



Unity 5.x Animation Cookbook

Maciej Szcze?nik

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Key Features

- Learn how to develop an animation by using real world examples
- Get a complete practical overview of animation techniques and processes with examples at each step to help you get a strong foothold of the topics
- This book has been updated for the latest version of Unity with all the new features related to animation discussed in detail

Book Description

This recipe-based practical guide will show you how to unleash the power of animation in Unity 5.0 and make your games visually impeccable. Our primary focus is on showing you tools and techniques to animate not only humanoid biped characters, but other UI elements. This includes character animation, game world creation, and other key features such as opening doors, changing lights, transitioning to different scenes, and more.

While discussing these topics, the book will focus on Mecanim, the Unity 3D animation tool and how you can use it to perform all these tasks efficiently and quickly. By the end of this book, you will be confident and self-sufficient in animating your Unity 3D games efficiently.

What you will learn

- Prepare animations to be imported and exported
- Work with different animation assets and components
- Create, visualize, and edit animated creatures
- Create a game by animating cut scenes
- Design character action and expressions

About the Author

Maciej Szcze?nik is a professional game designer who has been working in the games industry since 2004. His experience includes roles such as Lead Gameplay Designer and Lead Combat Designer on CD Projekt's The Witcher series, where his main task was to design and implement all gameplay-related mechanisms including animations of all characters in the game. He also worked as Lead Designer on an unannounced project at 11 Bit Studios - a Polish studio best known for its critically acclaimed This War of Mine game and the Anomaly series.

Maciej is also an experienced lecturer, giving talks at Game Developers Conference, Game Developers Conference Europe, Pixel Vienna, and other game dev conferences. He is also a teacher, delivering classes and coordinating the Game Development program at The Warsaw Film School. He has deep, practical knowledge of Unity as it is his favorite tool and is used daily for prototyping and game development.

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