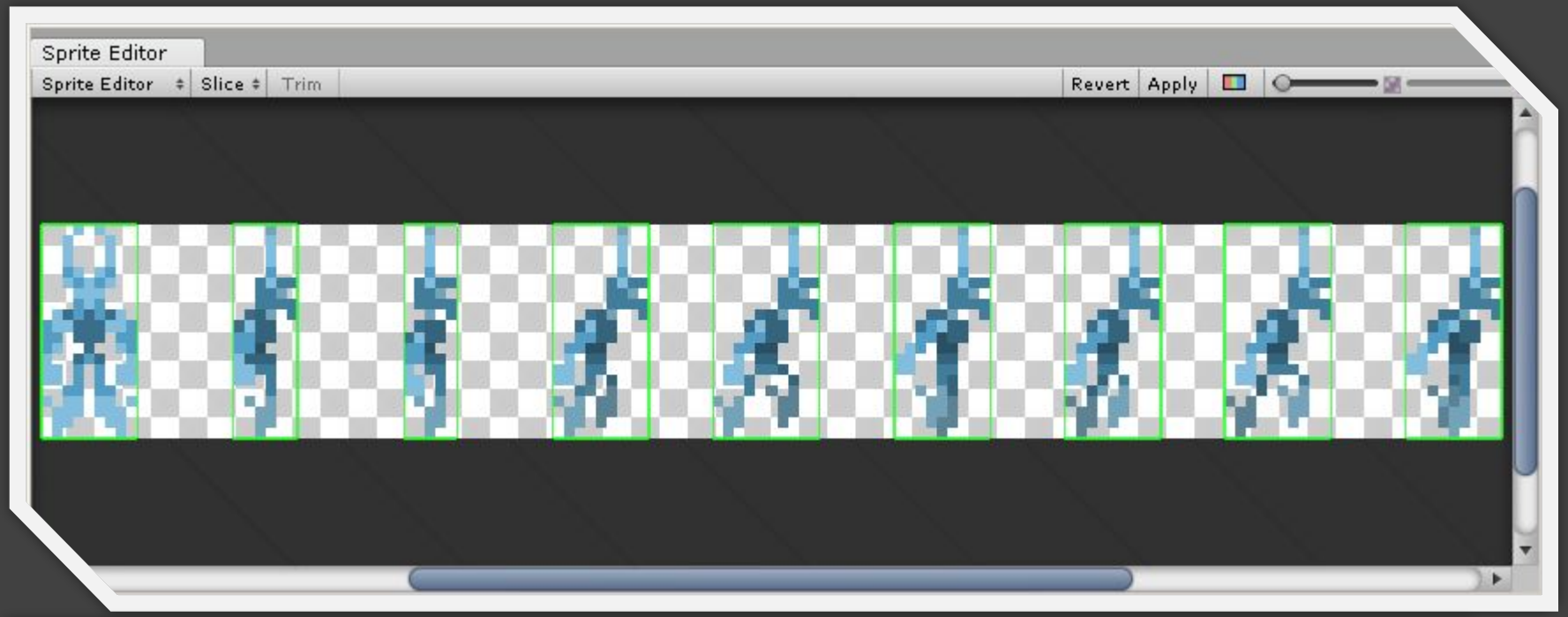


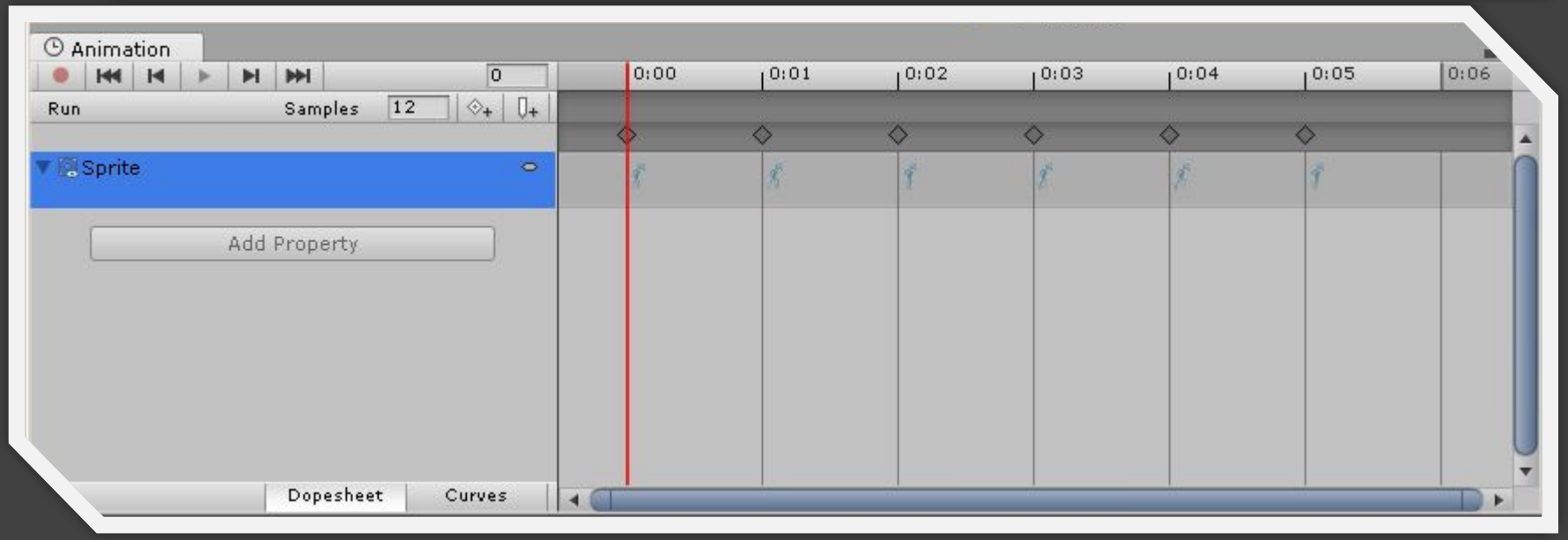

Entry
Stay
New State
Run
LongKick
KickFly

PlayerAnimation.cs | Animation.cs | Player.cs

Assembly-CSharp | PlayerAnimation | anim

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

ссылок: 0
public class PlayerAnimation : MonoBehaviour {


    private Animator anim;
    private Rigidbody2D rb;
    public GameObject Character;


    private bool stay = false, movement = false, jump = false, LongKick = false ;
    private float KickTime, move;

    ссылок: 0
    void Start()
    {
        anim = GetComponent<Animator>();
        rb = Character.GetComponent<Rigidbody2D>();

    }

    ссылок: 0
    void Update ()
    {
        move = Character.GetComponent<Player>().move;
        KickTime = Character.GetComponent<Player>().KickTime;

        if (Input.GetMouseButton(0) && !LongKick && (move==1 ||move==-1))
        {
            LongKick = true;
            stay = false;
```


Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply


Animation
0
0:00
0:01
0:02
0:03
0:04
0:05
0:06
Run
Samples
12
Sprite
Add Property
Dopesheet
Curves

Заключение