EPL 426

Lab 8 – Unity Other

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Import assets and package Manage

▶ Go to https://assetstore.unity.com/packages/3d/characters/robots/space-robot-kyle-4696 and press "Open in unity"

▶ Select the "Spacae Robot Kyle" package and press "Download" and then "Import" x2

▶ Check and find the "Robot Kyle" assets

    ▶ FBX -> Mesh

    ▶ Textures

        ▶ Albedo

        ▶ Normal

    ▶ Material
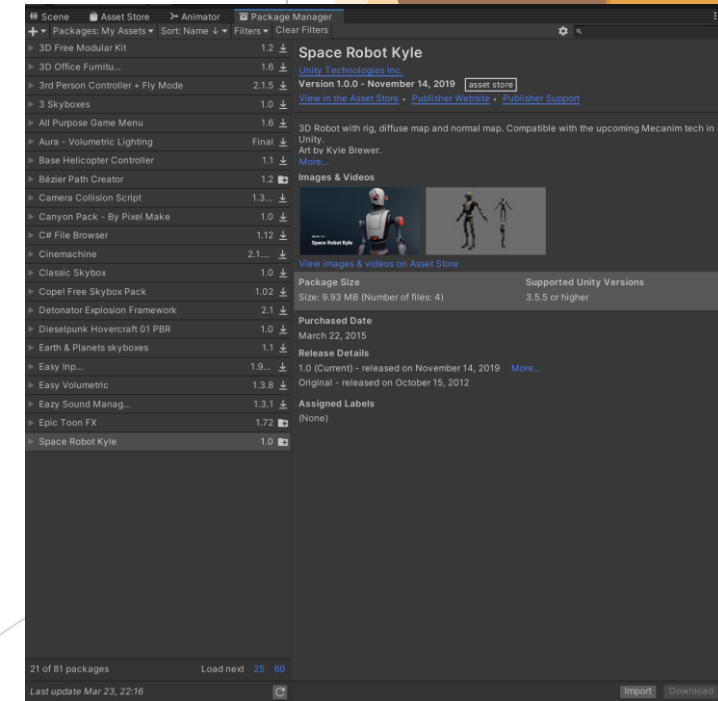
Animation controller & Animations

▶ Create a new scene

▶ Import the Robot Kyle to the scene

▶ Reset the position

▶ Make the Kyle to look the camera

▶ Create a new animator (Assets -> Create -> Animator controller)

▶ Create 2 new animations ("Idle" and "Hi", Assets -> Create -> Animation)

▶ Assign animator to Kyle (Drag and drop)

▶ Open Animator window and drag and drop the 2 animations)

▶ Select Kyle and open the Animation window
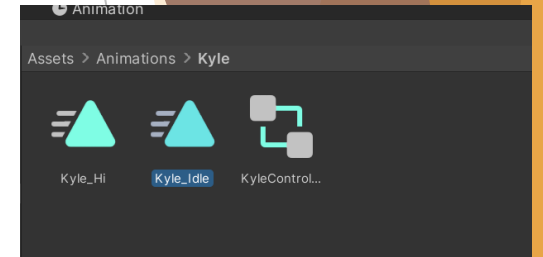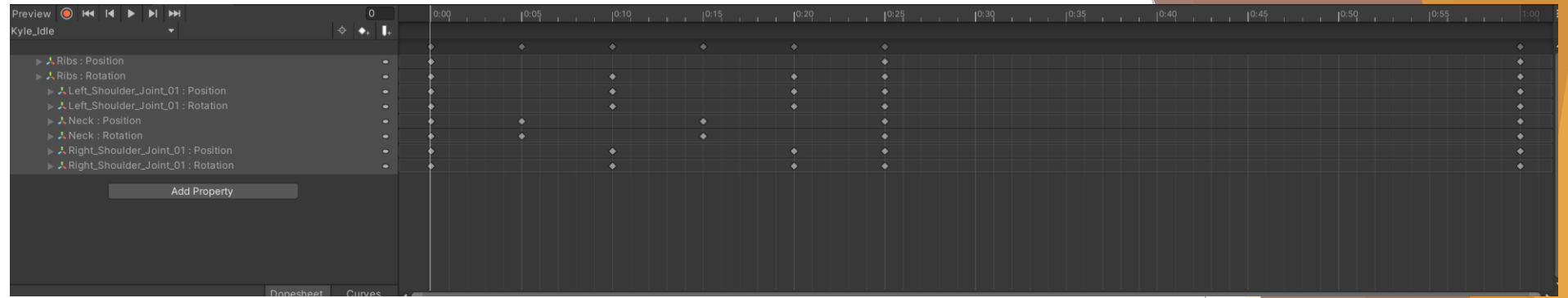
- Press the record button and make the idle animation
- Make the other animation with the same way
- Check the animation curves
- Go back to animator window
- Right click on Idle animation -> make transition to Hi
- Add a new trigger parameter and set it on transition
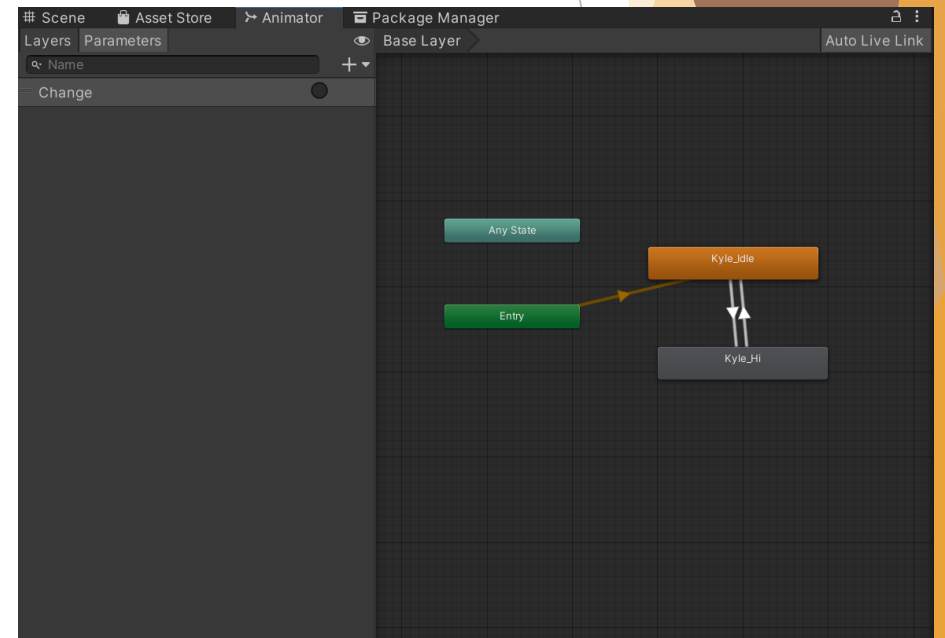
UI

- Go back to the scene
- Right click and create UI -> Canvas
- With canvas also created the "EventSystem" Game object
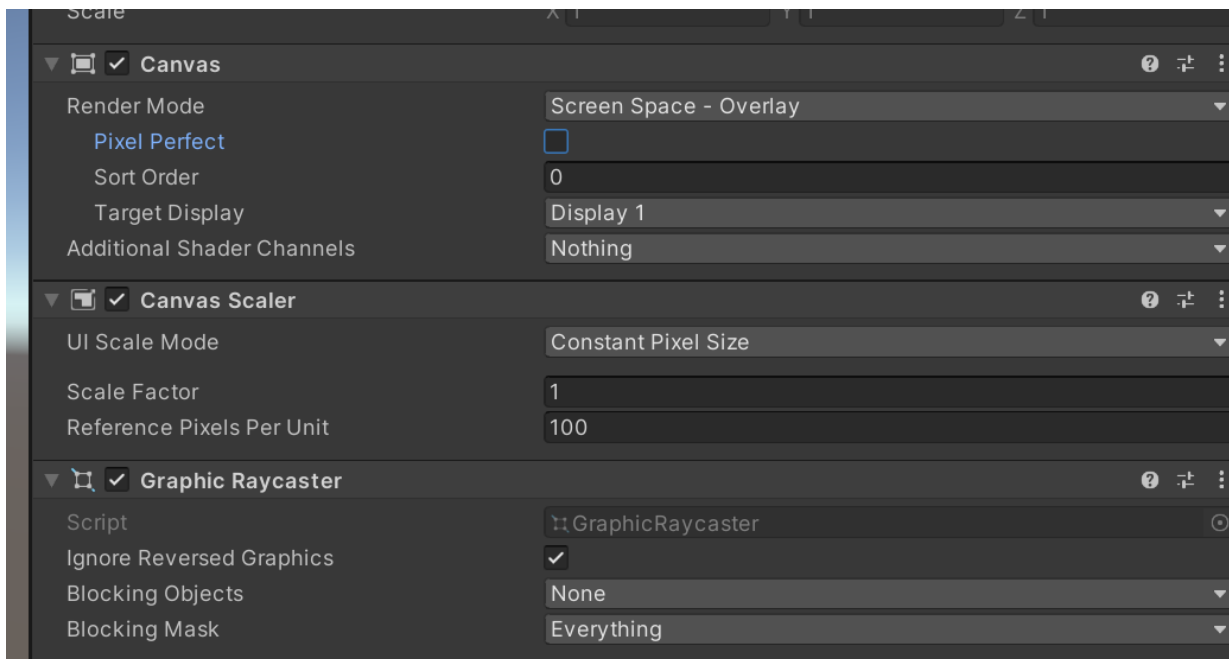
▶ Create a UI button and set it to left down corner

▶ Replace text field with text mesh pro text

▶ Make a script with "ChangeClick" function and attach it in one object in the scene

▶ In the "ChangeClick" change the animation of the Kyle with using "SetTrigger" from animator component

▶ Add "ChangeClick" on click listener of UI button

▶ Play and click the UI button

▶ Remove "Has exit time" form animation transitions

▶ And make the animations to play as loon

▶ Play again