

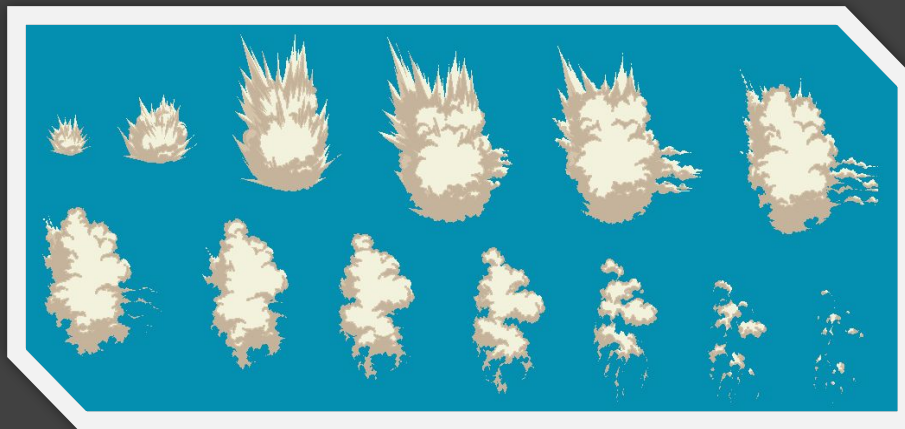
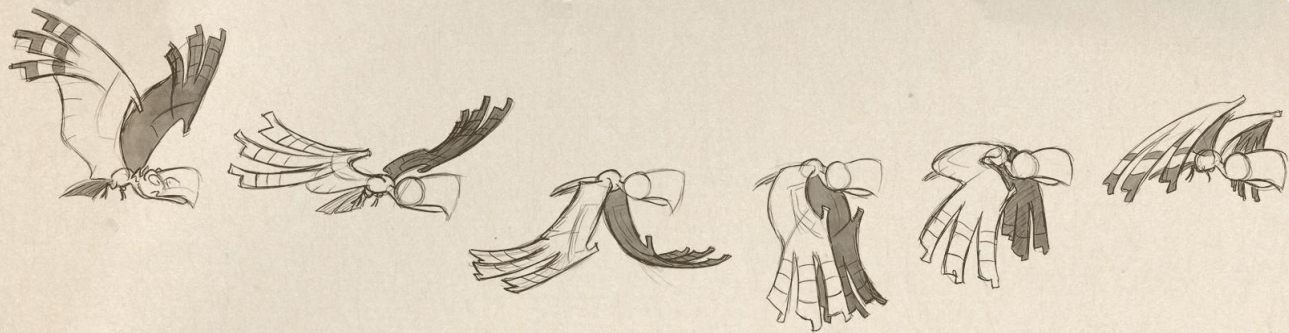
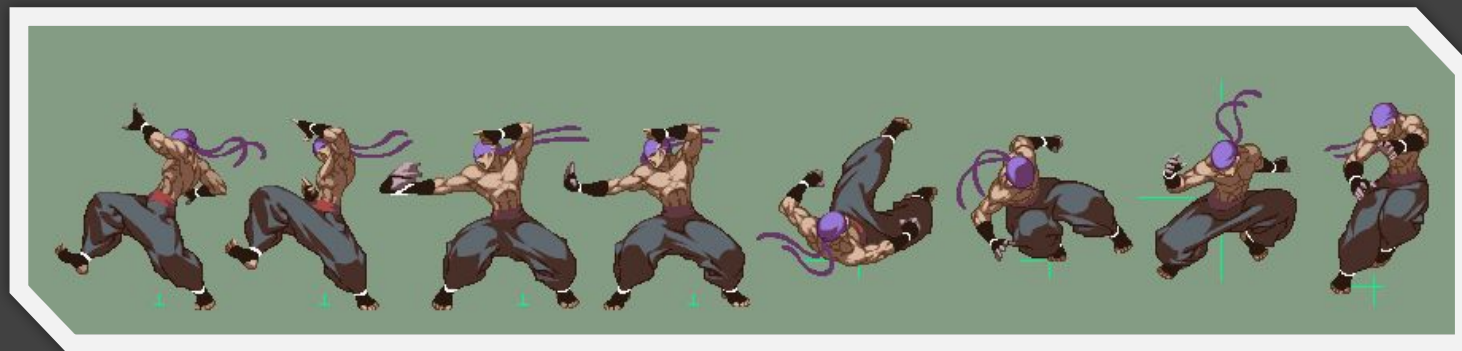
The background features a complex network of thin, light-colored lines connecting various blue and black 3D cubes of different sizes. The cubes are scattered across the frame, creating a sense of depth and connectivity. The overall color palette is muted, with shades of blue, grey, and black.

# Анимация игрового персонажа

# Основные способы анимирования

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

# Покадровая 2D анимация



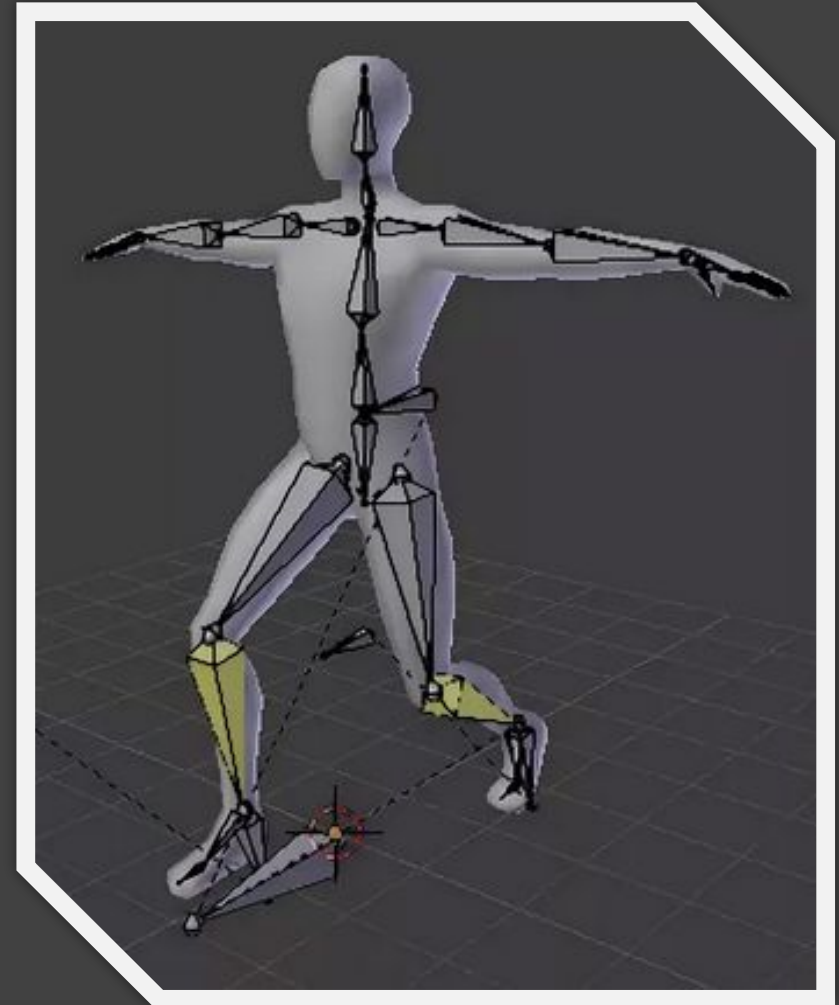
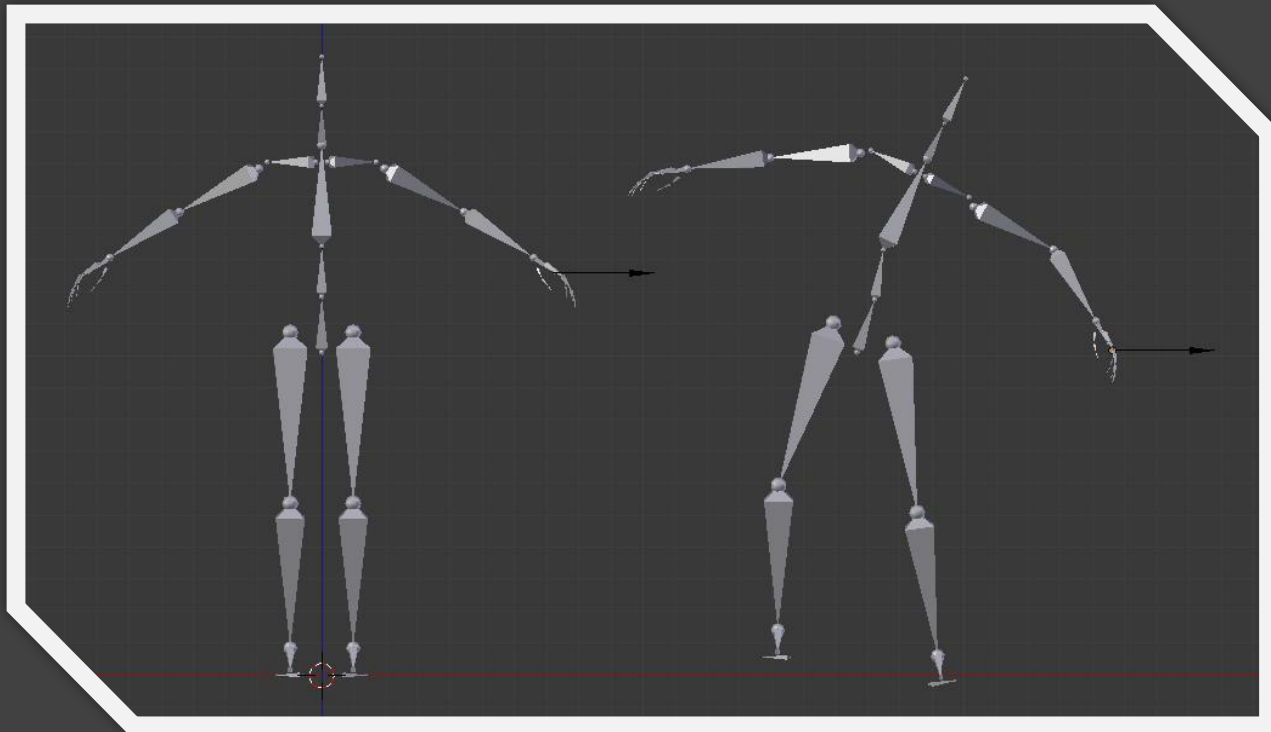


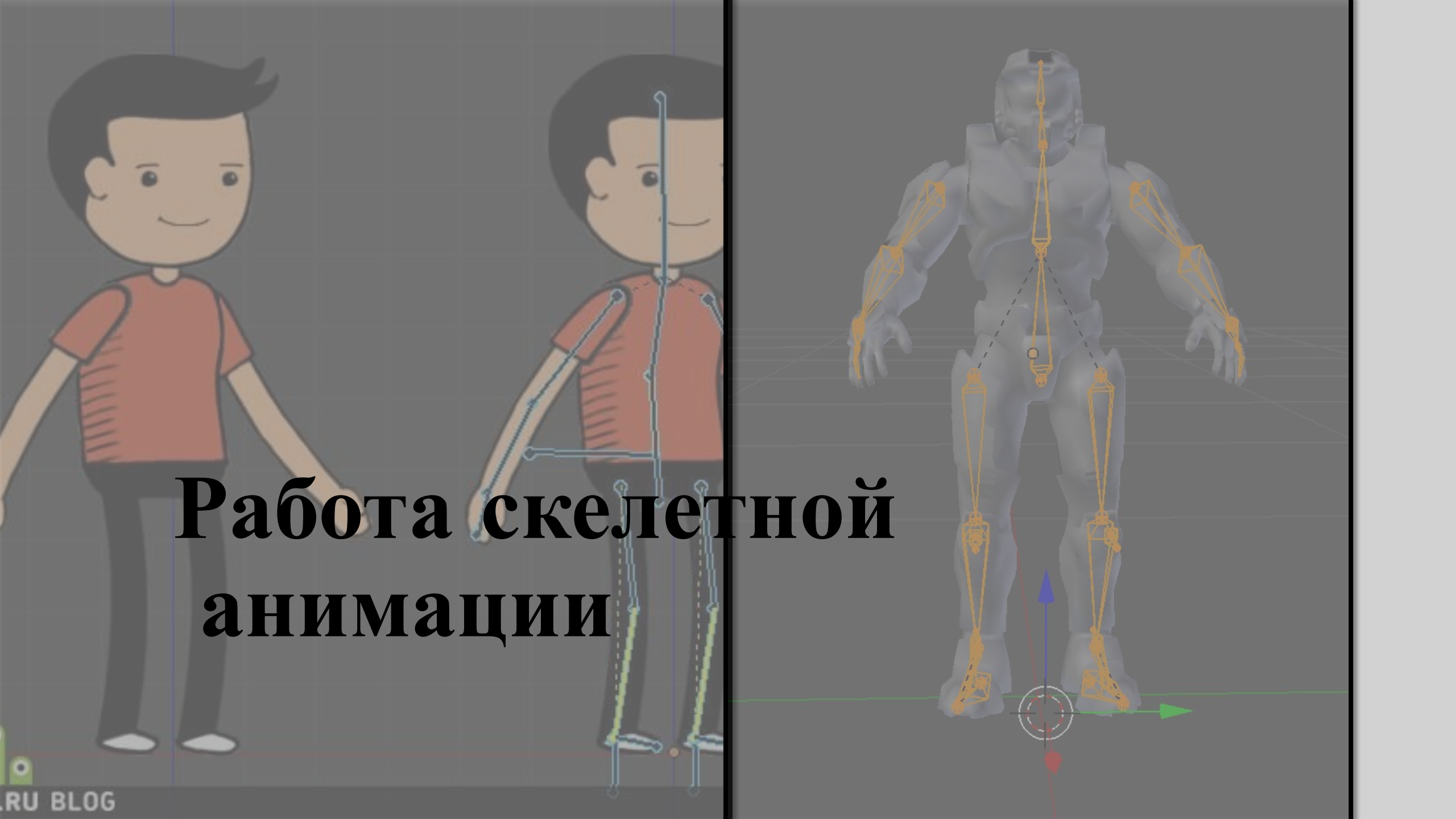
# **Работа покадровой 2D анимации**

# Скелетная 2D анимация



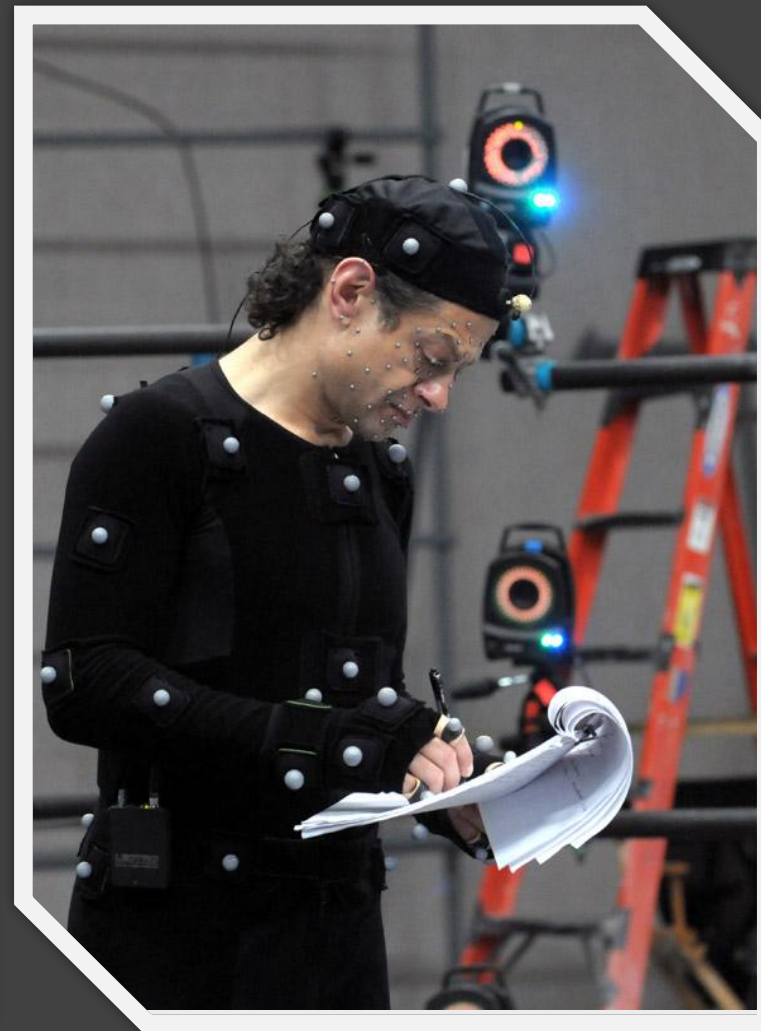
# Скелетная 3D анимация





# Работа скелетной анимации

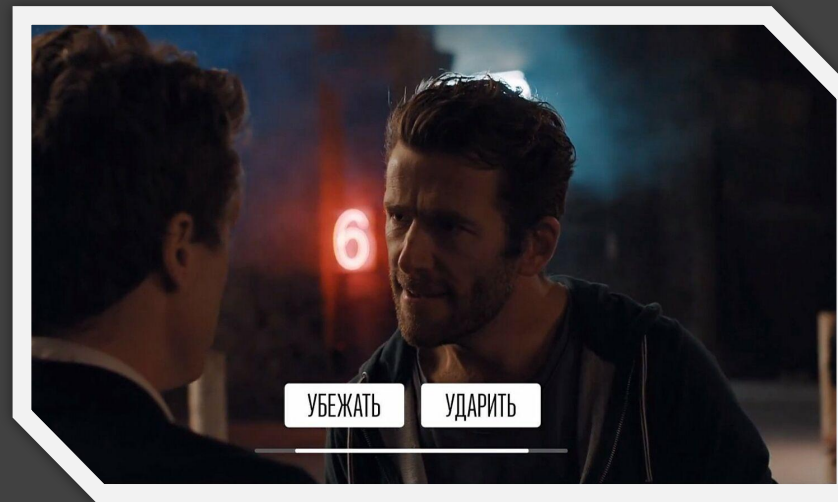
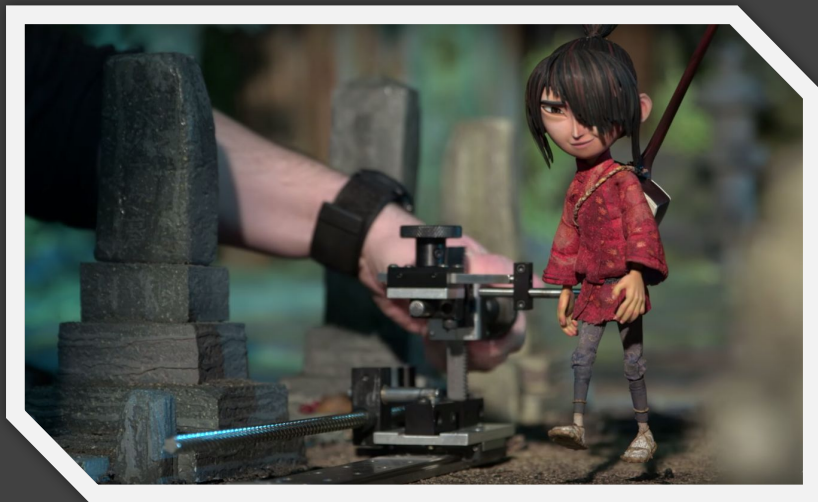
# Захват движений



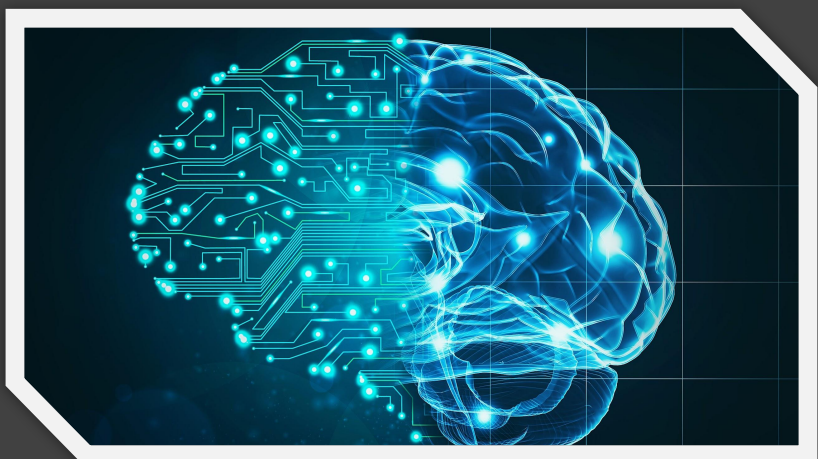


The image shows two individuals in a dark studio environment, wearing black motion capture suits with numerous white reflective markers. They are captured in dynamic poses. The person on the left is in a low, lunging position with arms extended. The person on the right is standing upright with one leg raised and arms slightly bent. The background is dark with some faint lights and a window with blinds. The floor is a light-colored, possibly greenish, surface.

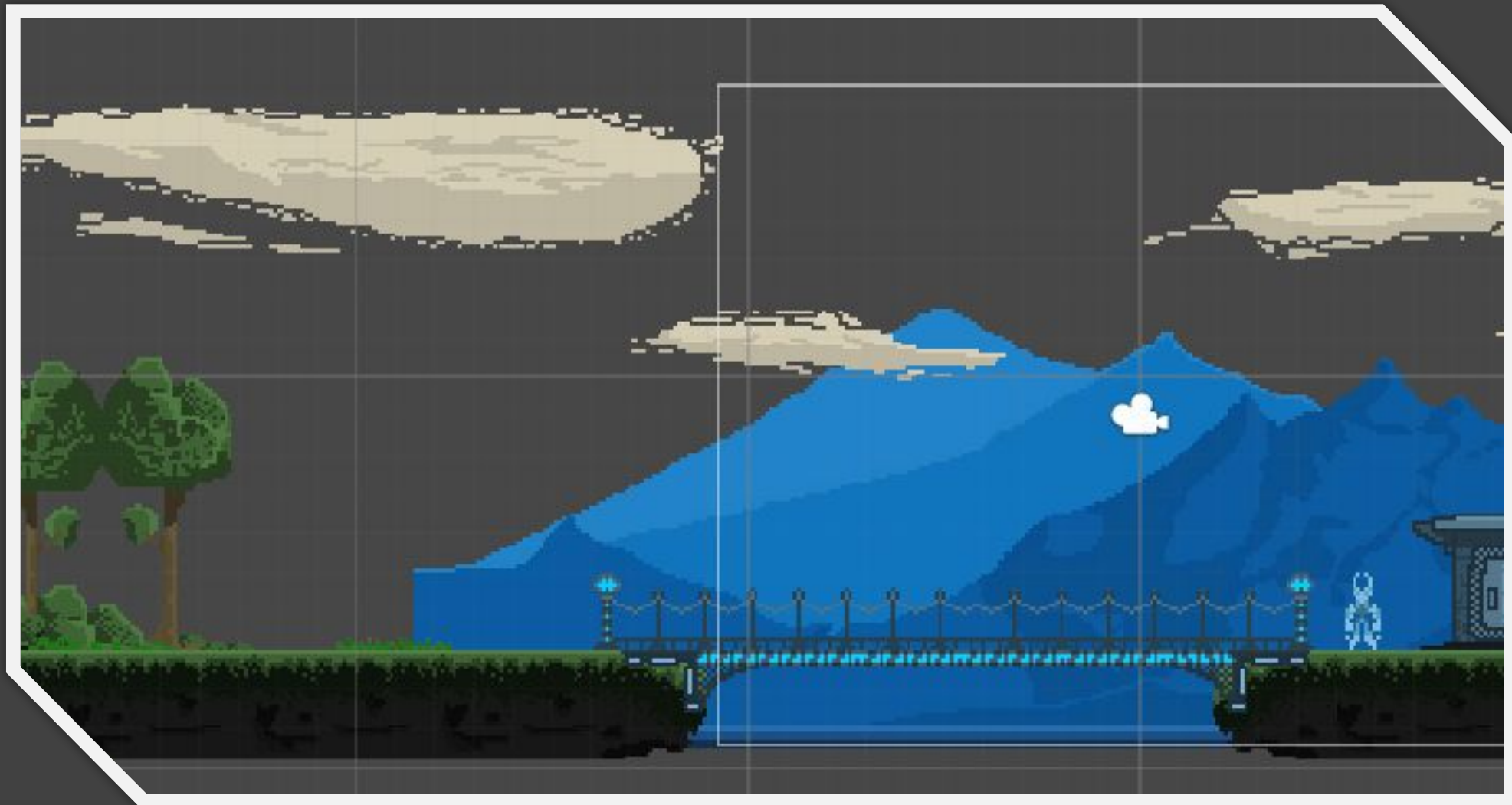
# Работа захвата движений

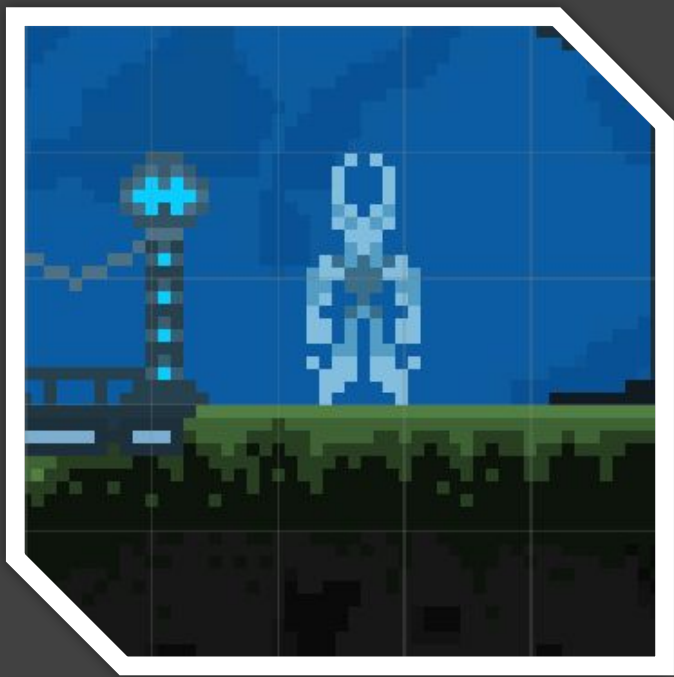


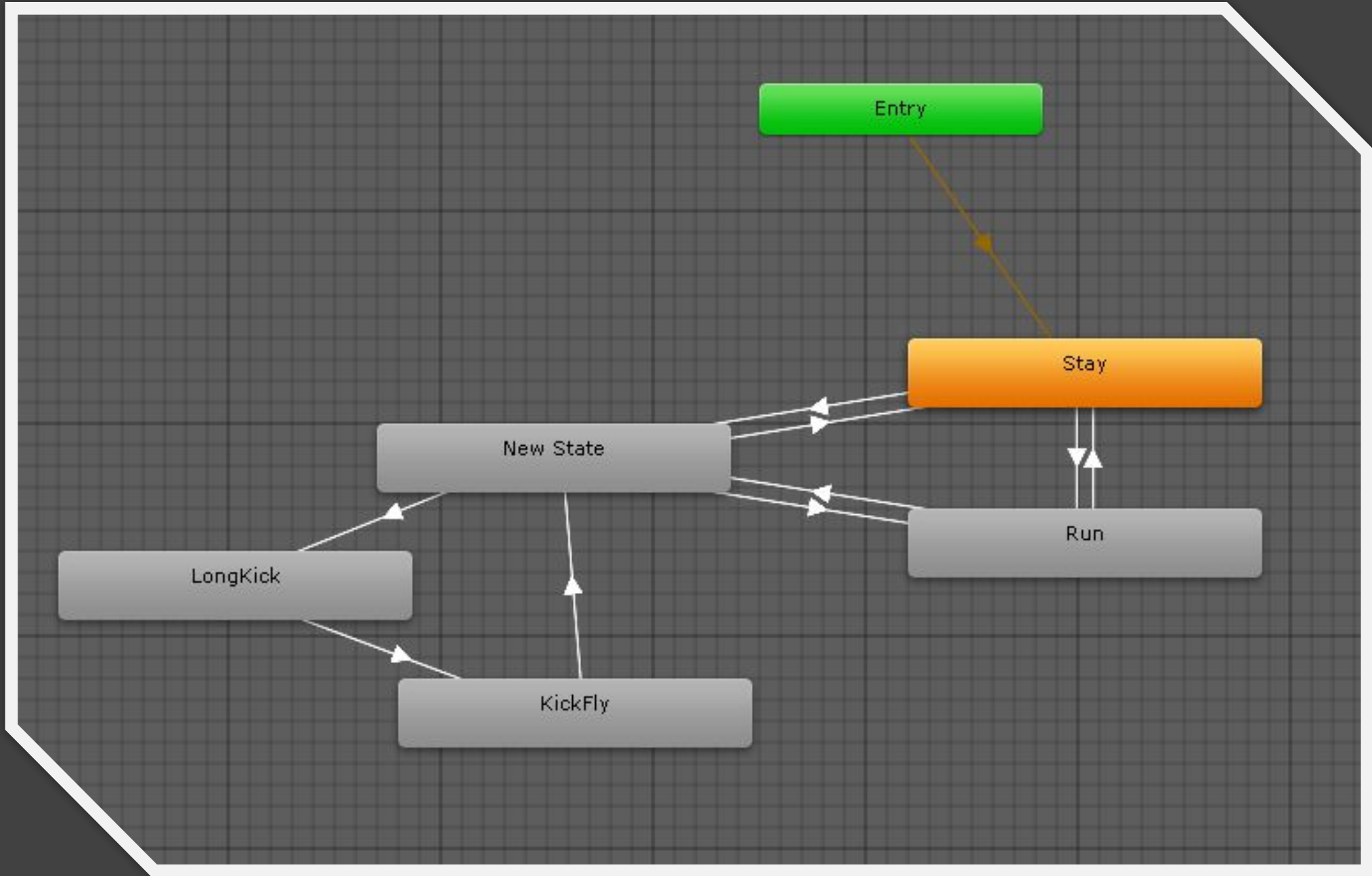
## Другие способы анимирования персонажа



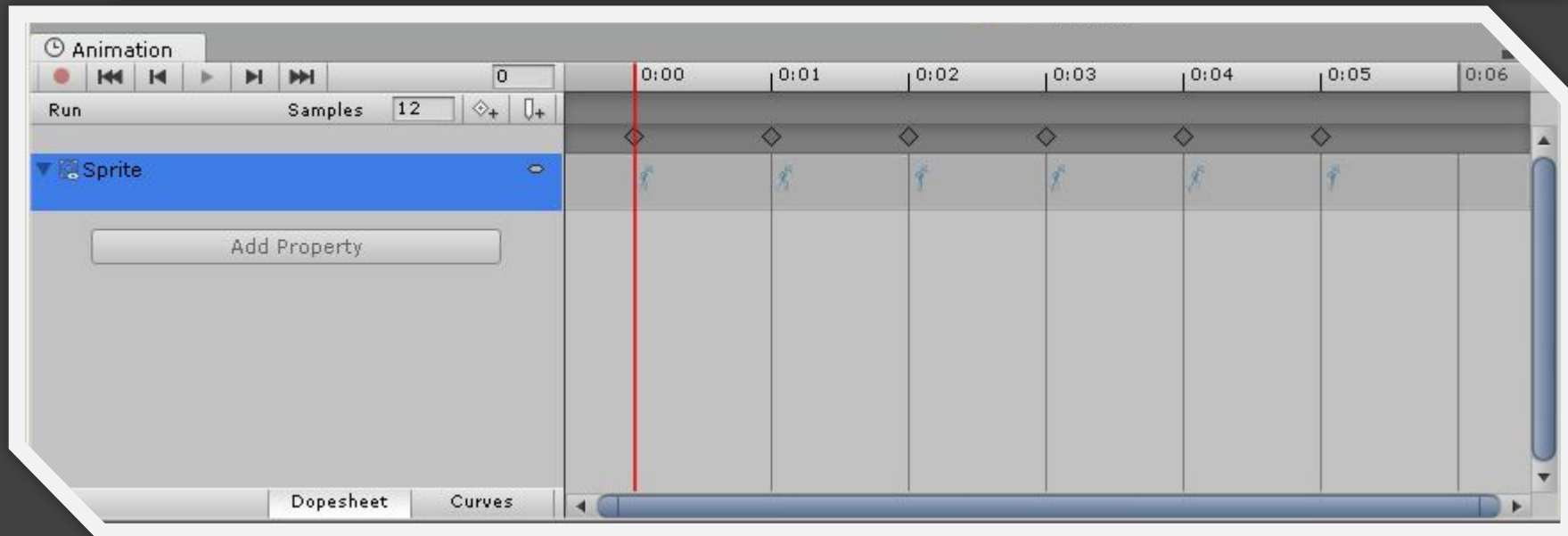
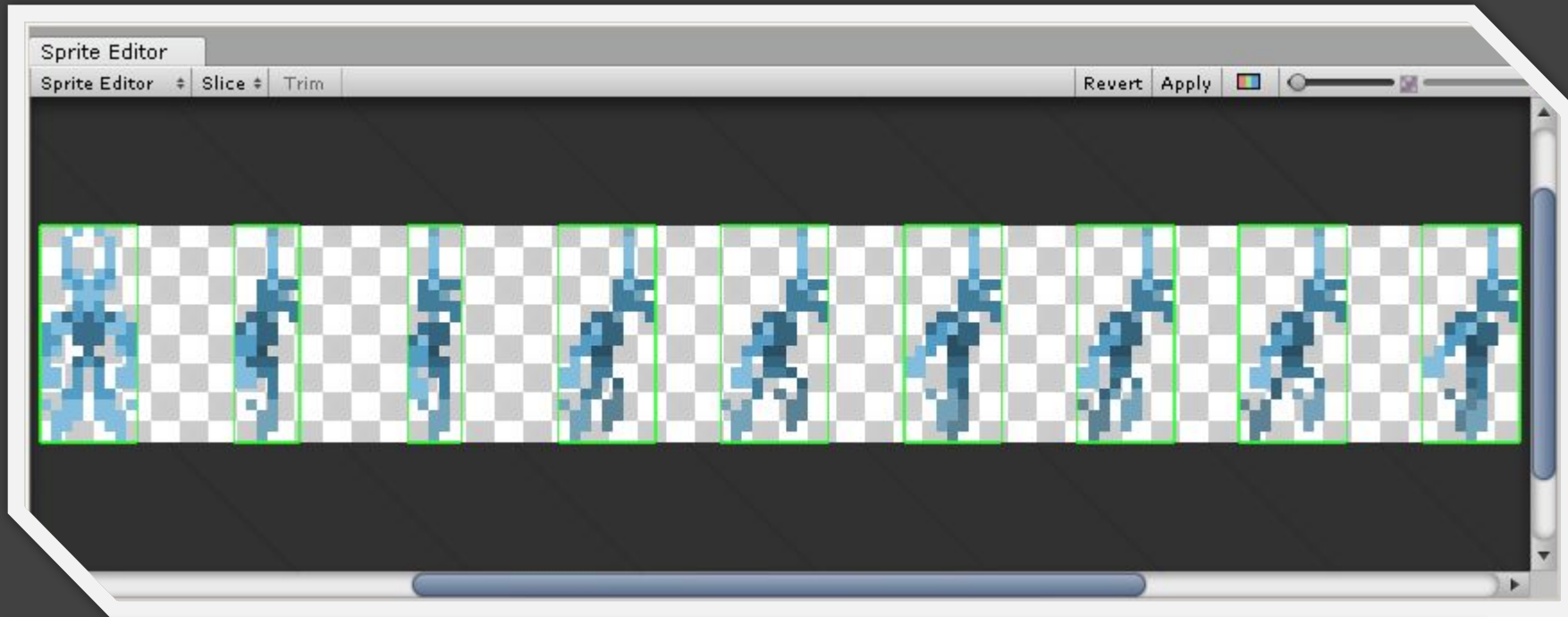
# Пример игровой анимации







```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 ссылка: 0 public class PlayerAnimation : MonoBehaviour {
6
7
8     private Animator anim;
9     private Rigidbody2D rb;
10    public GameObject Character;
11
12
13    private bool stay = false, movement = false, jump = false, LongKick = false ;
14    private float KickTime, move;
15
16    ссылка: 0 void Start()
17    {
18        anim = GetComponent<Animator>();
19        rb = Character.GetComponent<Rigidbody2D>();
20    }
21
22
23    ссылка: 0 void Update ()
24    {
25        move = Character.GetComponent<Player>().move;
26        KickTime = Character.GetComponent<Player>().KickTime;
27
28        if (Input.GetMouseButton(0) && !LongKick && (move==1 || move==-1))
29        {
30            LongKick = true;
31            stay = false;
```





# Заключение