Characters, They're Alive!
(Student)

Discussion:

Watch any human or animal on Earth and you will observe interesting patterns of movement, even when they are resting. An important technique in bringing life to animated characters in games is developing these movement patterns as animations. In this activity, you will observe the movements and animations of characters in published games and think about how they are all connected.

Game #1:

A) Choose a game that has a 3rd person character. This doesn't have to be a game that you've played before. Search online to find a video of gameplay. Write the name of the game in the space below and include the link to the video.

B) Watch the character as they move through the level. How do they move? For example, a fish would move forward, turn left or right, and jump out of the water. Don't include the animations, like the swaying of the fish tail, yet.

C) What animations do you observe in the character? For each observed animation, guess at the condition that triggers it. For example, any forward movement of the fish would trigger the sway tail animation. Or when reaching the surface of the water with movement would trigger a jump animation.

Game #2:

A) Choose a game that has a 3rd person character. This doesn't have to be a game that you've played before. Search online to find a video of gameplay. Write the name of the game in the space below and include the link to the video.

B) Watch the character as they move through the level. How do they move? For example, a fish would move forward, turn left or right, and jump out of the water. Don't include the animations, like the swaying of the fish tail, yet.

C) What animations do you observe in the character? For each observed animation, guess at the condition that triggers it. For example, any forward movement of the fish would trigger the sway tail animation. Or when reaching the surface of the water with movement would trigger a jump animation.

Reflection:

1) What is the difference between movement and animation? What happens if one occurs without the other?

2) What component links the animations to the triggers in Unity? What component allows the player to move?