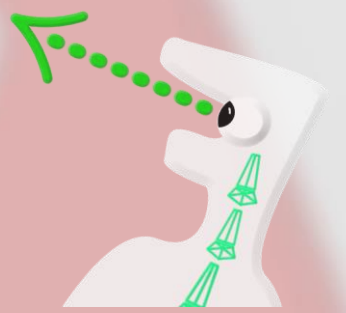
FIMPOSSIBLE CREATIONS

LOOK ANIMATOR USER MANUAL



1 : SETUP
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4 : CORRECTIONS

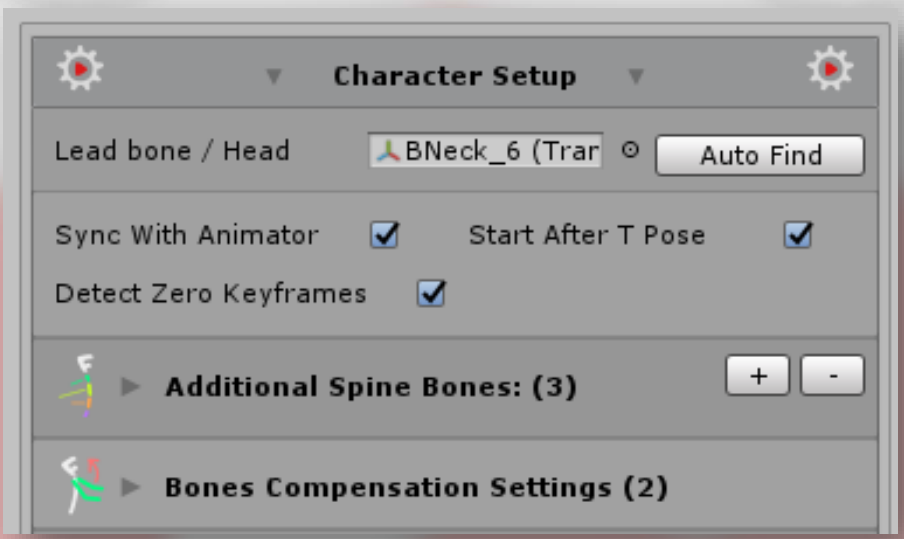
INTRODUCTION:

LOOK ANIMATOR IS COMPONENT WHICH ANIMATES PROCEDURALLY HEAD AND SPINE BONES TO SIMULATE REAL ANIMATION OF BODY FOR LOOKING AT CHOOSED POSITION OR OBJECT.

COMPONENT WORKS WITH ALL THE RIGS IN UNITY, NAMELY GENERIC, HUMANOID AND LEGACY. VISUAL FRIENDLY INSPECTOR HAS FUNCTIONS WHICH WILL SAVE YOUR TIME YOU WILL SETUP COMPONENT IN FEW CLICKS!

IF YOU WILL LIKE THIS PACKAGE PLEASE VISIT PAGE ON THE ASSET STORE AND RATE OR WRITE REVIEW :)

•1/4 - SETUP



TO MAKE YOUR CHARACTER WORK WITH TAIL ANIMATOR YOU MUST FIND HEAD BONE (GAME OBJECT) INSIDE YOUR MODEL'S HIERARCHY.

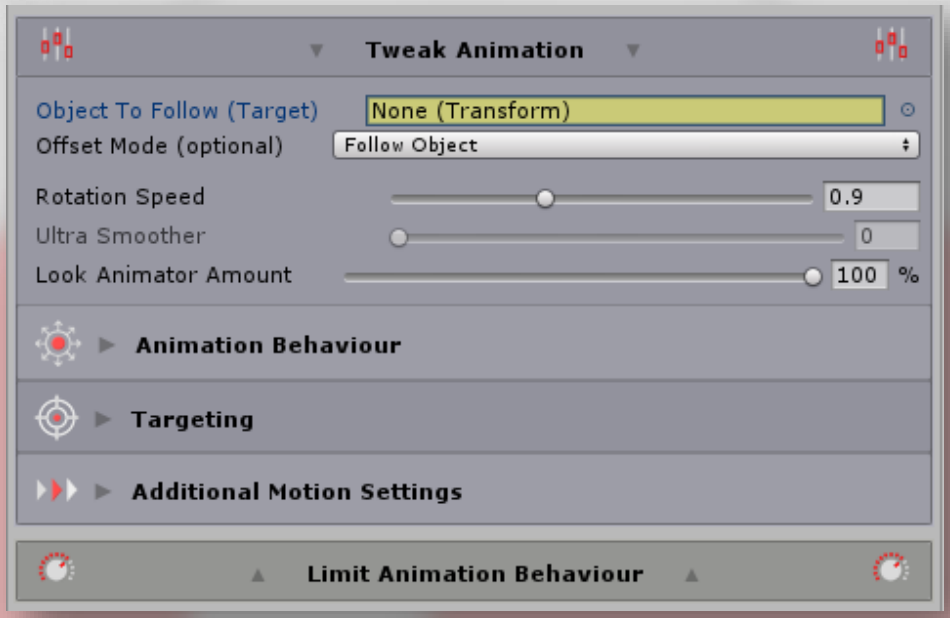
YOU CAN USE „AUTO FIND" BUTON BUT AFTER USING IT MAKE SURE THAT RIGHT BONE IS SELECTED.

BEFORE PLAYMODE ENTER WITH MOUSE CURSOR ON PARAMETERS LIKE „SYNC WITH ANIMATOR" ETC. TO DISPLAY TOOLTIPS EXPLAINING THEM.

WITH „ADDITIONAL SPINE BONES" YOU WILL EASILY ADD MORE BONES TO LOOK CHAIN IF YOU WANT TO ROTATE ADDITIONAL SPINE/NECK BONES INSTEAD OF JUST HEAD.

WITH „BONES COMPENSATION" YOU WILL PREVENT UNWANTED ARMS ROTATION WHEN USING ADDITIONAL SPINE BONES IN CHAIN.

•2/4 - TWEAKING



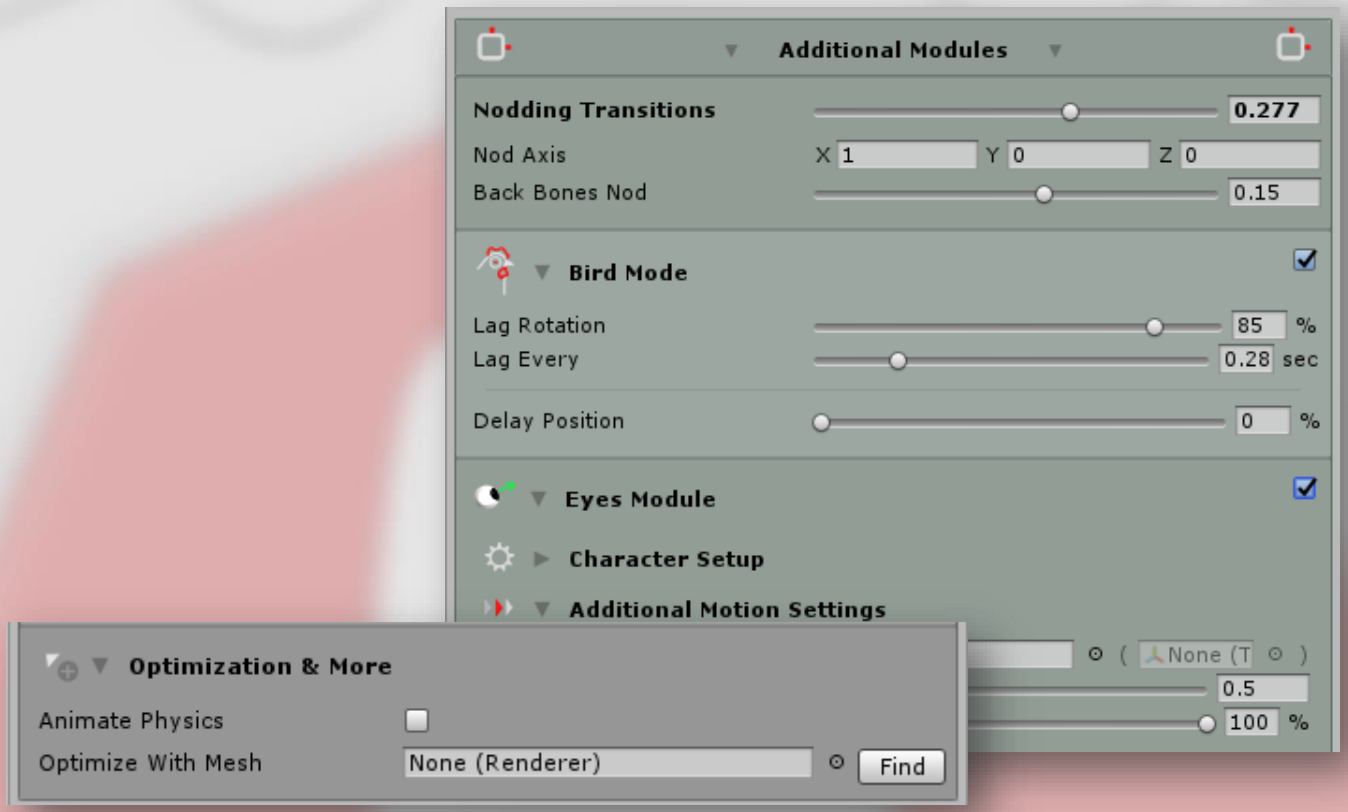
TO MAKE YOUR CHARACTER LOOK AT OTHER OBJECT ASSIGN TARGET GAME OBJECT INSIDE „OBJECT TO FOLLOW" FIELD. YOU CAN ADJUST SPEED AND SMOOTHING OF THE ROTATION AND DEFINE HOW MUCH LOOK MOTION SHOULD BE USED.

INSIDE TABS BELOW YOU WILL FIND ANOTHER PARAMETERS AND FEATURES WHICH WILL HELP YOU DESIGN DESIRED LOOK MOTION FOR YOUR CHARACTER.

FOR MORE EXPLANATION ENTER WITH MOUSE CURSOR ON PARAMETERS (DURING EDIT MODE) TO DISPLAY TOOLTIPS OR GO TO MY YOUTUBE CHANNEL AND CHECK TUTORIALS!

THIS PARAMETERS WILL SOLVE DIFFERENT PROBLEMS WITH SETTING UP CUSTOM BEHAVIOUR FOR YOUR PROJECT'S CHARACTERS.

•3/4 - ADDITIONAL FEATURES



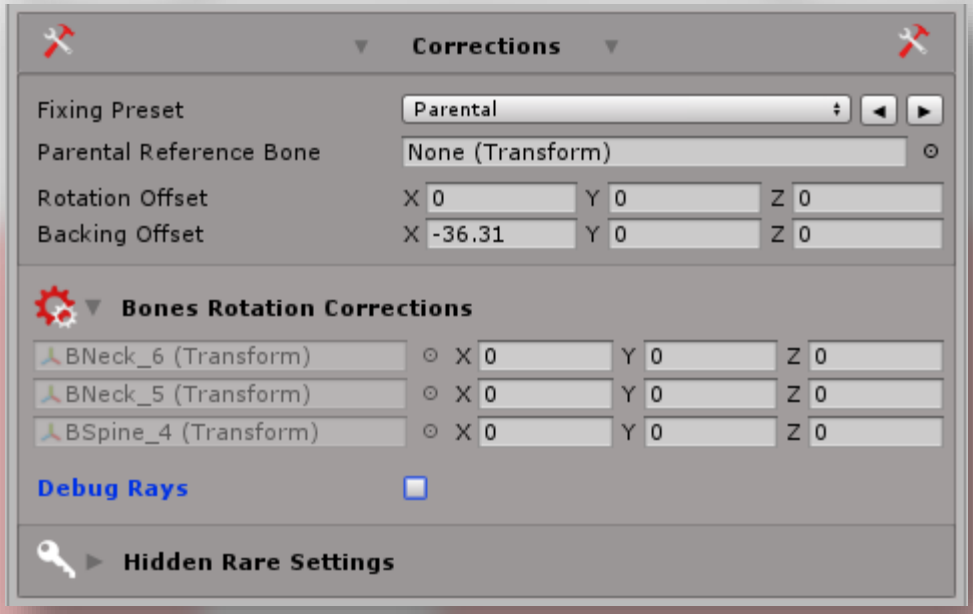
IF YOUR CHARACTER LOOK MOTION IS STUTTERY YOU PROBABLY USING „ANIMATE PHYSICS" IN UNITY'S ANIMATOR, YOU CAN FIX IT WITH THE SAME NAMED PARAMETER IN LOOK ANIMATOR, ALSO THERE YOU CAN DEFINE MESH WITH WHICH LOOK ANIMATOR WILL STOP COMPUTING IF BECOME INVISIBLE.

WITH NODDING TRANSITION CHARACTER WILL USE ADDITIONAL MOTION WHEN CHANGING OBJECTS TO LOOK AT.

WITH BIRD MODE YOUR CHARACTER HEAD WILL DO SHORT RAPID MOVES AND OTHER BIRD HEAD CHARACTERISTICS.

WITH EYES MODULE YOU CAN MAKE YOUR CHARACTER'S EYES FOLLOW TARGET, BUT YOU NEED HEAD BONES/GAME OBJECTS.

•4/4 - CORRECTING



IF YOUR CHARACTER POSE IS MUCH DIFFERENT THAN YOUR ANIMATION, YOU CAN ADJUST IT INSIDE „CORRECTIONS" TAB.

YOU CAN TRY USING OTHER „FIXING PRESETS" - CHECK DEMO SCENES FOR EXAMPLES OF IT BUT „PARENTAL" PRESET SHOULD WORK IN ALL CASES.

YOU CAN OFFSET SINGLE BONES ROTATIONS IN „BONES ROTATION CORRECTIONS"

YOU CAN ALSO USE THIS VARIABLES FOR CUSTOM ANIMATING. YOU CAN SEE EXAMPLE OF USING „BACKING OFFSET" IN „DRAGON RIGGING TUTORIAL" ON MY YOUTUBE CHANNEL.

IF YOUR CHARACTER IS NOT FACING Z AXIS (BLUE) YOU CAN ADJUST IT INSIDE „HIDDEN RARE SETTINGS".