







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 GLICKS!

IF YOU WILL LIKE THIS PACKAGE PLEASE VISIT PAGE ON THE ASSET STORE AND RATE OR WRITE REVIEW 5)

on/A-SAMP

🔅 🔻 Character Setup 🔻 🄅
Lead bone / Head 📕 BNeck_6 (Trar 💿 🛛 Auto Find
Sync With Animator 🗹 Start After T Pose 🗹 Detect Zero Keyframes 🗹
🚽 🕨 Additional Spine Bones: (3) 🛛 🛨 🖃
▶ Bones Compensation Settings (2)

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

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 GHAIN.



Object To Follow (Target) None (Transform) Offset Mode (optional) Follow Object Rotation Speed 0.9 Ultra Smoother 0 Look Animator Amount 100 % Image:	440 v	Tweak Animation 🔻 🗖
Ultra Smoother Look Animator Amount Animation Behaviour		
₩ ◆	Ultra Smoother	0
♦ Targeting	🔅 🕨 Animation Beha	viour
Additional Motion Settings	>>> > Additional Motio	on Settings
C 🔺 Limit Animation Behaviour 🔺 🕐	<i>C</i>) 🔺 u	mit Animation Behaviour 🔺 🕜

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 GHARACTER.

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.

03/13 - ADDITIONAL FEATURES

	Ċ• v	Additional Modules	(
	Nodding Transitions	•	0.27
	Nod Axis	X 1 Y 0 Z 0	
	Back Bones Nod	•	0.15
	📀 🔻 Bird Mode		
	Lag Rotation	•	85
	Lag Every	ī•	0.28
	Delay Position	•	0
	🗨 🔻 Eyes Module		
	🔅 🕨 Character Setu	ıp	
	>>> 🔻 Additional Mot	ion Settings	
🕤 🔻 Optimization & M	ore	● (LNone	(T @ 0.5
Animate Physics			100
	None (Renderer)	○ Find	

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 GHARACTERISTICS.

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

04/4 - CORRECTING

Fixing Preset	Parental		÷ 💶	►
Parental Reference Bone	None (Transf	orm)		0
Rotation Offset	X 0	Y 0	Z 0	
Backing Offset	X -36.31	Y 0	Z 0	
LBNeck_6 (Transform)	○ X 0	Y 0 Y 0	Z 0	
LBSpine_4 (Transform)	⊙ x 0	YO	Z 0	-
Debug Rays				

IF YOUR CHARACTER POSE IS MUCH DIFFERENT THAN YOUR ANIMATION, YOU GAN ADJUST IT INSIDE "CORRECTIONS" TAB. YOU GAN 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 GAN ALSO USE THIS VARIABLES FOR CUSTOM ANIMATING. YOU GAN SEE EXAMPLE OF USING "BACKING OFFSET" IN "DRAGON RIGGING TUTORIAL" ON <u>MY YOUTUBE</u> GHANNEL.

IF YOUR GHARACTER IS NOT FAGING ZAXIS (BLUE) YOU GAN ADJUST IT INSIDE "HIDDEN RARE SETTINGS".