HOW TO ANIMATE CHARACTERS?

HOW DO I DOWNLOAD UNITY?

1. Access the Unity website and select *DOWNLOAD.*
2. Once the file has finished downloading on your computer, click the UnityHubSetup.exe file.
3. Read the License Agreement and click *I Agree* to continue.
4. Select the destination folder, and click *Install.*
5. Once it opens, you can create an account.
6. After you are signed in, a pop-up screen will appear and you will select *Install Unity Editor.*
7. Click on *Agree.*

HOW DO I CREATE A NEW PROJECT?

1. You open Unity Hub and click on *Project*s, then select *New project.*
2. Go to *Core* and select *Universal 2D (core).*
3. On the right side, scroll down to *Project settings* and rename your project and choose the location where you want it to be saved.
4. Click on *Create project.*
5. A pop-up screen will appear with a pink doughnut shaped object.

HOW DO I ADD BONES TO A CHARACTER?

1. Once your character has been separated by layers and saved as a PSB file, you can open/ create a project, then drag and drop the character file into the *Assets* folder (lower left side of the screen).
2. Open the folder Assets and the character file will have the icon of a closed box/ the image of your character.
3. Click on it once and the settings menu will appear on the right side of the screen.
4. Click on *Open Sprite Editor* -> (top left corner) *Sprite Editor -> Skinning Editor.*
5. Select *Create Bone* and click on the place where you want the first bone to start and click again when you want to end the bone, then right-click to stop making bones.
6. If you want to synchronize the bones (example: if you move bone A, bone B moves as well), you right-click on the bone you want to synchronize with and you will see a semi-transparent line, "connecting" the selected bone with the new bone you want to create.
7. If you want to move a bone, select *Edit Bone* and tap on the bone you want to edit.
8. After you finish adding the bones, select *Auto Geometry* -> (lower right corner) *Generate For All Visible* and try to move the character by selecting the inside of the bones (selecting the bones by the ends will separate the controlled section from the rest of the body).
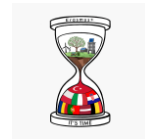
9. (Optional) In order to change the control each bone has on the character:
    a) select *Weight Brush*;
    b) the bones and respective the body part that they control are color-coordinated;
    c) in order to see the area each bone influences, double-click on the bone;
    d) in order to change which bone controls set area, click on the bone you wish to have higher influence on that part of the body
    e) the color of the brush will change depending on which bone you select;
    f) "paint" in the area you want to adjust;
    g) repeat for all the bones and body parts you wish to adjust;
    h) you can change the size, hardness and step of the brush from the menu in the lower right corner.
10. Save your progress by clicking *Apply* (right corner up) then close the *Skinning Editor* window.

HOW DO I ANIMATE A CHARACTER?

1. Select *Window* (from the top white bar) -> *Animation* ->*Animation* or *Ctrl+6.*
2. In the center black bar, select *Animation* and then click on *Create.*
3. In the pop-up screen, name your animation and pick the folder where you want to save it.
4. Press on the *red circle* (record) and select the character components (hold shift and click on the first and last component of the character).
5. Right-click on *Position* (right menu) and select *Add key*.
6. Right-click on *Rotation* (right menu) and select *Add key*.
7. Select the timestamp by pressing on the *faint red bar* in the center and move the bones in the desired final position (the program will generate a smooth motion between each pose.)
8. Repeat as many times as needed (the animation can be as long as wanted and include as many poses as wished).
9. Press the *play* button to preview the animation.
10. Optional: moving the character into frame and adding a background image.

HOW DO I RECORD THE ANIMATION?

1. Select *Window* (from the top white bar) -> *Package Manager* -> *Packages: Unity Registry* -> *All* -> tap on the search bar -> *Recorder* -> *Install.*
2. Select *Windows* -> *General* -> *Recorder* -> *Quick Recording.*
3. On the pop-up screen, select *Add Recorder* -> *Movie* -> *Start Recording.*
4. Stop the recording when the action is finished by pressing *Stop Recording.*
5. In the lower right corner of the recording menu it will specify where your movie has been saved.
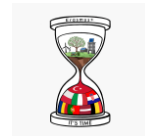
HOW DO I LAYER A CHARACTER?
1. Using an app/ website that allows you to work with different layers, separate each part of the body of the character that you wish to animate (example: if you want to animate a hand movement on a human-like character, you will separate the arm/hand from the rest of the body by copying it to another layer);

2. In [Photopea](#):
   a) Drag and drop/ paste your background-free character into the website;
   b) Separate each body part with the *lasso* tool and copy/paste it (when you paste it, it will be automatically placed on a separate layer);
   c) You can rename the layers if you wish;
   d) You can check the progress by hiding the background layer (the image of the character);
   e) Once all the layers have been made, select *File* from the top left corner -> *Save More* -> *Save PSD/PSB* -> *Format: PSB* -> *Save*;

HOW DO I ADD A BACKGROUND IMAGE TO AN ANIMATION?
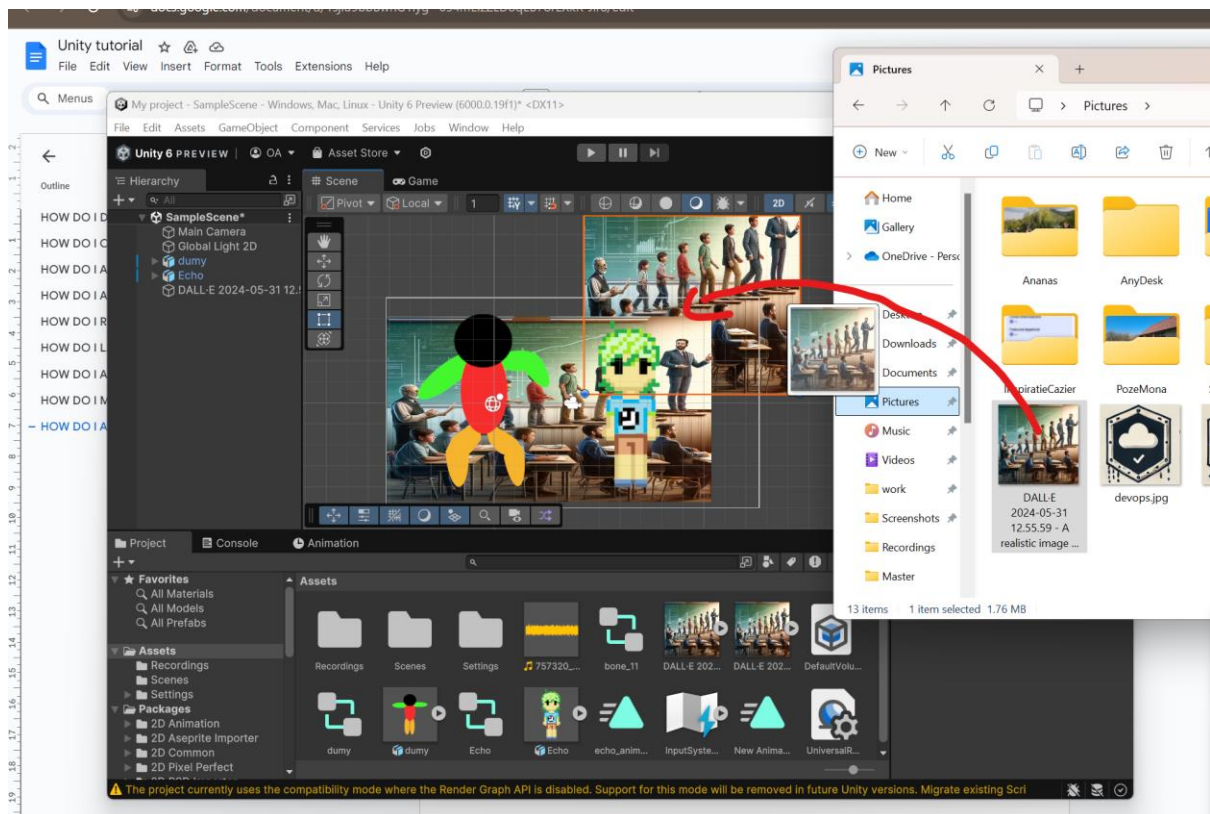
1. Drag the image into the Scene from the PC's files.
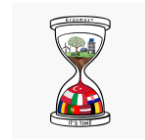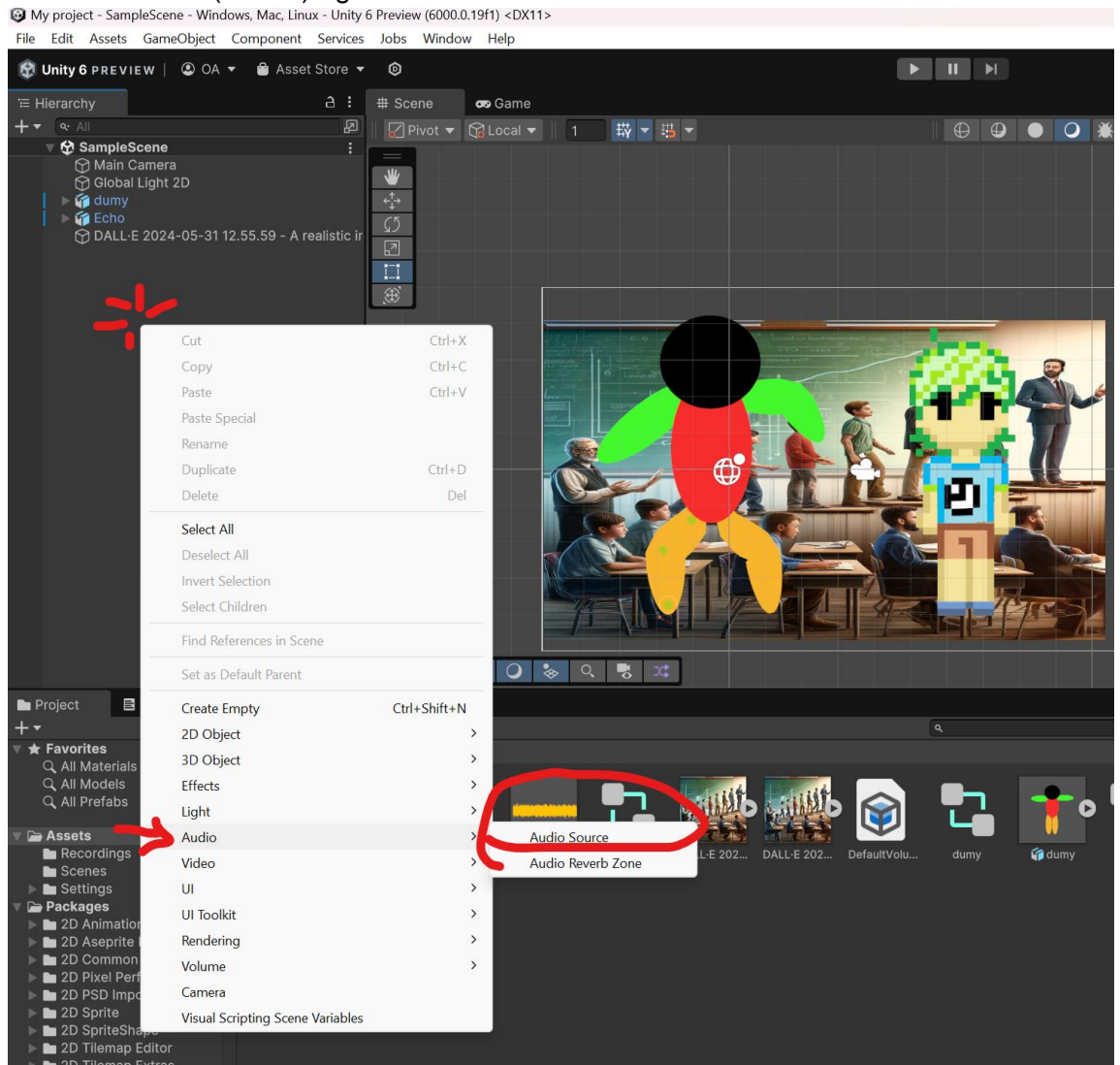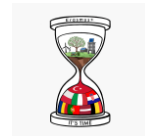
HOW DO I MOVE THE CHARACTER IN FRAME?

1. Go to *Main Camera* (left menu);
2. Use the *Move Tool* to move the frame by clicking in the center of the two axes which forms a blue square.
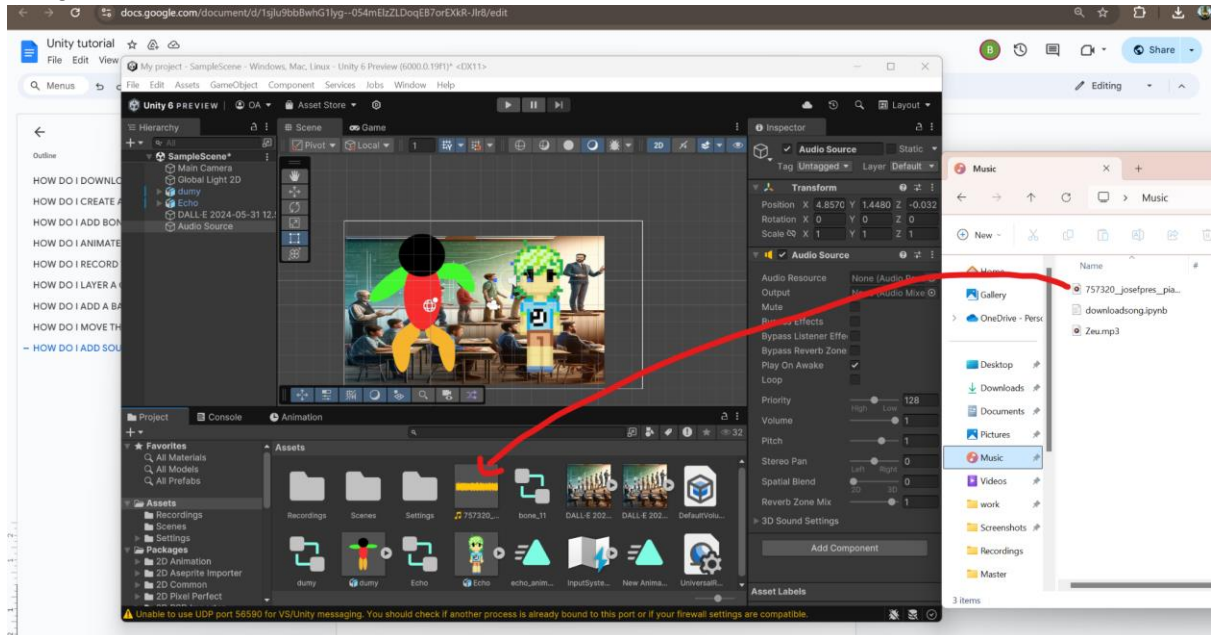
HOW DO I ADD SOUND OR VOICE?

1. In the left menu (Scene) right click and add an Audio Source.

2. Drag the sound in the Assets tab

3. Click the Audio source and drag the sound file in the Audio resource.